

Simple10 v3.1 Multiclasses

For the core rules, check out the Full Version here: [S10 v3.1 FULL](#)

Multiclasses are a mix of two classes. Selecting a Multiclass costs 2 SP, but grants one of the two available Multiclass Skills to the character. The other one can be purchased for a further 2 SP if the player so desires. A Multiclass character can pick skills from both classes it is a mix of.

List of Multiclasses

Table of contents is a work in progress, currently sorted alphabetically by class.

Alchemist

+Bard: Poet

In the original sense, 'poetry' was synonymous with 'ironic punishment'.

Love Poison

Spell

Recharge 1 after effect ends

Infatuates the target, making it more willing to help you if out of combat, or forcing it to deal any counterattack damage to other party members (unless no valid alternatives remain) in combat.

Lasts three turns.

Canned Laughter

Spell

The target becomes prone to comical pratfalls, amusing voice cracks, poorly timed flatulence, Freudian slips and other authority-undermining silliness that severely hinders its credibility and the concentration of those around the target.

+Cleric: Pyromancer

Among fanatical alchemists, obsession with flame evolved into a faith all its own, often blending with other existing belief systems into something far more dangerous.

Phoenix extract

Men

Recharge 3 after triggering

Target needs 2 rolls to stand up, but in doing so regains 2 wounds Wears off after one helplessness + recovery

Vigil

Passive

In the presence of fires larger than a torch (e.g.: a campfire, forest fire, fireplace), your spells have -1 Recharge to a minimum of 0.

+Cultist: Madman

The mind is mostly just a complex chemical reaction. And complex chemical reactions are fun to experiment with.

Posthumous Potion

Men

Brew a potion from a dead enemy, gaining one of their skills until you successfully use it. You can only have one of these in effect at a time. Works even on enemies that displayed no active skills in combat, in which case the skill gained is decided by the GM.

Fatal Fear

Men

Recharge 1

Fear is the mind killer. Heart attacks are the body killer.

Reduces the target's Skill Tier by 1. If it falls below Trivial (0) the target dies instantly.

+Knight: Guardian

Guardians are highly sought after masters of manipulating their own bodies to protect allies.

Reflex Brew

Passive

When you critically succeed with any roll in combat, one ally does not take counter damage this turn. If no allies were hurt this turn, nothing special happens.

Liquid Link

Automatic

You and a nearby friendly creature imbibe a potion. As an Instant action, you may switch places. If you switch places in combat, reverse the counterattack damage you would've taken for this turn (you take theirs, they take yours). You may have only one Link partner at a time. Lasts one day or until dismissed.

+Mage: Witch

A common misconception is that there are only female witches. Not that many stumble upon their secret covens and live to communicate this fact.

Spell Spill

Men

Spell, Recharge 2

Afflict all enemies with all of your Elementalist effects.

Arcane Amplifier

Men

Spell, Recharge 3 after effect ends

Drinks a potion that amplifies all Spells, increasing your Skill Tier and crit limit by 1 when using Spells. The effect lasts until you perform an action that isn't a spell.

+Monk: Peace Walker

Peace Walkers travel the world using their knowledge to calm the raging storms inside hearts.

Unstable shake

Agi

Spell, Recharge 3

Deals standard damage. Crits on 1 less for each time you have been helpless this fight.

Sleeping Brewer

Passive

You're so experienced, you could mix in your sleep!

You can cast Alchemist skills, or drink a health potion while helpless.

+Necromancer: Embalmer

The Embalmer has found better uses for formaldehyde and cinnabar than simple toxins.

Preservation

Passive

Your Minions have an additional 5 Hits if they have no Wounds, or 1 extra Wound if they have Wounds.

Soul Jar

Men

Spell, Recharge 2 once potion is used

Kills one of your permanent minions to make a potion that heals the user to double max hits. Does not affect actual max hits, when the overheal is lost it can't be regained. Max one potion at a time.

+Paladin: Brewmaster

Not all Brewmasters are master brewers. They are however masterful combatants with a love of brews.

Mirror Elixir

Spell, Recharge 2 after effect ends

Coats you in a shiny mirror sheen, reflecting light and magic. The next spell that would hit you is instead reflected upon a target of your choice.

Sturdy Stout

Passive

When you crit, you cannot go Helpless next turn, instead lingering at 1 Hit.

+Rogue: Toxicologist

Every Toxicologist believes the only good fight is a short fight.

Sudden Death Poison

Passive

Your basic attacks apply a dose of Sudden Death Poison. When the amount of doses equals the target's Skill Tier, it instantly dies unless it has resistance to such poisons.

Necrotic Poison

Men

Spell, Recharge 3

Affected enemies lose 1 max Hit each time they stand up from Helplessness, to a minimum of 1

+Shaman: Farmer

The most successful farmers bring in the largest sows and apples. Their rituals and fertilizer recipes have been passed down for generations and are closely-guarded secrets.

Controlled Evolution

Passive

All your minions gain two racials of your choice.

Wax/Wane

Men

You know the secrets of growing the biggest vegetables in town. Grow or shrink an incapacitated, willing, or inanimate organic target with a potion with effectiveness based on roll. Feed a town with a pocket potato or slip through the bars of a prison. Hits and wounds are not changed by this effect.

+Smith: Inventor

Those who knew their way around chemicals as well as metals were in short supply, but always at the forefront of breakthroughs.

Flux Accelerator

Passive

You may use skills that are on recharge. If you do so, you lose Wounds equal to the remaining recharge, and then the recharge resets.

Potion Injector

Instant Automatic, Recharge 4

If you know Distill Life, Hop Scotch, Dream Wine or Can of Whoopass, you can use any of them as the effect of this skill. Otherwise, you restore 1 Hit and gain +1 Skill Tier for 1 turn.

+Tracker: Visionary

Tribals revere medicine men and great hunters equally. It takes a Visionary to master both.

Future Draught

Passive

When you make a basic attack, you may declare the target after seeing the roll result.

Lure

Agi

Creates an irresistible lure for whatever type of creature or person you desire.

Once placed, a creature of that kind / that person *will* turn up sooner or later if they are nearby and able to reach the lure. They will then eat the lure. Lures can be poisoned to cause Helplessness in the target for 1 turn.

+Warrior: Drunken Brawler

Some combatants consider loss of precision an acceptable price for dulled pain and removed inhibition. Others just like to get wasted and beat people up.

Combat Cocktail

Recharge 2 after effect ends

Gain any number of the following benefits

- Fully restore Hits
- +1 to Soc, Phy, Agi OR Men
- +1 to damage and crit range
- Automatically stand up next time you go Helpless

Falling Fight

Agi

Instant, Weapon

Can only be used while going Helpless
Deal standard damage when going Helpless.
Failure deals no extra damage.

Your crit fail range increases by 1 per benefit chosen. Effects last until you go Helpless.

Bard

+Alchemist: Poet

In the original sense, 'poetry' was synonymous with 'ironic punishment'.

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Canned Laughter

Spell

The target becomes prone to comical pratfalls, amusing voice cracks, poorly timed flatulence, Freudian slips and other authority-undermining silliness that severely hinders its credibility and the concentration of those around the target.

+Cleric: Preacher

For those who may not listen to the good word, there is always a good song.

Glorify

Soc

Instant, Recharge 4

With an impromptu sermon or inspiring phrase, you boost a single ally's next action to autocrit

Virtue

Men

Recharge 2

Increase the SOC, PHY, AGI or MEN of a target by 2 for 1 turn

+Cultist: Frightener

What you can hear from a Frightener isn't your average fireside spook story. Those are not meant to be factual tales of otherworldly experiences.

Dread prophecy

Passive

If you crit (success or fail) twice in a row, the fabric of reality is torn and the world around gets you ravaged by forces from beyond time and space. All enemies and the user are rendered helpless or lose 5 hits.

Delusion of Supremacy

Soc

Recharge 4 after effect ends

When an ally falls helpless, the affected target becomes Trivial Tier for 1 turn as it gloats, oblivious to things around it.

+Knight: Troubadour

Bold fighters who sing their own heroic tales as they live them.

Overconfidence

Phy

Instant, recharge 3

Your next roll is a critical, success or fail.

Encore

Passive

You may continue to take normal actions for the first turn of your helplessness. Failures incur wound damage.

+Mage: Illusionist

Spectacular performers, channeling magic through song, dance, and pyrotechnics.

World Warp

Men

Spell, Recharge 6 after effect ends

Give the target delusions: distracts the target while they interact with the fake world. The higher the roll, the more believable the illusion is, and the longer it lasts. Illusion is broken when attacking.

Doppelganger

Soc

Spell, Recharge 3

Summons a duplicate minion of yourself or the target that can hold physical objects and deal damage if they pick up weapons, has one hit and no wounds

+Monk: Martial Artist

Freeform in both their thinking and fighting styles, they can produce excellent results by surprising their opponents.

Dance My Minions

Passive

Every enemy you send helpless becomes a temporary minion.

These minions count as 2 skill tiers below yours and break free of your control on the first failure, but also suffer counterattack damage for them.

Stance Dance

Passive

When you switch stances, you may also roll for an extra attack.

+Necromancer: Deathsinger

Famous lamenters and mourners, repaid by the fallen in times of dire need.

Despair

Soc

Spell, Recharge 1

Reduces the target's Skill Tier by 1. Stacks with itself, but resets to nothing the moment you go Helpless. Nobody is particularly scared of someone helpless.

Echo of Death

Passive

+1 to to either SOC, PHY, AGI or MEN if there is a fresh corpse nearby. If there are more corpses, up to four, you may choose multiple bonuses but only +1 to each at most. Raised minions do not count as corpses for this purpose.

+Paladin: Warlord

Leaders by example and inspiring words, rousing allies and shouting down foes.

Command

Soc

On success, takes sentient creature as a pet

Inspiring Leadership

Passive

When you roll a crit, all of your allies (but not you) gain +1 to all rolls next turn. Autocrits apply.

+Rogue: Trickster

Con artists who combine charm and sleight of hand before vanishing from sight.

Ruse

Ag

Once per combat

Use this skill when you roll a critical failure, on success it is instead treated as a critical success

Underworld Connection

Passive

You have knowledge of the local underworld and can call in some old favors like conveniently unlocked doors or missing guards with a bit of prep time

+Shaman: Earthsinger

These mystics are in tune with the land and able to speak with the earth itself.

Earthsong

Soc

Ask plants and earth for info, suffers penalties in urban environs

Treant Whisperer

Men

Allows you to bring a plant to life as your minion, plant becomes mobile. Said plant can't talk or communicate in any way.

+Smith: Annalist

Great stories are written of the greatest hits of heroes, brought to them by the greatest of arms

Glory Days

Passive

When you naturally crit, your next success autocrits.

Lucky Number Seven

Passive

Rolling a 7, disregarding any and all modifiers, counts as a natural crit.

+Tracker: Wardancer

Dance and martial prowess make these adventurers exceptionally agile.

Wardance

Passive

Deals 1 hit of damage to your target enemy when taking counterattack hits. This damage increases by 1 per Social Mastery you have.

Whirlwind

Agi

Weapon, Recharge 4

Keep rolling until you fail. Every success hits all nearby foes

+Warrior: Warcrier

Some of the greatest feats of warriors are preserved in songs of war, shouted at blood red skies with lungs of iron and hearts of fire.

Power Metal

Soc

Recharge 3

On success, deals standard damage to all enemies and increases the skill tier of all allies by 1 for 1 turn. On a crit, also lowers crit limit for all allies by 1.

Bronus

Phy

Instant, Recharge 2

Share your roll bonuses with an ally for one turn. Both parties gain all bonuses.

Cleric

+Alchemist: Pyromancer

Among fanatical alchemists, obsession with flame evolved into a faith all its own, often blending with other existing belief systems into something far more dangerous.

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Recharge 3 after triggering

Target needs 2 rolls to stand up, but in doing so regains 2 wounds Wears off after one helplessness + recovery

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Passive

In the presence of fires larger than a torch (e.g.: a campfire, forest fire, fireplace), your spells have -1 Recharge to a minimum of 0.

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With an impromptu sermon or inspiring phrase, you boost a single ally's next action to autocrit

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Men

Recharge 2

Increase the SOC, PHY, AGI or MEN of a target by 2 for 1 turn

+Cultist: Demagogue

For the minds that are too disturbed to find solace in anything but the occult.

Brothers in Madness

Soc

Once per place

You may roll to find some like-minded allies wherever you go, and if you succeed, gain their aid. Sometimes that means shelter from angry guards, at others a surprise assault of angry cultists when you most direly need it, or even just a special room in the basement of an otherwise stacked inn.

Healing Cancer

Men

Spell, Recharge 2 once the healing ends Heals Hits every turn, healing 1 more each subsequent turn (+1 hit when cast, +2 next turn, +3 after that and so on). This healing can go beyond max hits. If it reaches double the target's max hits, the target instead falls Helpless. Lasts until the target falls helpless either way.

+Knight: Templar

Frontline soldiers with powers of healing and protection.

Flagellate

Automatic Instant, Recharge 3 after effect triggers

The next time you roll a non-critical failure you heal that many hits instead of losing them

Martyr

Soc

Recharge 4

Lift all helpless allies, you become helpless

+Mage: Thaumaturge

Scholars without peer, ever thirsty for knowledge of the metaphysical.

Magic Boon

Automatic Instant, Spell, Recharge 4

Your next successful Spell also restores a single Wound or 3 Hits on yourself.

Master Caster

Passive

+1 to all Spell rolls in combat. Outside combat, Spells become Automatic.

+Monk: Philosopher

It is easy to feel no pain, once you understand that pain is but the passing of weakness. If only your patients would share your view too...

Healing Pain

Passive

Whenever you suffer counterattack damage, one non-helpless ally recovers a hit.

Koan

Soc

Instant, Recharge 3

You know a variety of ancient sayings that provoke thought and inspire success. You may roll to turn an ally's noncritical failure into a noncritical success. May be used while helpless.

+Necromancer: Lifebinder

Masters of life and death, rumored to hold the key to immortality. This can lead to a lessened sense of self preservation.

Reincarnation

Automatic, Once per gameplay session

Returns to life in a safe place close to where you died. Cannot be used in combat.

Patchwreck

Men

Spell, Recharge 2.

Pull off a limb and turn it into a minion. This Minion has as many max Wounds as you sacrifice from your own, 5 hits and knows all your Skills. If you give it one of your eyes you can also see what it sees. You can make as many of these as you have Wounds to spare. You can also stitch them back onto you but only outside combat. Aesthetic damage inevitable.

+Paladin: Ascendant

The pinnacle of devotion, drawing limitless power from their unbreakable faith.

Empower Weapon

Automatic Instant, Spell, Recharge 4 after it ends

Caster or single ally gains +3 bonus to normal attacks. Each successful hit reduces the bonus by 1 until it reaches 0, ending the effect.

Healing Hammer

Phy

Instant Spell

Can direct your other action at an ally, healing them for as much as it would have damaged a foe, or damaging them on a failure

+Rogue: Charlatan

Assassins and clergy alike, these devout servants are without inhibition.

A Word In Your Ear

Soc

Recharge 3

On success, control a single target for one turn. Cannot be used to force target to hurt or kill itself. Unless aware of your abilities, the target will not realize what has happened once the duration ceases. Player characters can choose to roll a perception check to realize they have been mind controlled.

Snake Oil

Agi

Your inoffensive skills can be used as offensive ones when targeted at enemies (Heal deals hits, Mend re-opens old wounds, Inure weakens against elements, etc). Doing so adds +2 to their recharge.

+Shaman: Druid

Invokers of nature's power, driven by mysticism and mystery.

Animal Totem

Automatic Instant, Recharge 5 after effect ends
You shapeshift into a Mystic or War animal for 3 turns (chosen when you learn this skill), gaining a bonus: Mystic +1 to both Social and Mental skills, can cast a shaman or cleric spell up to two points, that you do not know, chosen upon gaining this skill; War +1 bonus to both Physical and Agility skills, can use Cleave. May be combined with Nature Elemental.

Calm Until Provoked

Passive
You may never take an offensive action until hit in combat. After that, you gain +2 and Autocrit to all rolls for one turn, and may act normally afterwards. Outside combat, you may apply this to anyone who is outright hostile to you

+Smith: Surgeon

To those with the right technology, few things are impossible to put back together no matter how mangled they are.

Mechanical Limb

Men

Instant, Recharge 2
You may attempt to perform any relatively simple task even if your hands are occupied with fighting. Rolling a failure on this extra task, so long as it's not an attack or skill, does not incur counterattacks. The rig is not designed for combat, but can still be used for that in an emergency. Rolling an offensive action using the Mechanical Limb has a crit fail range of 3-.

Triage

Soc

Instant, Recharge 2
Restores one wound. On crit, restores all wounds.

+Tracker: Pilgrim

Travelers of the world, spreading their doctrine to distant places.

Don't Die On Me

Soc

Spell, Recharge 1
Target recovers from helplessness or is healed for one wound, with +1 bonus for each wound of damage on the target and the caster

Lifelink

Ag

Weapon, Recharge 3 after effect ends
Shoot a special ammo life-linked to you or someone in your party. For every wound of damage inflicted on the affected target, restore one wound or hit on the linked ally. The link lasts 3 turns.

+Warrior: Warrior Priest

Bringer of death and well-being in equal measure, warrior priests have earned enough respect to not have the lack of originality in their name called out any more.

Healing Blood

Phy

Weapon, Recharge 2
Deals standard damage. Heals one ally for as much damage as you deal with this attack.

Healing Before Hurting

Passive

Whenever you successfully perform an action that helps allies (heals, buffs, assisting helpless allies to stand up, etc) your next offensive action gains +1 to its roll.

Cultist

+Alchemist: Madman

The mind is mostly a complex chemical reaction. And complex chemical reactions are fun to experiment with.

Posthumous Potion

Men

It's not vegetarian, it's humanitarian
Brew a potion from a dead enemy, gaining one of their skills until you successfully use it. You can only have one of these in effect at a time. Works even on enemies that displayed no active skills in combat, in which case the skill gained is decided by the GM.

Fatal Fear

Men

Recharge 1
Fear is the mind killer. Heart attacks are the body killer.
Reduces the target's Skill Tier by 1. If it falls below Trivial (0) the target dies instantly.

+Bard: Frightener

What you can hear from a Frightener isn't your average fireside spook story. Those are not meant to be factual tales of otherworldly experiences.

Dread prophecy

Passive

If you crit (success or fail) twice in a row, the fabric of reality is torn and the world around gets you ravaged by forces from beyond time and space. All enemies and the user are rendered helpless or lose 5 hits.

Delusion of Supremacy

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Recharge 4 after effect ends
When an ally falls helpless, the affected target becomes Trivial Tier for 1 turn as it gloats, oblivious to things around it.

+Cleric: Demagogue

For the minds that are too disturbed to find solace in anything but the occult.

Brothers in Madness

Soc

Once per place
You may roll to find some like-minded allies wherever you go, and if you succeed, gain their aid. Sometimes that means shelter from angry guards, at others a surprise assault of angry cultists when you most direly need it, or even just a special room in the basement of an otherwise stacked inn.

Healing Cancer

Men

Spell, Recharge 2 once the healing ends
Places a pulsating tumor on the target, healing it until the tumor inevitably bursts. Heals Hits every turn, healing 1 more each subsequent turn (+1 hit when cast, +2 next turn, +3 after that and so on). This healing can go beyond max hits. If it reaches double the target's max hits, the target instead falls Helpless. Lasts until the target falls helpless either way.

+Knight: Chosen

Stout defenders who wage their battles with steel, flesh and dread.

Living Armor

Passive

Grow a shell of living armor around you. You start combat with 3 additional Hits and 1 Wound, which you must lose before losing any of your actual Hits or Wounds. These cannot be healed, but grow back at the start of next combat

Void Sacrifice

Phy

Recharge 4
Sacrifice 5 Hits, granting all allies +2 to their next roll.

+Mage: Dark Acolyte

When you mix advanced magic with rituals to invoke nightmares from beyond the realm of sanity, you are guaranteed to have a fun time.

Mutating Magic

Passive

Spells that can benefit from Elementalist now cause the target to mutate, automatically applying Gift of Change on success. This stacks with the normal Gift if both are used on the same target.

Failsafe

Spell, Automatic Instant, Recharge 1

Redirect a failed spell before it goes critical. Deals 1 damage to all enemies. Can only be cast when you fail to cast another spell, be it a normal or crit fail. Benefits from Elementalist.

+Monk: Mutant

Most folks consider mutations ugly and frightening. Others find fantastic new opportunities in them.

Mutant Regeneration

Passive

Your flesh is mutated with interesting healing properties. When you get up from helplessness, you gain a temporary +1 hit per time you've been helpless this battle. You cannot be healed until these temporary hits have been spent, and they cannot be recovered via healing.

Extra Arms

Phy

Instant, Recharge 3

Deals standard damage. Roll twice and pick the result you prefer.

+Necromancer: Doomherald

It takes a dedicated lack of caring to tap into some of the most backfire-prone bad ideas hidden in magic.

Demonhost

Men

Spell, Recharge 3

Raise a nearby corpse with the spirit of a being from beyond this world bound to it.

This Minion crits on a 8+ and crit fails on a 3-. On a Crit when summoning it, it also counts as 1 Skill Tier above the caster.

Zombie Apocalypse

Passive

Any enemy killed by your Undead Minions becomes a neutral Undead that may attack other enemies... or the party.

These extras can be dismissed with an Automatic action, causing them to crumble on the spot.

+Paladin: Abyssal

The nightmares that haunt the cracks between reality can grant great gifts to those willing to fight in their name.

Draining Strike

Soc

Weapon, recharge 2

Bleed out the essence of your enemies to nourish your own power

On crit, gain +1 to SPAM of your choice for the remainder of the battle

Unleash Nightmare

Phy

Weapon, Recharge 3

Unleash the nightmares residing in your foe, weakening them with fear.

If this attack renders the target Helpless, you gain +1 to all rolls next turn

Autocrits against targets of a lower Skill Tier

+Rogue: Beyond

Those who are able to lurk in the shadows of shadows are truly the sneakiest creeps of all

Borrowed Body

Soc

Take over an unaware target's body, taking their appearance and gaining limited access to their powers, if any. The possession breaks if you are attacked, and you must roll a Soc check whenever talking to avoid blowing your cover.

Regardless of how the possession ends, the target goes Helpless when released.

Slip Through

Agi

Attempt to slip through the cracks of reality, walking past loosely hinged doors, thin walls, windows and other lesser obstacles without harming them or yourself. Has no effect on barriers thicker than half a meter.

+Shaman: Otherworlder

Just because their pets happen to have more limbs and fleshy protuberances instead of fur doesn't mean they aren't real shamans!

Mythic Monster

Men

Spell, Recharge 4 after monster is gone
Most people think monsters only exist in myths and stories. Mostly because those who know better never lived to tell the tale. Summons a Hero Tier monster as a Minion that lasts until it misses an attack. If the caster is already Hero Tier, the monster is instead 2 tiers above the caster.

Eldritch Environment

Men

Spell, Recharge 2 once effect ends
Summons a patch of land from those dark places in your nightmares, where you are perfectly at home, but most are hopelessly lost. The local area now counts as natural terrain for you. All enemies suffer 1 hit and lower their Skill Tier by 1 for 3 turns as they stumble and trip in this impossible, unfamiliar terrain.

+Smith: Mad Scientist

Just insert the trichotometric indicator support to the ambihelical hexnut and tighten firmly, you fool. Trust me. This time will be different!

Insane Modification

Men

Recharge 2
Improve an ally's weapon in your own special kind of insane way.
Increases an ally's weapon crit AND crit fail limit by 1. This can be stacked. Lasts for the duration of the battle, or until the weapon's owner dismisses the effect with an Instant Automatic action.

MAD-sterwork

Passive

You build something that is probably a fantastic set of equipment in some nightmare dimension between dreams and reality.
You gain 2 bonuses from the Masterwork list (see Smith), but also suffer from a permanent increase of 1 to your Crit Fail limit.

+Tracker: Fearmonger

The smell of fear and adrenaline is exhilarating. And very easy to track.

Fleshy Bola

Agi

Ranged, Recharge 3 once effect ends
Tie up your enemy with something most people would rather not even imagine
On hit, the target's skill tier becomes Trivial until someone fails an attack against it.

Terror Ammo

Passive

Spikes the target with terror and panic, making them flail around wildly
Affected targets deal 1 Hit of damage to a random enemy when counterattacking. Benefits all skills that can benefit from Trick Ammo.

+Warrior: Zealot

The most devoted of warriors fight selflessly for their causes, to the point of being unnerving, as if possessed or something.

Object of Worship

Passive

Pick one ally as your object of obsessive worship. You can accurately locate this target regardless of distance. If this ally falls Helpless in combat, you gain Autocrit against the enemy who caused it, until that enemy is Helpless or three successes against it if it cannot go Helpless.

Possessed Weapon

Passive

Your weapons are possessed by a power from the great beyond. They have limited sentience and can reveal strange facts about the world if talked to. When you go Helpless, you can keep using basic Attacks and Weapon skills until your next failure, at which point you go Helpless as normal. This effect also ends if you are Healed. You also gain 1 Skill Tier for the duration.

Knight

+Alchemist: Guardian

Guardians are highly sought after masters of manipulating their own bodies to protect allies.

Reflex Brew

Passive

When you critically succeed with any roll in combat, one ally does not take counter damage this turn. If no allies were hurt this turn, nothing special happens.

Liquid Link

Automatic

You and a nearby friendly creature imbibe a potion. As an Instant action, you may switch places. If you switch places in combat, reverse the counterattack damage you would've taken for this turn (you take theirs, they take yours). You may have only one Link partner at a time. Lasts one day or until dismissed.

+Bard: Troubadour

Bold fighters who sing their own heroic tales as they live them.

Overconfidence

Phy

Instant, recharge 3

Your next roll is a critical, success or fail.

Encore

Passive

You may continue to take normal actions for the first turn of your helplessness. Failures incur wound damage.

+Cleric: Templar

Frontline soldiers with powers of healing and protection.

Flagellate

Automatic Instant, Recharge 3 after effect triggers

The next time you roll a non-critical failure you heal that many hits instead of losing them

Martyr

Soc

Recharge 4

Lift all helpless allies, you become helpless

+Cultist: Chosen

Stout defenders who wage their battles with steel, flesh and dread.

Living Armor

Passive

Grow a shell of living armor around you. You start combat with 3 additional Hits and 1 Wound, which you must lose before losing any of your actual Hits or Wounds. These cannot be healed, but grow back at the start of next combat

Void Sacrifice

Phy

Recharge 4

Sacrifice 5 Hits, granting all allies +2 to their next roll.

+Mage: Spellsword

When steel alone is not enough, some knights turn to sorcery.

Ethereal Weapon

Automatic Instant, Spell, recharge 3 after effect ends

Summon an Ethereal weapon. Ethereal weapons are not wholly real, existing between this world and the next. Their ghostly forms pass through all materials as if through air. While using an Ethereal Weapon your basic attacks and Weapon skills count as MEN and ignore nonmagical damage reduction. Last until you fall helpless.

Protective Bubble

Men

Spell, Recharge 4 after effect ends

Conjure a magic shield that absorbs up to two failures or one critical failure

+Monk: Samurai

Often bound by an ancient code, these warriors tend to be hardy.

Bushido

Passive

A critical failure in combat causes you to take four hits instead of instantly rendering you helpless.

Revolving Blade

Phy

Recharge 3

Autocrits. A critical hit by any other skill or attack refreshes this ability immediately.

+Necromancer: Death Knight

Some knights choose dark power. Some necromancers choose heavy equipment.

Meat Shield

Passive

So long as you have a minion, you cannot go helpless from non-critical failures. Instead, the minion takes the damage for you. Critical failures still send you helpless.

Sacrifice

Automatic Instant

Destroy one of your permanent minions to recover from helplessness and heal all wounds

+Paladin: Crusader

Devoted knights and defenders of their cause.

I Can Still Stand

Passive

Every time you successfully stand up from helplessness, add +1 to all future attempts to get up. This bonus also applies to anyone trying to help you up. Lasts until combat ends.

Vanguard

Passive

You and all allies ignore first damage taken in combat, including critical failures. This does not negate non-damage effects.

+Rogue: Dark Knight

Shock troops with an uncanny talent for moving silently in armor.

Oppress

Passive

+1 to all normal attacks if you have more Hits than your target.

Overwhelm

Passive

+1 to all bonuses to rolls. If your skill tier is higher than the target, it counts as one higher still.

+Shaman: Landkeeper

Wardens of the land, said to be unkillable on their native soil.

Earthbound

Passive

While in natural environs, regenerate 1 wound every 2 turns unless you're on fire.

Miracle Grow

Men

You seem to have a talent for nurturing just the right plant for the job. On success, rapidly grow anything from edible fruit, to poisonous plants, to bioluminescent mushrooms, to climbable vines!

+Smith: Warmaster

Those who make their weapons, know their weapons. And knowing is half the battle. The other half is violence.

Heart of Iron

Passive; Once per combat

When you first go down to 1 wound or less, you are instantly restored to 3 wounds.

Made to Last

Passive

Any positive effects applied to you or by you last one additional turn.

+Tracker: Ranger

Paragons of survival, these individuals are hardy in all climes and conditions.

Ranged Support

Passive

All your skills have the Ranged and Weapon tags

Supreme Hunter

Passive

Following a Critical hit you gain 1 Skill Tier until you go Helpless

+Warrior: Conqueror

Clad in armor as heavy as their arsenal of weapons, Conquerors are an immovable object swinging an unstoppable force

Greatshield

Passive

Requires a Shield

Your Shield, in addition to everything else, provides an additional +1 Hit and reduces counter damage from Weapon Skills and normal attacks by 1.

Hyper Armor

Instant Automatic

You may elect to have a roll count as a minimum success even if it failed. If you do, you suffer 1 additional hit in addition to normal counterattack damage.

Mage

+Alchemist: Witch

A common misconception is that there are only female witches. Not that many stumble upon their secret covens and live to communicate this fact.

Spell Spill

Men

Spell, Recharge 2

Afflict all enemies with all of your Elementalist effects.

Arcane Amplifier

Men

Spell, Recharge 3 after effect ends

Drinks a potion that amplifies all Spells, increasing your Skill Tier and crit limit by 1 when using Spells. The effect lasts until you perform an action that isn't a spell.

+Bard: Illusionist

Spectacular performers, channeling magic through song, dance, and pyrotechnics.

World Warp

Men

Spell, Recharge 6 after effect ends

Give the target delusions: distracts the target while they interact with the fake world. The higher the roll, the more believable the illusion is, and the longer it lasts. Illusion is broken when attacking.

Doppelganger

Soc

Spell, Recharge 3

Summons a duplicate minion of yourself or the target that can hold physical objects and deal damage if they pick up weapons, has one hit and no wounds

+Cleric: Thaumaturge

Scholars without peer, ever thirsty for knowledge of the metaphysical.

Magic Boon

Automatic Instant, Spell, Recharge 4

Your next successful Spell also restores a single Wound or 3 Hits on yourself.

Master Caster

Passive

+1 to all Spell rolls in combat. Outside combat, Spells become Automatic.

+Cultist: Dark Acolyte

When you mix advanced magic with rituals to invoke nightmares from beyond the realm of sanity, you are guaranteed to have a fun time.

Mutating Magic

Passive

Spells that can benefit from Elementalist now cause the target to mutate, automatically applying Gift of Change on success. This stacks with the normal Gift if both are used on the same target.

Failsafe

Spell, Automatic Instant, Recharge 1

Redirect a failed spell before it goes critical. Deals 1 damage to all enemies. Can only be cast when you fail to cast another spell, be it a normal or crit fail. Benefits from Elementalist.

+Knight: Spellsword

When steel alone is not enough, some knights turn to sorcery.

Ethereal Weapon

Automatic Instant, Spell, recharge 3 after effect ends
Summon an Ethereal weapon. Ethereal weapons are not wholly real, existing between this world and the next. Their ghostly forms pass through all materials as if through air. While using an Ethereal Weapon your basic attacks and Weapon skills count as MEN and ignore nonmagical damage reduction. Last until you fall helpless.

Protective Bubble

Men
Spell, Recharge 4 after effect ends
Conjure a magic shield that absorbs up to two failures or one critical failure

+Monk Mystic

Few things are more mysterious than a mystic and their curious ways of casting.

Arcane Arms

Agi
Spell, Weapon, Recharge 1
Counts as a normal attack, benefits from elemental

Inner Spirit

Passive
Your abilities lose the Spell tag. They can be cast without a catalyst, and silence effects do not affect them.

+Necromancer: Warlock

At the risk of their souls, these masters of magic tread the line of madness.

Tartarian Power

Agi
Spell, Recharge 1
Demonic power fuels your minion, and their rolls are all critical, hit or miss, until combat ends or you take an action to end the effect; critfail makes target berserk, hostile, or possessed. Can target willing allies. The target can take an action to end the effect.

Unholy Elementalist

Passive
Can use Raise Dead on natural elemental sources such as fires or bodies of water. Minions raised this way carry elemental properties as per Elementalist, but are otherwise relative in size and power to normal raised minions. Gives one pet mastery point.

+Paladin: Battlemage

Wielders of both arcane and spiritual power, serving their faith with unmatched fervor.

Armed Ally

Soc
Spell, Recharge 1
Turns your current weapon into a 5/1 minion armed with itself. Turning it back into a weapon is Automatic. If the minion dies in battle, it reverts into a normal weapon.

Conjure Weapon

Men
Instant Spell, Recharge 3
Conjures a magic weapon of any one type for the duration of combat. Can apply any Elementalist effect you know. Crit applies Quality +1 to the weapon. Summoning a second weapon destroys the old one.

+Rogue: Arcane Blade

A knife in the back is not always enough. A magical knife usually is.

Shadow Casting

Passive

Successful spellcasting does not break Stealth

Visibly Unarmed

Passive

You never appear armed or indeed all that threatening. If searched, no weapons will be found on you. Yet you can still use your seemingly spectral weapons to harm foes as if they were normal, fine steel

+Shaman: Witch Doctor

Unpredictable fusions of arcane and spiritual magic.

Hex

Passive

+1 to all successful rolls, -1 to all failed rolls

Polymorph

Men

Spell, Recharge 5 after effect ends

Turns an enemy into a harmless Trivial creature that cannot cause counterattack damage for three turns. If it goes helpless or someone crit fails against it, the effect ends instantly. Can't polymorph the same creature twice. If the target is more than 2 Skill Tiers above you, it is only reduced to your tier.

+Smith: Spellwright

Capable of duplicating spells, or at least creating equally effective alternative solutions, a spellwright is truly a master of the unexpected.

Spell Emulator

Passive.

The smith gains access to 2 points worth of Spells, taken from any class or mix of classes. These spells can be used normally, but obey all their usual restrictions.

Spellcatcher

Men

Instant

Use this skill when an ally casts a spell. On success, you store a single copy of the spell in a Spellcatcher; you can later use a normal action to cast the spell, emptying the Spellcatcher. If you use this skill again while a copy is already stored, the old copy is replaced by the new copy.

+Tracker: Omniseer

In brightest day and blackest night, no target can escape their arcane sight.

Elemental Ammo

Passive

You gain any two Elementalist effects. You may apply Elementalist effects as normal, and as though they were Trick Ammo with the same limitations. If you also have Trick Ammo, the Elemental effect and Trick effect can be combined.

Fourth Eye

Men

Spell, Recharge 3

You can see beyond walls, barriers, illusions, lies and the fourth wall. Can make one roll to tap into meta information and listen in on out of character discussion.

+Warrior: Muscle Wizard

Sufficiently advanced application of large weapons to the face is indistinguishable from magic

Weaponized Catalyst

Passive

All your Spells count as Physical or Agile (chosen when the skill is picked) and Weapon regardless of their original tags. Your Weapon also counts as a Catalyst Weapon

Spell and Blade

Passive

When you crit with a normal attack, you may instantly cast one of your Spells. When you crit with a Spell, you may instantly perform a normal attack.

Monk

+Alchemist: Peace Walker

Peace Walkers travel the world using their knowledge to calm the raging storms inside hearts.

Unstable shake

Agi

Spell, Recharge 3

Deals standard damage. Crits on 1 less for each time you have been helpless this fight.

Sleeping Brewer

Passive

You're so experienced, you could mix in your sleep!

You can cast Alchemist skills, or drink a health potion while helpless.

+Bard: Martial Artist

Freeform in both their thinking and fighting styles, they can produce excellent results by surprising their opponents.

Dance My Minions

Passive

Every enemy you send helpless becomes a temporary minion.

These minions count as 2 skill tiers below yours and break free of your control on the first failure, but also suffer counterattack damage for them.

Stance Dance

Passive

When you switch stances, you may also roll for an extra attack.

+Cleric: Philosopher

It is easy to feel no pain, once you understand that pain is but the passing of weakness. If only your patients would share your view too...

Healing Pain

Passive

Whenever you suffer counterattack damage, one non-helpless ally recovers a hit.

Koan

Soc

Instant, Recharge 3

You know a variety of ancient sayings that provoke thought and inspire success. You may roll to turn an ally's noncritical failure into a noncritical success. May be used while helpless.

+Cultist: Mutant

Most folks consider mutations ugly and frightening. Others find fantastic new opportunities in them.

Mutant Regeneration

Passive

Your flesh is mutated with interesting healing properties. When you get up from helplessness, you gain a temporary +1 hit per time you've been helpless this battle. You cannot be healed until these temporary hits have been spent, and they cannot be recovered via healing.

Extra Arms

Phy

Instant, Recharge 3

Deals standard damage. Roll twice and pick the result you prefer.

+Knight: Samurai

Often bound by an ancient code, these warriors tend to be hardy.

Bushido

Passive

Revolving Blade

Phy

Recharge 3

A critical failure in combat causes you to take four hits instead of instantly rendering you helpless.

Autocrits. A critical hit by any other skill or attack refreshes this ability immediately.

+Necromancer: Spiritualist

Tampering with spirits is a dangerous art, but those who get good at it can find unexpected amounts of aid at times of need.

Cursed Seal

Men

Recharge 2

Turns a living enemy into a walking corpse. For all intents and purposes this target now counts as Undead and a corpse. This effect ends if someone removes the seal from their body.

Grave Strike

Ag

Spell, Recharge 4

Every corpse near the target springs to life momentarily and attacks it before keeling over again. The damage increases by 1 when the amount of corpses near the target doubles.

+Paladin: God Hand

With impregnable defenses and impetuous style, a God Hand will never grovel at anyone's feet.

Fists of Fury

Instant Automatic, Recharge 1

You cannot use any weapons, but your hands can count as any single weapon type. Changing this type is an instant automatic action, and the type lasts until changed. However, you need to change types before you roll an attack, not after.

One Inch Punch

Ag

Recharge 3

Hits on a 2+ regardless of Tiers.

Only deals 1 damage (before bonuses) to enemies your roll would normally not have hit.

+Rogue: Ninja

Uncanny in the art of evasion, Ninjas don't seem to die even when they are killed.

Ninja Flip

Passive

Always suffer one less hit of counterattack damage.

Substitute

Ag

Recharge 3 after effect triggers

The next time you would take counterattack damage, you instead leave a substitute in your place and disappear into hiding, making you impossible to detect and making your next roll Autocrit.

+Shaman: Berserker

Forsaking defense, reason and occasionally clothing for sheer bloody-minded anger, a Berserker will often not even stop fighting when they are already down for the count.

Grounding Strike

Phy

Weapon, Recharge 3

Autocrits helpless foes. Can be used while helpless.

Regeneration

Passive

All healing effects grant you double the benefit.

+Smith: Iron Fist

Like a union of raging bellows, the Iron Fist marries body and weapon in ways that make them impossible to tell apart.

Stagger**Agi**

Recharge 2

On success, in addition to damage, lowers the target's maximum Hits by one. This effect is cumulative.

Treasure

Passive

Can use weapons to perform unarmed attacks.

+Tracker: Sherpa

Trained in the most absurd conditions the world has to offer, a Sherpa can shrug off anything the land can throw at him without so much as changing expression

Enjoyable Hardship

Passive

Every time you get up from Helplessness, your next action has its crit limit lowered by 3

You Call This Rough?

Passive

Lowers the Skill Tier of all environmental rolls such as climbing, digging, swimming etc by 2.

+Warrior: Wrestler

Unorthodox grapplers and flashy fighters, wrestlers exemplify the less common aspects of unarmed combat. With style.

Suplex**Phy**

Recharge 3

Damage will never be lower than half of target's Skill Tier

Living Weapon**Phy**

Recharge 3

Pick up an enemy and hit someone else with it. Deals equal damage to both the wielded enemy and the target. If either goes helpless, they both do

Necromancer

+Alchemist: Embalmer

The Embalmer has found better uses for formaldehyde and cinnabar than simple toxins.

Preservation

Passive

Your Minions have an additional 5 Hits if they have no Wounds, or 1 extra Wound if they have Wounds.

Soul Jar

Men

Spell, Recharge 2 once potion is used

Kills one of your permanent minions to make a potion that heals the user to double max hits. Does not affect actual max hits, when the overheal is lost it can't be regained. Max one potion at a time.

+Bard: Deathsinger

Famous lamenters and mourners, repaid by the fallen in times of dire need.

Despair

Soc

Spell, Recharge 1

Reduces the target's Skill Tier by 1. Stacks with itself, but resets to nothing the moment you go Helpless. Nobody is particularly scared of someone helpless.

Echo of Death

Passive

+1 to to either SOC, PHY, AGI or MEN if there is a fresh corpse nearby. If there are more corpses, up to four, you may choose multiple bonuses but only +1 to each at most. Raised minions do not count as corpses for this purpose.

+Cleric: Lifebinder

Masters of life and death, rumored to hold the key to immortality. This can lead to a lessened sense of self preservation.

Reincarnation

Automatic, Once per gameplay session

Returns to life in a safe place close to where you died. Cannot be used in combat.

Patchwreck

Men

Spell, Recharge 2.

Pull off a limb and turn it into a minion. This Minion has as many max Wounds as you sacrifice from your own, 5 hits and knows all your Skills. If you give it one of your eyes you can also see what it sees. You can make as many of these as you have Wounds to spare. You can also stitch them back onto you but only outside combat. Aesthetic damage inevitable.

+Cultist: Doomherald

It takes a dedicated lack of caring to tap into some of the most backfire-prone bad ideas hidden in magic.

Demonhost

Men

Spell, Recharge 3

Raise a nearby corpse with the spirit of a being from beyond this world bound to it.

This Minion crits on a 8+ and crit fails on a 3-. On a Crit when summoning it, it also counts as 1 Skill Tier above the caster.

Zombie Apocalypse

Passive

Any enemy killed by your Undead Minions becomes a neutral Undead that may attack other enemies... or the party.

These extras can be dismissed with an Automatic action, causing them to crumble on the spot.

+Mage: Warlock

At the risk of their souls, these masters of magic tread the line of madness.

Tartarian Power

Agi

Spell, Recharge 1

Demonic power fuels your minion, and their rolls are all critical, hit or miss, until combat ends or you take an action to end the effect; critfail makes target berserk, hostile, or possessed. Can target willing allies. The target can take an action to end the effect.

Unholy Elementalist

Passive

Can use Raise Dead on natural elemental sources such as fires or bodies of water. Minions raised this way carry elemental properties as per Elementalist, but are otherwise relative in size and power to normal raised minions. Gives one pet mastery point.

+Monk: Spiritualist

Tampering with spirits is a dangerous art, but those who get good at it can find unexpected amounts of aid at times of need.

Cursed Seal

Men

Recharge 2

Turns a living enemy into a walking corpse. For all intents and purposes this target now counts as Undead and a corpse. This effect ends if someone removes the seal from their body.

Grave Strike

Agi

Spell, Recharge 4

Every corpse near the target springs to life momentarily and attacks it before keeling over again. The damage increases by 1 when the amount of corpses near the target doubles.

+Paladin: Blackguard

These brave few balance dark arts with inner spirit.

Death Blow

Phy

Weapon, Recharge 2

Target rises as undead minion upon death, provided you have Minion slots for it.

Army of the Fallen

passive

You gain +1 to all your rolls this turn if one of your minions damages an enemy this turn.

+Rogue: Death Master

Whether by dagger or dark arts, you'll always be able to make new "friends."

Awakening Blade

Passive

Any enemy killed by the Deathmaster returns to life as a weak minion. These minions do not count against your maximum amount of minions, but only have 3 hits and 1 wound.

Death Puppet

Agi

On success, raise enemy killed last turn that fools its former allies

+Shaman: Voodoo Doctor

Those who peer past the veil can make friends on the other side.

Friends on the Other Side

Passive

Can count shadows of characters as targets for commune and raise dead. Gives one pet mastery point.

Voodoo Doll

Men

Recharge 3 after failing

Can forego taking other actions to force an enemy to attack its allies, stop fighting your party temporarily or use one of its skills on whatever target you desire as if he was your Minion.

+Smith: Soul Crafter

The art of forging souls into metal is feared for a reason. Things made through such means often take on an eerily lifelike form.

Necromachines

Men

Spell, Recharge 3 after effect ends

Asserts control over the tiny organisms inside a body to ensure temporary countermeasures against mortality. An affected target will remain standing after death, and can be targeted as normal. It is not undead, but if it was hostile, the Necromancer now controls it while it lasts. If it is an ally, it can still be saved with healing. Anyone affected with Necromachines lives for 1d10 turns after death, rolled at the moment of death. Only one target can be affected by Necromachines at the same time.

Spell Bleed

Passive

You may cast any spell you know at multiple targets, but doing so increases the crit fail range to the number of targets +1

+Tracker: Dark Hunter

The dead do tell tales, and offer clues to these hunters.

Cursed Arrows

Passive

Your Minions gain +1 to their next roll after you land a Critical Hit

Deathly Volley

Men

Recharge 4

On success, all of your minions may use one of your skills this turn, or make an additional attack

+Warrior: Deathsword

Even in death, warriors of old will gladly join the fight when a worthy leader calls for them.

Arms of the Dead

Passive

Your minions benefit from all your Weapon bonuses and are armed with weapon types of your choice. This includes Ultimate Weapon's bonuses if you have that skill.

Valhallan Vanguard

Passive

Your Minions know a single 1pt Warrior skill each

Paladin

+Alchemist: Brewmaster

Not all Brewmasters are master brewers. They are however masterful combatants with a love of brews.

Mirror Elixir

Spell, Recharge 2 after effect ends
Coats you in a shiny mirror sheen, reflecting light and magic. The next spell that would hit you is instead reflected upon a target of your choice.

Sturdy Stout

Passive
When you crit, you cannot go Helpless next turn, instead lingering at 1 Hit.

+Bard: Warlord

Leaders by example and inspiring words, rousing allies and shouting down foes.

Command

Soc
On success, takes sentient creature as a pet

Inspiring Leadership

Passive
When you roll a crit, all of your allies (but not you) gain +1 to all rolls next turn. Autocrits apply.

+Cleric: Ascendant

The pinnacle of devotion, drawing limitless power from their unbreakable faith.

Empower Weapon

Automatic Instant, Spell, Recharge 4 after it ends
Caster or single ally gains +3 bonus to normal attacks. Each successful hit reduces the bonus by 1 until it reaches 0, ending the effect.

Healing Hammer

Phy
Instant Spell
Can direct your other action at an ally, healing them for as much as it would have damaged a foe, or damaging them on a failure

+Cultist: Abyssal

The nightmares that haunt the cracks between reality can grant great gifts to those willing to fight in their name.

Draining Strike

Soc
Weapon, recharge 2
Bleed out the essence of your enemies to nourish your own power
On crit, gain +1 to SPAM of your choice for the remainder of the battle

Unleash Nightmare

Phy
Weapon, Recharge 3
Unleash the nightmares residing in your foe, weakening them with fear.
If this attack renders the target Helpless, you gain +1 to all rolls next turn
Autocrits against targets of a lower Skill Tier

+Knight: Crusader

Devoted knights and defenders of their cause.

I Can Still Stand

Passive
Every time you successfully stand up from helplessness, add +1 to all future attempts to get up. This bonus also applies to anyone trying to help you up. Lasts until combat ends.

Vanguard

Passive
You and all allies ignore first damage taken in combat, including critical failures. This does not negate non-damage effects.

+Mage: Battle Mage

Wielders of both arcane and spiritual power, serving their faith with unmatched fervor.

Armed Ally

Soc

Spell, Recharge 1

Turns your current weapon into a 5/1 minion armed with itself. Turning it back into a weapon is Automatic. If the minion dies in battle, it reverts into a normal weapon.

Conjure Weapon

Men

Instant Spell, Recharge 3

Conjures a magic weapon of any one type for the duration of combat. Can apply any Elementalist effect you know. Crit applies Quality +1 to the weapon. Summoning a second weapon destroys the old one.

+Monk: God Hand

With impregnable defenses and impetuous style, a God Hand will never grovel at anyone's feet.

Fists of Fury

Instant Automatic, Recharge 1

You cannot use any weapons, but your hands can count as any single weapon type. Changing this type is an instant automatic action, and the type lasts until changed. However, you need to change types before you roll an attack, not after.

One Inch Punch

Agi

Recharge 3

Hits on a 2+ regardless of Tiers.

Only deals 1 damage (before bonuses) to enemies your roll would normally not have hit.

+Necromancer: Blackguard

These brave few balance dark arts with inner spirit.

Death Blow

Phy

Weapon, Recharge 2

Target rises as undead minion upon death, provided you have Minion slots for it.

Army of the Fallen

passive

You gain +1 to all your rolls this turn if one of your minions damages an enemy this turn.

+Rogue: Lordblade

However noble or wicked, every cause needs assassins.

Brotherhood

Passive

Summons a temporary assassin to fight alongside you until combat ends. This minion can be any class, has 5 points worth of skills, and has basic gear. Unaffected by Pet Mastery.

Patsy

Agi

Recharge 3 after effect ends

On success, flags one enemy as a "traitor". The next counterattack meant for the Lordblade or his partner is instead directed at the flagged enemy.

+Shaman: Wildguard

Keepers and protectors of the wild, striking down those who would defile nature.

Anima**Men**

Once per combat

Your spirit animal appears as a 5/5 minion one Skill Tier higher than you until combat ends. While it remains you and it both have a +2 bonus to recover from helplessness

Wild Hunt**Passive**

After rendering a foe helpless, the Wildguard's next action becomes Automatic. Rendering another foe helpless with this action does not grant a further automatic action.

+Smith: Gallant

Heroes of the front line, and if need be, the entire front line all by themselves. Truly no title for a goofus.

Hold the Line**Phy**

Instant, Recharge 2

All party members take 1 less counterattack damage this turn.

Battle Forged**Passive**

When you Crit, your weapon gains +1 Quality until you go Helpless or the battle ends.

+Tracker: Inquisitor

Hunters of the fallen and blasphemous, sparing no cost to claim their quarry.

Brand**Phy**

Recharge 4

Interferes with target's spellcasting, causing chaotic and unexpected effects if they use magic during the next 3 turns. In PvP, consider any failed spells as critical failures

Antimagic**Passive**

Gain +1 against any enemy that hits the Inquisitor with a magical attack. This is raised to +2 if a spell renders the Inquisitor helpless.

+Warrior: Swordsaint

Blessed blades forged in battle, Swordsaints are among the foremost weapon masters around.

Ascended Form**Soc**

Spell, Recharge 3

Ascend into a higher state of being by divine right Gain +2 Skill Tiers, +1 damage and increase crit fail range by 1. Stacks with itself, lasts until helpless. Starts on recharge.

Divine Weapon**Passive**

Your weapon can have three Tags at once (Single, Great, Dual, Ranged, Shield), but is stuck at -1 Quality due to its power overwhelming your ability to wield it. These tags can be switched at any time outside combat as you invoke new powers in your weapon

Rogue

+Alchemist: Toxicologist

Every Toxicologist believes the only good fight is a short fight.

Sudden Death Poison

Passive

Your basic attacks apply a dose of Sudden Death Poison. When the amount of doses equals the target's Skill Tier, it instantly dies unless it has resistance to such poisons.

Necrotic Poison

Men

Spell, Recharge 3

Affected enemies lose 1 max Hit each time they stand up from Helplessness, to a minimum of 1

+Bard: Trickster

Con artists who combine charm and sleight of hand before vanishing from sight.

Ruse

Agi

Once per combat

Use this skill when you roll a critical failure, on success it is instead treated as a critical success

Underworld Connection

Passive

You have knowledge of the local underworld and can call in some old favors like conveniently unlocked doors or missing guards with a bit of prep time

+Cleric: Charlatan

Assassins and clergy alike, these devout servants are without inhibition.

A Word In Your Ear

Soc

Recharge 3

On success, control a single target for one turn. Cannot be used to force target to hurt or kill itself. Unless aware of your abilities, the target will not realize what has happened once the duration ceases. Player characters can choose to roll a perception check to realize they have been mind controlled.

Snake Oil

Agi

Your inoffensive skills can be used as offensive ones when targeted at enemies (Heal deals hits, Mend re-opens old wounds, Inure weakens against elements, etc). Doing so adds +2 to their recharge.

+Cultist: Beyonder

Those who are able to lurk in the shadows of shadows are truly the sneakiest creeps of all

Borrowed Body

Soc

Take over an unaware target's body, taking their appearance and gaining limited access to their powers, if any. The possession breaks if you are attacked, and you must roll a Soc check whenever talking to avoid blowing your cover.

Regardless of how the possession ends, the target goes Helpless when released.

Slip Through

Agi

Attempt to slip through the cracks of reality, walking past loosely hinged doors, thin walls, windows and other lesser obstacles without harming them or yourself. Has no effect on barriers thicker than half a meter.

+Knight: Dark Knight

Shock troops with an uncanny talent for moving silently in armor.

Oppress

Passive

+1 to all normal attacks if you have more Hits than your target.

Overwhelm

Passive

+1 to all bonuses to rolls. If your skill tier is higher than the target, it counts as one higher still.

+Mage: Arcane Blade

A knife in the back is not always enough. A magical knife usually is.

Shadow Casting

Passive

Successful spellcasting does not break Stealth

Visibly Unarmed

Passive

You never appear armed or indeed all that threatening. If searched, no weapons will be found on you. Yet you can still use your seemingly spectral weapons to harm foes as if they were normal, fine steel

+Monk: Ninja

Uncanny in the art of evasion, Ninjas don't seem to die even when they are killed.

Ninja Flip

Passive

Always suffer one less hit of counterattack damage.

Substitute

Agi

Recharge 3 after effect triggers

The next time you would take counterattack damage, you instead leave a substitute in your place and disappear into hiding, making you impossible to detect and making your next roll Autocrit.

+Necromancer: Deathmaster

Whether by dagger or dark arts, you'll always be able to make new "friends."

Awakening Blade

Passive

Any enemy killed by the Deathmaster returns to life as a weak minion. These minions do not count against your maximum amount of minions, but only have 3 hits and 1 wound.

Death Puppet

Agi

On success, raise enemy killed last turn that fools its former allies

+Paladin: Lordblade

However noble or wicked, every cause needs assassins.

Brotherhood

Passive

Summons a temporary assassin to fight alongside you until combat ends. This minion can be any class, has 5 points worth of skills, and has basic gear. Unaffected by Pet Mastery.

Patsy

Agi

Recharge 3 after effect ends

On success, flags one enemy as a "traitor". The next counterattack meant for the Lordblade or his partner is instead directed at the flagged enemy.

+Shaman: Hermit

Though not much to look at at first glance, a Hermit can hide much power under his inoffensive exterior

Innocent

Passive

Appear unimportant, uninteresting and generally like a forgettable bystander. Unless you are caught doing something illegal, you will at most be escorted outside, but more likely you'll just be ignored by guards and the like

Stranglevine

Instant, Recharge 1;

Silences the target by strangling them. Deals damage and interrupts talking and spellcasting for one turn

+Smith: Sapper

There are few things that can between a well prepared Sapper and his goal, as his foes will often find their luck turning against them at the worst possible moment.

Cloaking Device

You carry one curious device that renders one thing invisible. You cannot make another, but then, you can't lose the one you have either. Anything the device is placed on and activated, disappears from sight as if it had Stealth. This can affect living beings as well as objects. Cloaked things can only be found by touching them, or otherwise knowing where they are (for instance, by remembering where you left them, or by smelling them).

Sabotage

Recharge 3

Ensures something will go horribly, horribly wrong when it needs to. Takes one turn to rig the target. Once rigged, the Smith can, at will, call a single critical hit on it starting from the next turn. Aware, alert, complex and large targets are hard to rig. Doesn't break stealth on success. No more than one "untriggered" sabotage may be on a target at once.

+Tracker: Stalker

Walking in the shadow, you will know them only by the trail of dead.

Camouflage

Passive

Always enter combat stealthed, making your next attack autocrit.

Unseen Foe

Automatic Instant, Recharge 1

Makes a fast attack from the shadows before retreating again. Your other action this turn will not break Stealth, but also cannot crit.

+Warrior: Commando

Methodical and brutal, commandos are masters of sending a message and getting the job done.

Hostage

Passive

Enemies you render helpless provide protection from 1 noncritical miss each.

Surgical Strike

Agi

Attack an increasingly specific point on the target, increasing crit limit as much as you wish, but crit fail limit an equal amount (ex. crits on a 8, crit fails on a 3)

Shaman

+Alchemist: Farmer

The most successful farmers bring in the largest sows and apples. Their rituals and fertilizer recipes have been passed down for generations and are closely-guarded secrets.

Controlled Evolution

Passive

All your minions gain two racials of your choice.

Wax/Wane

Men

You know the secrets of growing the biggest vegetables in town. Grow or shrink an incapacitated, willing, or inanimate organic target with a potion with effectiveness based on roll. Feed a town with a pocket potato or slip through the bars of a prison. Hits and wounds are not changed by this effect.

+Bard: Earthsinger

These mystics are in tune with the land and able to speak with the earth itself.

Earthsong

Soc

Ask plants and earth for info, suffers penalties in urban environs

Treant Whisperer

Men

Allows you to bring a plant to life as your minion, plant becomes mobile. Said plant can't talk or communicate in any way.

+Cleric: Druid

Invokers of nature's power, driven by mysticism and mystery.

Animal Totem

Automatic Instant, Recharge 5 after effect ends
You shapeshift into a Mystic or War animal for 3 turns (chosen when you learn this skill), gaining a bonus: Mystic +1 to both Social and Mental skills, can cast a shaman or cleric spell up to two points, that you do not know, chosen upon gaining this skill; War +1 bonus to both Physical and Agility skills, can use Cleave. May be combined with Nature Elemental.

Calm Until Provoked

Passive

You may never take an offensive action until hit in combat. After that, you gain +2 and Autocrit to all rolls for one turn, and may act normally afterwards. Outside combat, you may apply this to anyone who is outright hostile to you

+Cultist: Otherworlder

Just because their pets happen to have more limbs and fleshy protuberances instead of fur doesn't mean they aren't real shamans!

Mythic Monster

Men

Spell, Recharge 4 after monster is gone
Most people think monsters only exist in myths and stories. Mostly because those who know better never lived to tell the tale. Summons a Hero Tier monster as a Minion that lasts until it misses an attack. If the caster is already Hero Tier, the monster is instead 2 tiers above the caster.

Eldritch Environment

Men

Spell, Recharge 2 once effect ends
Summons a patch of land from those dark places in your nightmares, where you are perfectly at home, but most are hopelessly lost. The local area now counts as natural terrain for you. All enemies suffer 1 hit and lower their Skill Tier by 1 for 3 turns as they stumble and trip in this impossible, unfamiliar terrain.

+Knight: Landkeeper

Wardens of the land, said to be unkillable on their native soil.

Earthbound

Passive

While in natural environs, regenerate 1 wound every 2 turns unless you're on fire.

Miracle Grow

Men

You seem to have a talent for nurturing just the right plant for the job. On success, rapidly grow anything from edible fruit, to poisonous plants, to bioluminescent mushrooms, to climbable vines!

+Mage: Witch Doctor

Unpredictable fusions of arcane and spiritual magic.

Hex

Passive

+1 to all successful rolls, -1 to all failed rolls

Polymorph

Men

Spell, Recharge 5 after effect ends
Turns an enemy into a harmless Trivial creature that cannot cause counterattack damage for three turns. If it goes helpless or someone crit fails against it, the effect ends instantly. Can't polymorph the same creature twice. If the target is more than 2 Skill Tiers above you, it is only reduced to your tier.

+Monk: Berserker

Forsaking defense, reason and occasionally clothing for sheer bloody-minded anger, a Berserker will often not even stop fighting when they are already down for the count.

Grounding Strike

Phy

Weapon, Recharge 3
Autocrits helpless foes. Can be used while helpless.

Regeneration

Passive

All healing effects grant you double the benefit.

+Necromancer: Voodoo Doctor

Those who peer past the veil can make friends on the other side.

Friends on the Other Side

Passive

Can count shadows of characters as targets for commune and raise dead. Gives one pet mastery point.

Voodoo Doll

Men

Recharge 3 after failing

Can forego taking other actions to force an enemy to attack its allies, stop fighting your party temporarily or use one of its skills on whatever target you desire as if he was your Minion.

+Paladin: Wildguard

Keepers and protectors of the wild, striking down those who would defile nature.

Anima

Men

Once per combat

Your spirit animal appears as a 5/5 minion one Skill Tier higher than you until combat ends. While it remains you and it both have a +2 bonus to recover from helplessness

Wild Hunt

Passive

After rendering a foe helpless, the Wildguard's next action becomes Automatic. Rendering another foe helpless with this action does not grant a further automatic action.

+Rogue: Hermit

Though not much to look at at first glance, a Hermit can hide much power under his inoffensive exterior

Innocent

Passive

Appear unimportant, uninteresting and generally like a forgettable bystander. Unless you are caught doing something illegal, you will at most be escorted outside, but more likely you'll just be ignored by guards and the like

Stranglevine

Instant, Recharge 1;

Silences the target by strangling them. Deals damage and interrupts talking and spellcasting for one turn

+Smith: Wildshaper

Before there was steel, there was wood. And as any Wildshaper can tell you, killing things was just as easy back then.

Living Steel

Passive

Lowers critfail range by 2 for all skills and attacks with a minimum of 1

Naturally Unnatural

Passive

Manmade and natural become interchangeable for you. Engineering and Tinker work on natural targets. Child of Gaia works even in unnatural environments, Animal mastery lets you talk to machines.

+Tracker: Monster Hunter

An unparalleled master of nature and all things in it, the Monster Hunter loves nothing more than playing his most dangerous game.

Big Game Hunter

Passive

+1 to all rolls against enemies of a higher Skill Tier.

Portable Cage

Men

Can trap one helpless, but still living, enemy inside. An enemy inside the Portable Cage cannot escape unless they are remarkably powerful. Enemies of a higher Skill Tier need to be wounded before they can be captured.

The cage can be opened any time as an Automatic action, releasing whatever was inside at a desired location. Only one thing can be inside the cage at a time. Things inside the cage cannot be targeted by skills or attacks.

+Warrior: Bear

Those exposed to the truths of bear lore never quite recover. But do not worry, there is no pawsible claws for alarm, unless ursaing this has become unbearable

Bear Arms

Recharge 4 after transformation ends.

You channel traditional transformation into your weapon, Weapon gains 2 racial abilities, retains all bonuses and benefits your weapon hand and becomes a 3/1 minion. Once it goes helpless it becomes its normal state again.

Rip And Bear

Phy

Recharge 4 after streak ends

This skill is Recharge 0 and Instant so long as you can keep rolling higher than your previous roll on it.

Smith

+Alchemist: Inventor

Those who knew their way around chemicals as well as metals were in short supply, but always at the forefront of breakthroughs.

Flux Accelerator

Passive

You may use skills that are on recharge. If you do so, you lose Wounds equal to the remaining recharge, and then the recharge resets.

Potion Injector

Instant Automatic, Recharge 4

If you know Distill Life, Hop Scotch, Dream Wine or Can of Whoopass, you can use any of them as the effect of this skill. Otherwise, you restore 1 Hit and gain +1 Skill Tier for 1 turn.

+Bard: Annalist

Great stories are written of the greatest hits of heroes, brought to them by the greatest of arms

Glory Days:

passive;

When you naturally crit, your next success autocrits.

Lucky Number Seven:

passive;

Rolling a 7, disregarding any and all modifiers, counts as a natural crit.

+Cleric: Surgeon

To those with the right technology, few things are impossible to put back together no matter how mangled they are.

Mechanical Limb

Men

Instant, Recharge 2

You may attempt to perform any relatively simple task even if your hands are occupied with fighting. Rolling a failure on this extra task, so long as it's not an attack or skill, does not incur counterattacks. The rig is not designed for combat, but can still be used for that in an emergency. Rolling an offensive action using the Mechanical Limb has a crit fail range of 3-.

Triage

Soc

Instant, Recharge 2

Restores one wound. On crit, restores all wounds.

+Cultist: Mad Scientist

Just insert the trichotometric indicator support to the ambihelical hexnut and tighten firmly, you fool. Trust me. This time will be different!

Insane Modification

Men

Recharge 2

Improve an ally's weapon in your own special kind of insane way.

Increases an ally's weapon crit AND crit fail limit by 1. This can be stacked. Lasts for the duration of the battle, or until the weapon's owner dismisses the effect with an Instant Automatic action.

MAD-sterwork

Passive

You build something that is probably a fantastic set of equipment in some nightmare dimension between dreams and reality.

You gain 2 bonuses from the Masterwork list (see Smith), but also suffer from a permanent increase of 1 to your Crit Fail limit.

+Knight: Warmaster

Those who make their weapons, know their weapons. And knowing is half the battle. The other half is violence.

Heart of Iron

Passive; Once per combat

When you first go down to 1 wound or less, you are instantly restored to 3 wounds.

Made to Last

Passive

Any positive effects applied to you or by you last one additional turn.

+Mage: Spellwright

Capable of duplicating spells, or at least creating equally effective alternative solutions, a spellwright is truly a master of the unexpected.

Spell Emulator

Passive.

The smith gains access to 2 points worth of Spells, taken from any class or mix of classes. These spells can be used normally, but obey all their usual restrictions.

Spellcatcher

Men

Instant

Use this skill when an ally casts a spell. On success, you store a single copy of the spell in a Spellcatcher; you can later use a normal action to cast the spell, emptying the Spellcatcher. If you use this skill again while a copy is already stored, the old copy is replaced by the new copy.

+Monk: Iron Fist

Like a union of raging bellows, the Iron Fist marries body and weapon in ways that make them impossible to tell apart.

Stagger

Agi

Recharge 2

On success, in addition to damage, lowers the target's maximum Hits by one. This effect is cumulative.

Treasure

Passive

Can use weapons to perform unarmed attacks.

+Necromancer: Soul Crafter

The art of forging souls into metal is feared for a reason. Things made through such means often take on an eerily lifelike form.

Necromachines

Men

Spell, Recharge 3 after effect ends

Asserts control over the tiny organisms inside a body to ensure temporary countermeasures against mortality. An affected target will remain standing after death, and can be targeted as normal. It is not undead, but if it was hostile, the Necromancer now controls it while it lasts. If it is an ally, it can still be saved with healing. Anyone affected with Necromachines lives for 1d10 turns after death, rolled at the moment of death. Only one target can be affected by Necromachines at the same time.

Spell Bleed

Passive

You may cast any spell you know at multiple targets, but doing so increases the crit fail range to the number of targets +1

+Paladin: Gallant

Heroes of the front line, and if need be, the entire front line all by themselves. Truly no title for a goofus.

Hold the Line

Phy

Instant, Recharge 2

All party members take 1 less counterattack damage this turn.

Battle Forged

Passive

When you Crit, your weapon gains +1 Quality until you go Helpless or the battle ends.

+Rogue: Sapper

There are few things that can between a well prepared Sapper and his goal, as his foes will often find their luck turning against them at the worst possible moment.

Cloaking Device

You carry one curious device that renders one thing invisible. You cannot make another, but then, you can't lose the one you have either. Anything the device is placed on and activated, disappears from sight as if it had Stealth. This can affect living beings as well as objects. Cloaked things can only be found by touching them, or otherwise knowing where they are (for instance, by remembering where you left them, or by smelling them).

Sabotage

Recharge 3

Ensures something will go horribly, horribly wrong when it needs to. Takes one turn to rig the target. Once rigged, the Smith can, at will, call a single critical hit on it starting from the next turn. Aware, alert, complex and large targets are hard to rig. Doesn't break stealth on success. No more than one "untriggered" sabotage may be on a target at once.

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Living Steel

Passive

Lowers critfail range by 2 for all skills and attacks with a minimum of 1

Naturally Unnatural

Passive

Manmade and natural become interchangeable for you. Engineering and Tinker work on natural targets. Child of Gaia works even in unnatural environments, Animal mastery lets you talk to machines.

+Tracker

Even when it seems possible, Pathfinders open up new ways to stride. If there is a wall they will tear it down. If there is no path, they will make one with their own hands.

Preptime

Agi

Recharge 1

You build a trap of sorts that mimics one of your skills. You may place as many traps as you have skills, but only one per skills. When triggered, declare which trap(s) you trigger. Triggering a trap is Instant. Triggering a trap does not activate a skill's recharge.

Remote Charge

Agi

Ranged, Recharge 1

Fires a sticky explosive onto any surface or target, which can be detonated as an Instant Automatic action. The explosion hits anything nearby, friend or foe, and can damage structures, clear light rubble or even knock down doors

+Warrior: Ironbreaker

Those who both wield weapons and forge weapons often find more kinship among weapons than people

Assimilate Armor

Phy

Recharge 2

Deals damage and gives +1 Hit. This can take you above your normal max Hits.

Reclaimed Weapon

Phy

Recharge 3

Disarms the target, making them unable to counterattack for more than 1 Hit next turn. You may also change your Weapon Type, if you so desire.

Tracker

+Alchemist: Visionary

Tribals revere medicine men and great hunters equally. It takes a Visionary to master both.

Future Draught

Passive

When you make a basic attack, you may declare the target after seeing the roll result.

Lure

Agi

Creates an irresistible lure for whatever type of creature or person you desire.

Once placed, a creature of that kind / that person *will* turn up sooner or later if they are nearby and able to reach the lure. They will then eat the lure. Lures can be poisoned to cause Helplessness in the target for 1 turn.

+Bard: Wardancer

Dance and martial prowess make these adventurers exceptionally agile.

Wardance

Passive

Deals 1 hit of damage to your target enemy when taking counterattack hits. This damage increases by 1 per Social Mastery you have.

Whirlwind

Agi

Weapon, Recharge 4

Keep rolling until you fail. Every success hits all nearby foes

+Cleric: Pilgrim

Travelers of the world, spreading their doctrine to distant places.

Don't Die On Me

Soc

Spell, Recharge 1

Target recovers from helplessness or is healed for one wound, with +1 bonus for each wound of damage on the target and the caster

Lifelink

Agi

Weapon, Recharge 3 after effect ends

Shoot a special ammo life-linked to you or someone in your party. For every wound of damage inflicted on the affected target, restore one wound or hit on the linked ally. The link lasts 3 turns.

+Cultist: Fear Monger

The smell of fear and adrenaline is exhilarating. And very easy to track.

Fleshy Bola

Agi

Ranged, Recharge 3 once effect ends

Tie up your enemy with something most people would rather not even imagine

On hit, the target's skill tier becomes Trivial until someone fails an attack against it.

Terror Ammo

Passive

Spikes the target with terror and panic, making them flail around wildly

Affected targets deal 1 Hit of damage to a random enemy when counterattacking. Benefits all skills that can benefit from Trick Ammo.

+Knight: Ranger

Paragons of survival, these individuals are hardy in all climes and conditions.

Ranged Support

Passive

All your skills have the Ranged and Weapon tags

Supreme Hunter

Passive

Following a Critical hit you gain 1 Skill Tier until you go Helpless

+Mage: Omiseer

In brightest day and blackest night, no target can escape their arcane sight.

Elemental Ammo

Passive

You gain any two Elementalist effects. You may apply Elementalist effects as normal, and as though they were Trick Ammo with the same limitations. If you also have Trick Ammo, the Elemental effect and Trick effect can be combined.

Fourth Eye

Men

Spell, Recharge 3

You can see beyond walls, barriers, illusions, lies and the fourth wall. Can make one roll to tap into meta information and listen in on out of character discussion.

+Monk: Sherpa

Trained in the most absurd conditions the world has to offer, a Sherpa can shrug off anything the land can throw at him without so much as changing expression

Enjoyable Hardship

Passive

Every time you get up from Helplessness, your next action has its crit limit lowered by 3

You Call This Rough?

Passive

Lowers the Skill Tier of all environmental rolls such as climbing, digging, swimming etc by 2.

+Necromancer: Dark Hunter

The dead do tell tales, and offer clues to these hunters.

Cursed Arrows

Passive

Your Minions gain +1 to their next roll after you land a Critical Hit

Deathly Volley

Men

Recharge 4

On success, all of your minions may use one of your skills this turn, or make an additional attack

+Paladin: Inquisitor

Hunters of the fallen and blasphemous, sparing no cost to claim their quarry.

Brand

Phy

Recharge 4

Interferes with target's spellcasting, causing chaotic and unexpected effects if they use magic during the next 3 turns. In PvP, consider any failed spells as critical failures

Antimagic

Passive

Gain +1 against any enemy that hits the Inquisitor with a magical attack. This is raised to +2 if a spell renders the Inquisitor helpless.

+Rogue: Stalker

Walking in the shadow, you will know them only by the trail of dead.

Camouflage

Passive

Always enter combat stealthed, making your next attack autocrit.

Unseen Foe

Automatic Instant, Recharge 1

Makes a fast attack from the shadows before retreating again. Your other action this turn will not break Stealth, but also cannot crit.

+Shaman: Monster Hunter

An unparalleled master of nature and all things in it, the Monster Hunter loves nothing more than playing his most dangerous game.

Big Game Hunter

Passive

+1 to all rolls against enemies of a higher Skill Tier.

Portable Cage

Men

Can trap one helpless, but still living, enemy inside. An enemy inside the Portable Cage cannot escape unless they are remarkably powerful. Enemies of a higher Skill Tier need to be wounded before they can be captured.

The cage can be opened any time as an Automatic action, releasing whatever was inside at a desired location. Only one thing can be inside the cage at a time. Things inside the cage cannot be targeted by skills or attacks.

+Smith

Even when it seems possible, Pathfinders open up new ways to stride. If there is a wall they will tear it down. If there is no path, they will make one with their own hands.

Preptime

Agi

Recharge 1

You build a trap of sorts that mimics one of your skills. You may place as many traps as you have skills, but only one per skill. When triggered, declare which trap(s) you trigger. Triggering a trap is Instant. Triggering a trap does not activate a skill's recharge.

Remote Charge

Agi

Ranged, Recharge 1

Fires a sticky explosive onto any surface or target, which can be detonated as an Instant Automatic action. The explosion hits anything nearby, friend or foe, and can damage structures, clear light rubble or even knock down doors

+Warrior: Gunslinger**Sniper**

Passive

+1 to ranged skills and attacks with ranged weapons

That One!

Agi

Ranged, Recharge 3

Next turn all actions against target are Instant

Warrior

+Alchemist: Drunken Brawler

Some combatants consider loss of precision an acceptable price for dulled pain and removed inhibition. Others just like to get wasted and beat people up.

Combat Cocktail

Recharge 2 after effect ends

Gain any number of the following benefits

- Fully restore Hits
- +1 to Soc, Phy, Agi OR Men
- +1 to damage and crit range
- Automatically stand up next time you go Helpless

Your crit fail range increases by 1 per benefit chosen. Effects last until you go Helpless.

Falling Fight

Agi

Instant, Weapon

Can only be used while going Helpless

Deal standard damage when going Helpless.

Failure deals no extra damage.

+Bard: Warcrier

Some of the greatest feats of warriors are preserved in songs of war, shouted at blood red skies with lungs of iron and hearts of fire.

Power Metal

Soc

Recharge 3

On success, deals standard damage to all enemies and increases the skill tier of all allies by 1 for 1 turn. On a crit, also lowers crit limit for all allies by 1.

Bonus

Phy

Instant, Recharge 2

Share your roll bonuses with an ally for one turn.

Both parties gain all bonuses.

+Cleric: Warrior Priest

Bringer of death and well-being in equal measure, warrior priests have earned enough respect to not have the lack of originality in their name called out any more.

Healing Blood

Phy

Weapon, Recharge 2

Deals standard damage. Heals one ally for as much damage as you deal with this attack.

Healing Before Hurting

Passive

Whenever you successfully perform an action that helps allies (heals, buffs, assisting helpless allies to stand up, etc) your next offensive action gains +1 to its roll.

+Cultist: Zealot

The most devoted of warriors fight selflessly for their causes, to the point of being unnerving, as if possessed or something.

Object of Worship

Passive

Pick one ally as your object of obsessive worship. You can accurately locate this target regardless of distance. If this ally falls Helpless in combat, you gain Autocrit against the enemy who caused it, until that enemy is Helpless or three successes against it if it cannot go Helpless.

Possessed Weapon

Passive

Your weapons are possessed by a power from the great beyond. They have limited sentience and can reveal strange facts about the world if talked to. When you go Helpless, you can keep using basic Attacks and Weapon skills until your next failure, at which point you go Helpless as normal. This effect also ends if you are Healed. You also gain 1 Skill Tier for the duration.

+Knight: Conqueror

Clad in armor as heavy as their arsenal of weapons, Conquerors are an immovable object swinging an unstoppable force

Greatshield

Passive

Requires a Shield

Your Shield, in addition to everything else, provides an additional +1 Hit and reduces counter damage from Weapon Skills and normal attacks by 1.

Hyper Armor

Instant Automatic

You may elect to have a roll count as a minimum success even if it failed. If you do, you suffer 1 additional hit in addition to normal counterattack damage.

+Mage: Muscle Wizard

Sufficiently advanced application of large weapons to the face is indistinguishable from magic

Weaponized Catalyst

Passive

All your Spells count as Physical or Agile (chosen when the skill is picked) and Weapon regardless of their original tags. Your Weapon also counts as a Catalyst Weapon

Spell and Blade

Passive

When you crit with a normal attack, you may instantly cast one of your Spells. When you crit with a Spell, you may instantly perform a normal attack.

+Monk: Wrestler

Unorthodox grapplers and flashy fighters, wrestlers exemplify the less common aspects of unarmed combat. With style.

Suplex

Phy

Recharge 3

Damage will never be lower than half of target's Skill Tier

Living Weapon

Phy

Recharge 3

Pick up an enemy and hit someone else with it. Deals equal damage to both the wielded enemy and the target. If either goes helpless, they both do

+Necromancer: Deathsword

Even in death, warriors of old will gladly join the fight when a worthy leader calls for them.

Arms of the Dead

Passive

Your minions benefit from all your Weapon bonuses and are armed with weapon types of your choice. This includes Ultimate Weapon's bonuses if you have that skill.

Valhallan Vanguard

Passive

Your Minions know a single 1pt Warrior skill each

+Paladin: Swordsaint

Blessed blades forged in battle, Swordsaints are among the foremost weapon masters around.

Ascended Form

Soc

Spell, Recharge 3

Ascend into a higher state of being by divine right
Gain +2 Skill Tiers, +1 damage and increase crit fail range by 1. Stacks with itself, lasts until helpless.
Starts on recharge.

Divine Weapon

Passive

Your weapon can have three Tags at once (Single, Great, Dual, Ranged, Shield), but is stuck at -1 Quality due to its power overwhelming your ability to wield it. These tags can be switched at any time outside combat as you invoke new powers in your weapon

+Rogue: Commando

Methodical and brutal, commandos are masters of sending a message and getting the job done.

Hostage

Passive

Enemies you render helpless provide protection from 1 noncritical miss each.

Surgical Strike

Agi

Attack an increasingly specific point on the target, increasing crit limit as much as you wish, but crit fail limit an equal amount (ex. crits on a 8, crit fails on a 3)

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This skill is Recharge 0 and Instant so long as you can keep rolling higher than your previous roll on it.

+Smith: Ironbreaker

Those who both wield weapons and forge weapons often find more kinship among weapons than people

Assimilate Armor

Phy

Recharge 2

Deals damage and gives +1 Hit. This can take you above your normal max Hits.

Reclaimed Weapon

Phy

Recharge 3

Disarms the target, making them unable to counterattack for more than 1 Hit next turn. You may also change your Weapon Type, if you so desire.

+Tracker: Gunslinger

Where sword arts are usually seen as the romantic standard, lifelong training with ranged weapons can be all the more lethal

Sniper

Passive

+1 to ranged skills and attacks with ranged weapons

That One!

Agi

Ranged, Recharge 3

Next turn all actions against target are Instant

