

Expanded Classes

Adding a tenth class will even out the roster as well as creating a new archetype for players to build characters from. Several classes shall be drafted and discussed here. Please try not to delete rejected skills and instead move them to the Discarded/Proposed section under each class for consideration.

[Monk](#)

[DM's + WF+6's Monk](#)

[Smith](#)

[DM/Wf Combined Edition](#)

Monk

Old proposals here:

<https://docs.google.com/document/d/1S9m-9gIYrnjN42nnlKOy00Arh5qT7kmRzuAh6yOkdE/>

DM's + WF+6's Monk

1 Pt

Stances: Passive; Switching stance is an Instant Automatic action.

Stance of the Bear: You gain X max hits at the cost of X max wounds

Stance of the Tiger: You cannot benefit from weapon tags, but gain +2 to all normal attacks

Stance of the Cross: Self-inflicted helpless does not cause a wound of damage.

Tumble: Recharge 1; Roll past an enemy, striking them. You may use this ability from helplessness. A successful Tumble from helplessness brings you to your feet.

Misogi: passive; You are as the waterfall, pure and unyielding. Actions while helpless get +1.

Phase Aura: Your body sheds light in a small radius of 5 meters, in a color you choose when you learn this skill. All creatures in this range cannot turn invisible or become hidden, creatures already hidden or invisible are made clear, and incorporeal beings and lingering magical effects and wards manifest a visible shape. Effect persists roll minus five turns (six lasts one, seven lasts two, etc.)

Tackle: Recharge 2; Tackle an enemy to the ground, leaving yourself on the ground as well. One target enemy becomes helpless. You become helpless.

2 Pt

Balance: passive; When you cause an enemy to go helpless, you may help an ally up from helplessness Instant Automatically.

Zen Reversal: Recharge 3 after effect triggers; the next time you suffer noncritical

counterattack damage, you recover that many hits instead of losing them

Soul Punch: Recharge 3; Can expend a maximum of 3 of your own hits to add +1 to your next roll for each hit given up. Failing your next roll always counts as a critical failure.

Self Sacrifice: Automatic, recharge 2; You distribute your max hits +2 to your allies as healing, but are rendered helpless.

3 Pt

Mountain Spring Style: passive; While you are not helpless, you regenerate a hit every turn.

Qi Chaos: Recharge 5; Lifts all helpless combatants and renders all standing combatants helpless, friend, foe or self. Allied targets do not suffer a wound from this.

MULTICLASSES

Bard: Martial Artist

Intimidating Display: Recharge 1; out of combat, intimidates foes and impresses onlookers. In combat, scares a foe silly, making them unable to counterattack next turn.

Stance Dance: passive; When you switch stances, you may also roll for a basic attack.

Cleric: Philosopher

Koan: 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.

Healing Pain: Passive; whenever you suffer counterattack damage, one non-helpless ally recovers a hit.

Knight: Samurai

Revolving Blade: Recharge 3; Autocrits. A critical hit by any other skill or attack refreshes this ability immediately.

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

Mage: Mystic

Arcane Arms: Spell, Weapon, Recharge 1: Counts as a normal attack, benefits from elementalist

Inner Spirit: passive; Your abilities lose the Spell tag. They can be cast without a catalyst, and silence effects do not affect them.

Necromancer: Spiritualist

Ancestral Guidance: Spell; ask your ancestors for aid. Failure may end up with this aid coming in the form of your great aunt reminding you to shower often, or something equally useless.

Strength of Ancients: Instant Spell, Recharge 3; on success, you may immediately attempt to use any other skill in the game, just like your ancestors did. Failure at using said skill bars you from trying to use it again for at least a day, since you have brought shame to the memory of it's

original wielder.

Paladin: God Hand

One Inch Punch: Recharge 3; Hits on a 2+. It's hard to miss from one inch away.

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 chance types before you roll an attack, not after.

Rogue: Ninja

Ninja Flip: Passive; Always suffer one less hit of counterattack damage.

Substitute: 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

Regeneration: Passive; all healing effects grant you double the benefit.

Grounding Strike: Weapon, Recharge 3; Autocrits helpless foes. Can be used while helpless.

Smith: Iron Fist

Treasure: passive; can use weapons to perform unarmed attacks.

Stagger: Recharge 2; On success, in addition to damage, lowers the target's maximum Hits by one. This effect is cumulative.

Tracker: Sherpa

Spotter Hawk: Passive; Every good marksman needs a spotter. You have a hawk that confers a +1 bonus to all perception rolls and increases your Weapon attack critical hit range by 1. Your hawk may not make attack rolls of any kind.

You Call This Rough?: Passive; you are never hindered by even the most absurdly adverse weather, terrain or natural phenomena. Back home this kind of thing wasn't even worth getting an umbrella...

Smith

Old proposals here:

<https://docs.google.com/document/d/1S9m-9gIYrnjN42nnlKOy00Arh5qT7kmRzuAh6yOkdE/>

DM/Wf Combined Edition

1 point

Sharpen: Once per combat, give one ally (or self) +1 to their weapon for the duration of the battle

Fortify: Instant; Recharge 2 after effect ends. Target takes 1 less hit from the next counterattack they suffer. 2 less on a crit.

Tinker: Can repair broken objects, restore negative quality weapons to +0, fix up worn down loot to make it more valuable or get a poorly working mechanism back into shape.

Expanded: Appraise: instant; Determine the number of remaining hits and wounds on an enemy, and possibly weaknesses. More powerful enemies may be harder to Appraise. Out of combat, quickly determine value of objects, study mechanisms and documents, size up other ponies, etc.

Expanded: Hot Irons: weapon; Cleave X targets with a critfail range of X-.

2 points

Gadget: Makes a nifty device to aid with a specific task. Once successfully built, the gadget provides +1 to a specific action for the owner. A gadget can be given to allies. The gadget breaks if the owner rolls a failure when using that skill, or a new gadget is built.

Innervate: recharge 2; Reduce remaining recharge on any party member's ability by any number of turns between 1 and 4. The crit fail range of this skill is double the number of turns you try to reduce the recharge by. Ex 4 turns = crit fails on a 8-

Expanded: Curse of Iron: Recharge 3; Heats up the weapons and armour of the target to a red hot blaze, burning those who touch them. Disarms the target as well as deals damage, and makes their weapons impossible to pick up for a turn afterwards. Autocrits heavily armoured targets.

Expanded: Engineering: Can attempt to figure out any mechanical or manmade mechanism, device, construct or other creation. Once successfully and sufficiently studied and figured out, the Smith can then utilize it as he wishes, such as opening specific types of locks with a mere nudge in the right part, or operating a specific machine with no further need for instruction or guidance.

3 points

Masterwork Weapon: passive; You build a single masterwork weapon.

Take one weapon tag free, then assign 3 points.

1 Point:

-Add a basic tag (single, great, dual, ranged, catalyst)

-Add an elemental effect (fire, lightning, ice)

-Add Possessed (intelligent spirit only you can communicate with possesses your weapon)

2 Points:

-Add Favored Enemy (Autocrits on select enemy type)

-Add Double Strike (As Magic Bolt, one roll for two attacks)

Expanded: Mechanical Minion

Passive

You begin the game with a homemade companion. It knows the same skills you do (save for Mechanical Minion), plus up to 3 points of additional skills taken from any class or even a mix of different classes, has 5 hits and 5 wounds, and cannot be healed except by the owner spending a turn to repair it. If it breaks down in combat, it can be rebuilt later with a successful repair roll.

Annalist (Smith/Bard) - Glory Days: passive; When you naturally crit, your next success

autocrits.

Expanded: Lucky Number Seven: passive; Rolling a 7, disregarding any and all modifiers, counts as a natural crit.

Surgeon (Smith/Cleric) - Triage: instant, recharge 2; Restores one wound. On crit, restores all wounds.

Expanded: Mechanical Limb: 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. However rolling an offensive action using the Mechanical Limb has a crit fail range of 3-./

Gallant (Smith/Paladin) - Hold the Line: recharge 2; All party members take 1 less counterattack damage this turn.

Expanded: Autonomous Weapon: You have a spare weapon mounted on you in one way or another, be it a combat harness, mechanical limb on your shoulder or just a strap on your hip with a mace tied to it. You may pick any weapon tag for this spare, and decide to use either it, or your actual weapon's tag for your attacks.

Sapper (Smith/Rogue) - 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.

Expanded: Cloaking Device: You carry one curious device that renders one thing invisible. You cannot make another, but then, you probably won'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).

Soulcrafter (Smith/Necromancer) - 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

Expanded: Necromachines: Spell; 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.

Wildshaper (Smith/Shaman) - Living Steel: passive; Lowers critfail range by 2 for all skills and attacks with a minimum of 1.

Expanded: Wooden Sword: Can roll to make a perfectly functional weapon out of whatever random rocks and sticks are around. This weapon can have any single weapon tag.

Warmaster (Smith/Knight) - Heart of Iron: passive; Once per combat, when you first go down to 1 wound or less, you are instantly restored to 3 wounds.

Expanded: I Made This: Passive; immunity to disarming, weapon durability damage, armour

breaking, and other harm to your weapons and equipment. You know better than to use them in ways that would do harm to them.

Spellwright (Smith/Mage) - Spellcatcher: 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.

Expanded: 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.

Pathfinder (Smith/Tracker) - Remote Charge: Ranged; Fires a sticky explosive onto any surface or target, which can be detonated as an Instant action. The explosion hits anything nearby, friend or foe, and can damage structures, clear light rubble or even knock down doors

Expanded: Preptime: 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.

Cavalier

DM's super fast one

1pt

Charge: Recharge 2, Ranged, Weapon; Charge past (or through) enemies to reach your target. For each point past the Min, you hit another foe on the way. However such reckless tactics are dangerous, and any miss incurs double counterattack damage.

Joust: Recharge 1, Weapon; on success, renders the enemy helpless. On failure, renders you helpless.

Armoured Mount: Passive; take 1 less hits from noncritical counterattacks

Trample: Instant; Your mount attacks the enemy as well. Cannot benefit from modifiers.

Imposing: Passive; You are a sight to behold indeed, making negotiation and intimidation an option even in situations where it might not normally seem smart.

2pt

Mighty Steed: Passive; your mount is capable of considerable feats, such as climbing walls, leaping great distances, swimming in armor and behaving indoors, meaning you never need to leave it behind.

Horses Before Whores: Passive; Being rendered helpless instead knocks your steed over, allowing you to keep fighting at 3 hits (unless you were down to less before falling helpless). You cannot use skills until you get your mount up and get on it as an Automatic action though.

Massive Steed: Passive; You gain +2 max hits and wounds since your steed is just that hard to kill.

Pocket Steed: Instant; Puts your mount away and gets it back out for use. Convenient when space needs to be saved.

3pt

Unstoppable: Passive; All your rolls autocrit, but you take an additional hit for every counterattack

Avalanche: Recharge 5, Weapon; Roll 1d10. Then roll that many attacks. These attacks do not incur counterattacks beyond the first one.

Multiclassed

Bard: Legend

Cleric: Missionary

Knight: Knightrider

Mage: Arcane Lancer

Monk: Horsefist

Necromancer: Pale Rider

Paladin: Hussar

Rogue: Sidekick

Shaman: Beastmaster

Smith: Iron Steed

Tracker: Hunter