

# Core Classes

## Bard

### 1 Point

**Cheap Shot:** recharge 1, weapon; outside of combat, this skill is *automatic* and renders the target helpless. In combat, 9+ renders the target helpless.

**Improvise:** automatic instant, recharge 3; tossing a solution together can be better than stopping to make a plan. Your next roll succeeds on a 4+ but cannot crit

**Inspire:** You use song and performance to enthrall a crowd or rally your allies.

*Combat:* the entire party gains +1 to all rolls next turn, or +2 on a critical success; this bonus does not stack with repeated use. Critical failure replaces the bonus with a -1 penalty to all rolls next turn.

*Noncombat:* you perform for a gathered audience, and can garner reputation, favors, and resources as the GM deems appropriate

### 2 Points

**Con Artist:** on success, whatever you say, no one thinks you are trying to deceive them. Characters with evidence or knowledge contrary to your claim may still readily disprove you. Outlandish or ridiculous statements can still get you in trouble. Can also forge documents.

**Terrify:** recharge 2; 8+ renders a group of targets helpless

### 3 Points

**Heroism:** recharge 8; the whole party turns all non-critical failures when using abilities into successful hits for 3 turns

## Cleric

### 1 Point

**Bolster:** automatic spell, ranged, recharge 4 after effect has been used; the target's next roll to recover from helplessness is successful

**Compassion:** passive; persuasion Min -3

**Heal:** spell, ranged; restores target's hits to full and restores one wound, or removes all status effects. Crit restores all wounds, crit fail deals a wound of damage to the target.

### 2 Points

**Mind Reader:** spell; discern the motives and thoughts of the target. Crit fail reveals your thoughts to the target instead. Crit fails on a 2-

**Wrath:** recharge 2, spell, ranged; damage all nearby foes with a powerful blast, ensuring they cannot attack you on the next round; renders targets helpless on 9+ and can kill weak enemies on a crit.

### 3 Points

**Prayer of Healing:** spell, ranged, recharge 5; fully heals the entire party, but you are helpless afterwards

## Knight

### 1 point

**Martial Defender:** passive; you take +2 hits before going helpless (if you had 5, you now have 7, etc), and Slam crits on 8+

**Sentry:** passive; first action taken in combat is Automatic

**Slam:** recharge 1; damages the enemy via a crushing body slam. Crits on 9+

## 2 points

**Protect:** automatic instant, recharge 3 after effect ends; Takes all damage for a target until the end of next turn (2 turns total). Neither can be rendered helpless in that time, but the knight becomes helpless afterwards if the target would have become helpless during Protect's duration.

**Suppress:** recharge 1 after letting go, weapon; renders target helpless. After success, can keep taking automatic actions to keep the target pinned. If this action is not taken, the target gets up.

## 3 points

**Guardian:** recharge 5 after it ends; Allies cannot become helpless for 3 turns. If the Knight becomes helpless during this time, the effect ends instantly.

## Mage

### 1 point

**Elementalist:** passive; when you choose this skill, select an elemental type (fire, ice, lightning, etc); the elements you select can alter the effects of other spells you know. This skill can be taken multiple times to gain or create additional elements.

*Fire:* a target rendered helpless by a fire attack has a reduced chance of recovering (DC +1), and especially flammable targets take ongoing wounds. Fire spells can be used to warm and burn objects and the environment.

*Ice:* a target hit by ice grants an increased crit range for the next turn (10 becomes 9+, etc); this ice effect does not stack. Ice spells can be used to chill and freeze objects and the environment.

*Lightning:* target becomes helpless for one turn on a critical hit. Lightning spells can be used to shock and charge objects and the environment.

GMs and players may choose to create their own elemental effects as deemed appropriate for their characters and campaign settings.

**Astral Projection:** spell; you project your spirit, leaving your physical body behind as you send yourself to a distant location. While projecting, your body is unconscious and immobile, and you are unaware of anything that happens to it unless you are in its vicinity. Your spirit is intangible and invisible, but can still be detected by magic or other spirits, and it cannot manipulate or pass through physical objects. Wherever your spirit travels, you can hear and see everything around you in the physical world. Returning to your physical body is *automatic*.

**Magic Bolt:** spell, recharge 2, ranged; this volatile energy attack deals 2 hits of damage, but crit-fails on 2-. This spell can apply one Elementalist effect when cast.

## 2 points

**Energy Orb:** spell, recharge 2, ranged; you can damage multiple enemies at range as though using Cleave; for each additional enemy, increase the crit fail range for this roll by +1, so 3 targets crit fails on 3-, 6 on 6- and so on. This spell can apply one Elementalist effect when cast.

**Teleport:** automatic spell, recharge 2; warp yourself or a willing or helpless subject or an unattended item within a medium range to an unoccupied destination within equal distance. Warping a hostile target or carried item is Min+2.

## 3 Points

**Haste:** recharge 4 after effect ends; next two turns, you and all allies can use a second normal action, excluding Haste..

## Necromancer

### 1 point

**Commune:** spell; ask the dead for aid. The better you roll, the more helpful they are. Crit fail summons a hostile undead.

**Raise Dead:** spell, ranged; raises the freshly dead as a mindless undead minion. Undead have double the Hits they had in life, but no wounds. As long as they have more than one Hit remaining, any damage that would render them helpless instead leaves them at 1 hit. Once an Undead loses all hits, it crumbles to nothing. Crit fail summons a hostile undead. If no nearby corpses are available, the spell can still be cast with a crit fail range of 3-.

**Lifestream:** recharge 1, spell; Saps life from a target, leaving it a rotting husk. A critical hit drains all the life in an enemy, killing it instantly and leaving a corpse for raising or other use. You may use the sapped life to restore 1 hit to one of your minions or party members on any success.

## 2 points

**Corpse Explosion:** spell, ranged; explodes a dead creature's corpse, dealing damage to all nearby enemies on success. +1 to crit range per target corpse's power level (10+ crits on Weak, 9+ on Medium, 8+ on Strong etc). Exploded corpses cannot be resurrected, raised or communed with. Target reanimates as a hostile on crit fail.

**Transfix:** spell; overpowers an opponent's mind, rendering them helpless as long as you successfully use this skill on them. All rolls after the first success have Min 5+. On crit, you can gain an additional target for this effect, rolling separately for each.

## 3 points

**Resurrect:** spell; brings one of the dead back, good as new, but renders both you and the target helpless.

## Paladin

### 1 point

**Blast:** weapon, recharge 1; your weapon lands with explosive force. This attack autocrits a specific type of foe, selected when the skill is learned. Hits all nearby targets on a crit.

**Spellbreaker:** recharge 2, spell, ranged; nullify a spell or magic effect

**Word of Power:** In combat, forces an enemy to miss their next attack and renders them helpless on a crit. Outside combat, can extract information on a success.

### 2 points

**Fervor:** automatic instant, recharge 2 after effect ends; next two actions autocrit, but you are helpless afterward.

**Shatter:** weapon, recharge 2; Breaks the target's defenses, opening them up for attack. Any attacks against a Shattered target crit on a 8+ for one round. Can be used against inanimate objects to break and damage them efficiently.

### 3 points

**Heroic Fortitude:** automatic instant spell, recharge 7 after effect ends; you cannot become helpless and take no wounds for 3 turns, then become helpless. If you would have become helpless (hits, etc) during those 3 turns, you have a -1 penalty to recover

## Rogue

### 1 point

**Backstab:** weapon. recharge 1; strikes the enemy from behind. No counterattack damage except on critfail if used from Stealth. Crits on a 9+. Kills helpless targets.

**Disguise:** Pretends to be someone else. Min 6+ allows the user to pass as a generic person (a guard, a noble, a commoner, etc); 8+ allows the user to pass as a specific person; a crit allows the user to mimic different races and/or genders.

**Stealth:** become hidden. Enemies cannot attack you until you reveal yourself. An attack used in stealth Autocrats. Can be used at DC8 in combat.

### 2 points

**Blind:** recharge 1 after effect ends; temporarily blinds an enemy, giving a +2 bonus to all rolls targeting it for 2 turns

**Escape Artist:** automatic, recharge 3; break free of all immobilizing effects (grabs, roots, freeze traps etc.) and also removes helplessness.

### 3 points

**Vanish:** automatic instant, recharge 2; Treat as Stealth while out of combat. You become hidden as though you used Stealth and move behind a target. When you use a second action, treat it as though using it while hidden.

## Shaman

**Spellcaster.** While only mages wield spells and only the devout wield divine power, all can turn to the elements of nature itself for help. Often the tools of the shaman double as his weapons, including ritual knives, staves, heavy ornaments or small totem poles.

### 1 point

**Child of Gaia:** passive; you gain a +1 bonus to rolls when fighting in natural environs (forests, natural caves, etc.)

**Natural Remedy:** Ranged; Use an unpredictable tincture to fully restore a target's hits to full and restore one wound, or removes status effects. Crit on 9+ restores wounds to full, but crit fail on 2- deals a wound of damage.

**Earthen Strike:** recharge 1, spell; a melee attack against a single enemy using an earth-covered limb, crits on 8+ and crit fails on 3-

### 2 points

**Animal Mastery:** spell; you can talk to and understand animals, and wild animals obey your orders. For recharge 5 after effect ends, you can instead summon an animal minion of large size or smaller that obeys your orders for 5 turns.

**Earthen Grasp:** spell, ranged; summon vines, stones, or quicksand to trap an enemy and render them helpless. Large enemies may only be immobilized. Effect lasts until the enemy breaks free or is released.

### 3 points

**Nature Elemental:** automatic, recharge 8 after effect ends; your connection to the natural world is complete, allowing your body to reflect the natural cycles. The transformation lasts for the next 3 turns, and you may perform any action that you normally can. You can choose 1 of 3 forms whenever you transform:

*Decay:* you burst into rot and fungus, multiplying your physical attack damage by 1.5 rounded up and gaining +1 to intimidation

*Earth:* you harden like stone, gaining +2 hits and a +1 bonus to physical attacks

*Life:* young buds and sprouts flow from you, passively healing an ally (but not yourself) for two hits or one wound each turn

## Tracker

Trackers live off the land and love it. They know nature like the back of their forelimb, and can thrive in situations that would drive many others to giving up or endless whining. Trackers are masters of ranged weapons such as bows and crossbows, but often also carry survival tools like knives or axes.

**1 point**

**Marksman Shot:** recharge 3, requires ranged weapon, weapon; autocrits (any success is critical), benefits from Trick Ammo

**Survival:** spot check rolls +3; create and forage for basic supplies like rope, bandages, tents, torches and low-quality meals

**Target:** Declare someone your target, you'll have an easy time finding him and will always know what he's doing if he's near enough.

**2 points**

**Trap:** spend 1 turn; starting next turn, first enemy to attack is helpless for 2 turns

**Trick Ammo** Instant Automatic, recharge 2; Adds an additional effect to a skill that can benefit from it (Marksman Shot, Custom Job, Repeating Fire or Barrage). This effect can be any of the following ,but they all share the same recharge.

-Silence: On hit, the enemy cannot cast a spell next two turns

-Knockout: On hit, the enemy is unable to counterattack next turn, and is considered helpless, but does not lose a wound. He instantly and automatically gets up on the turn after that.

-Split: Hits 2 targets at once

**3 points**

**Barrage:** Ranged, Recharge 5; Hits all enemies within range, even if they are behind cover or not directly in your view. Benefits from Trick Ammo.