

Simple 10 Class Expansion

Version 4.0

Additional Playable Classes And Multiclasses Expansion Module

Foreword

The following is a set of five classes which have been crafted to fit into the Simple Ten system, but may not fit into every game or setting, or may provide complex options for experienced players. These classes may be used in your games individually, as a whole set of exciting options, or anything inbetween. Included in this document are a selection of multiclass skills that are meant to fit with these classes.

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Alchemist

Spellcaster. While Smiths are toilers of the flesh, Alchemists are toilers of the mind. Like their potables, Alchemists come in many flavors, ranging from hermit mystics brewing unknown elixirs, to disciplined urban proto-scientists and their miracle cures.

1 point

Distill Life

Spell, Recharge 2

The saying goes 'Life is hard'. This is incorrect.

Solids are hard. Life is a liquid.

Create three Health Potions which you may distribute freely to nearby party members, on a critical success, create four. Consuming a potion is an **Instant Automatic** action that restores three hits. A character can only hold one Health Potion at a time.

Dream Wine

Acid Spray

Spell, Recharge 4

Not many good things come from leaking acid.

This is one of them.

Deal damage to all enemies. All actions against affected enemies crit on 1 less next turn.

Can also be used outside combat to reduce the Skill Tier needed to break objects by 2

Experimental Alchemy

Passive

You get a little extra creative with ingredients due to curiosity or sheer cheapness. Effects may vary.

Spell, Recharge 2

Brewed from a mix of alcohol and mind-altering chemicals, it is said to make you feel four-dimensional

In combat, the crit range for your next attack is increased by 2.

Outside of combat, invoke prophetic visions.

Field Kit

A good field kit contains tools for all sorts of work, including the kind those tools weren't meant for

Forge a fake duplicate of an item with plaster or iron, melt items and incriminating bodies to nothing with powerful solvents, plate items with a thin layer of metal to make them seem dangerous or valuable, and so forth.

Alchemist Fire

Spell, Ranged, Recharge 2

Alchemist Fire can catch onto anything, even water, and produces virulent smoke.

Deals damage and lowers target's Skill Tier by 1 for a turn. If this renders the target Helpless, it needs two successful rolls to stand back up.

Lightning Grease

Passive

Revitalizing and energizing, grease up once and you're good to go forever. Long term side effects may apply.

When you successfully roll to stand up from helplessness, you may take an additional **standard** action.

2 points

Hop-Scotch

Spell, Recharge 2

A bouncy brew that sends you flying like a cannonball. Or cannon-person-shaped-object.

Jump on top of an enemy, dealing damage, and lower one remaining recharge by 1.

Wildly.

Your Distill Life potions now also grant one of the following effects to whoever drinks it for 1 turn, chosen when the potions are made

- -1 min to succeed with all other skills
- -1 recharge to all skills
- +2 to crit range

Your Spellbound Alchemizing potions can also contain non-spell Skills.

Your Cans of Whoopass last until the user goes Helpless

Revolving Drum

Passive

Good work is rarely done fast. When it is, make the most of it.

When you critically hit, your next Alchemist skill is Instant.

3 points

Can of Whoopass

Recharge 5 when all potions have been used

Crack open a cold one, then crack open some heads.

Creates a sixpac of whoopass and passes one to everyone in the party

Consuming the can grants +1 Skill Point, +1 Hit and +1 Skill Tier until they fall below half Hits (rounding down)

Consuming a potion is an **Instant Automatic** action. Allied characters can only have one Whoopass Potion at a time

Spellbound Alchemizing

Automatic, Spell

Bottle up some spells for a rainy day. Or any day, really.

Create a special potion bound with any one skill point spell from any class. You may have up to three of these at a time. Casting the spell consumes the potion.

Alchemist Multiclasses

The following skills can be picked by anyone Multiclassing with a Alchemist as one of the two parent classes

Visionary

To see into the future, even slightly, is a power anyone would risk some experimental drinks for

Passive

Experimentalist

Alchemy has countless applications, making it important to label your creations more informatively than "drink me"

Spell, Recharge 1

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

Poet

Not everyone is great at making friends and finding acceptance. Luckily, there are ways to bottle love, affection and respect.

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.

Grow or shrink an incapacitated, willing, or inanimate organic target with a potion. Skill Tiers, Hits and wounds are not changed by this effect, but the target will retain proportional weight to its new size.

Brewmaster

Building resistance to substances over long periods of use is normal. However, with a little aid, it is possible to build similar resistance to physical pain as well.

Spell, Recharge 2 after effect ends

Target lingers at 1 Hit rather than going Helpless the next time it normally would fall Helpless.

Chronomancer

Mythical magi who travel time the way you walk across a room, correcting inconsistencies, preventing disasters, or manipulating the future to their own benefit. Disappointing many of those who study it, the reality of Chronomancy is more on the scale of minutes or days.

1 point

Undo

Spell, Recharge 2

Erase history, or at least the last few seconds.

Your Target jumps back to last turn, in the exact same conditions he was, both in terms of hits/wounds, position, and cooldowns.

Outside Time

Passive

Act outside the limits of time

Every time you are about to go helpless, you may take one instant action. Afterwards you take damage and go helpless as normal.

Future Strike

Spell, Recharge 1

You fire into the future

This attack will land on your target enemy 3 turns from now, but will autocrit. You have to call whether your roll will be even or odd. If you get it right, the wait time is only 2 turns.

Rebound

Spell, Recharge 3

What goes around comes around

The next time you receive counterattack damage,

Elsewhen

Spell, Automatic

Lets' meet again yesterday.

Choose a place you have been to in the last day, you or a willing ally can return there at the cost of losing all you didn't possess when you last were there. Memories are intact.

Echoes of Time

Spell

If only I could just see what happened here...

Focusing, you can see and hear the past, even the distant past, of the place you are currently standing in. This doesn't allow you to interact or change things.

Double Time

Spell, Automatic

The clock doesn't always tick at the same pace anymore.

By channeling this spell, you can speed up or slow down the passing of hours: however you can not do anything else while you channel this spell.

3 points

XXI

Passive

add the amount of hits you took as a bonus modifier to your next roll.

Freezeframe

Spell, Lasts 4 turns, Recharge 2 after effect ends.

Let's slow things down a little

You slow down the flow of time for a given object, such as a small stream, falling rocks, or opening gates. This makes some obstacles easier to traverse, (-2 to the skill challenge difficulty), and others almost entirely immovable.

2 points

Time Capsule

Spell, recharge 3

Time is valuable, don't waste yours.

The Target is insulated from the time for a number of turns equal to how much your roll beats their skill tier. This can work on allies, foes, and objects. While 'bottled' they cannot interact or be interacted with, and cannot take action. The target has no awareness of what happens during the time he is bottled.

Storing movement like sand in an hourglass.

Every two turns, you gain an instant action. Said actions can all be spent in the same turn to take as many actions as you want. You start every encounter with two actions already stored. The stored actions fall to 0 at the end of each battle.

Temporal Anomaly

Passive

Flavor Text.

Sets the Recharge of all your skills to 1 unless it was 5 or more. This effect can be given to an ally as automatic action, but doing so makes it stop affecting you until you take it back.

Chronomancer Multiclasses

The following skills can be picked by anyone Multiclassing with a Chronomancer as one of the two parent classes

Timewarden

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.

Distortionist

Recharge 3 after effect triggers

The next time you would take counterattack damage, you instead leave an after image in your place and disappear, making you impossible to detect until you act and making your next roll Autocrit.

Paradox

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. This Minion has one hit and no wounds

Everliving

Automatic, Once per gameplay session

Returns to life in a safe place close to where you died. Cannot be used in combat, but will instead trigger when combat ends.

Cultist

Privy to truths beyond the minds of most, Cultists oft endure the label of fanatic or madman.

But let them mock. They will see. They will ALL see, in the end!

1 point

Evil Twin

Recharge 3 after duplicate vanishes

Creates a magical copy of the target, which knows all the target's skills and has its memories.

These copies are obviously fake, with a reversed color scheme and obvious magical aura, and they are prone to being stubborn. As such, an Evil Twin is 2 Skill Tiers below the caster just out of spite, but acts as a Minion otherwise. If asked for information, it may need coaxing before it becomes helpful.

The duplicate lasts until it is killed or dismissed as an Automatic action. On a crit, the summoned Evil Twin is only 1 Tier below the caster and more helpful when spoken to.

Irrational Fear

Recharge 2 after target reverts

The target sees all things as terrifyingly powerful foes, lowering its skill tier by 1, or 2 on a crit, until someone fails to hit it, proving they aren't that scary after all. Good for spooking people outside combat too.

Narrative Madness

Recharge 3

Causes the target to talk endlessly but renders them unable to lie. It may take some skill to pick out the useful info from the unpunctuated torrent of words though. On a crit, the target can be easily guided to talk about things relevant to what you want to hear. Otherwise they just say what comes to mind.

Gift of Change

Recharge 3

The target grows a new limb, which proceeds to attack them. They suffer 1 Hit of damage each turn until they elect to sacrifice 1 Wound (or 5 hits) to cut it off, or fall Helpless.

On a crit, the mutant limb lingers until removed, even persisting through Helplessness.

Unreal Being

Recharge 2 once the being disappears

Summons an image of an impossible creature from beyond the veil of sanity. This thing cannot interact with the physical world, but you can see what it sees, speak through it and it looks very creepy.

Dissipates if attacked or dismissed. Dismissing it is Instant and Automatic.

Sanity Loss

Recharge 3

Twists the world of an enemy, showing their allies as hungering beasts gathering on a fresh kill

Affected target will lash out against allies if they try to help him out of helplessness. When the target gets up, one of its allies will fall Helpless instead (or suffer 5 Hits). On crit, the affected target also takes 1 immediate Hit as it gets up.

Cursed Item

Recharge 5

Curses an item with horrible misfortune. Weapons cause glancing blows and shallow cuts. Armor fits poorly and restricts movement. And so forth.

Anyone wearing or using a Cursed Item suffers from awful luck. All attacks against them Autocrit, all of their failed rolls count as Critfails. They never win contests, forget their words at important moments, trip on their feet, and so forth. Effects last until they remove the cursed item.

The cursing process is obvious and takes time to do, so it cannot be used in active combat.

Sealed Pact

Sell your future fortune for some good luck here and now.

Automatic Instant, Recharge 1 after the crit fail returns to haunt you.

Gain an immediate natural crit on your other action this turn. Your next crit is a crit fail instead.

3 points

Paranoia

Recharge 3

The target is afflicted with a gnawing paranoia

Lowers the crit limit of all actions against the target by 1 every turn until someone crits against them.

This also works on out of combat actions.

Inner Demons

Recharge 5 after reverting

Transforms the target into a representation of their inner darkness.

This transformation lasts up to 5 turns or until the target falls Helpless. The target can pick three bonuses from the following list, and can pick more at the cost of 1 Wound per additional bonus, lost upon reverting. Can be used on self.

- +1 Skill Tier
- +1 Hit and +1 Wound

2 points

Psych Out

Recharge 3

Calls forth a distracting mental oddity in the eyes of a target.

This oddity only exists in the eyes of the caster and target, and will wholly distract the target's attention and, in combat, their weaker counterattacks by 1. It cannot, however, fight back in any way or interact with people other than the target. It disappears when the target goes Helpless.

- +1 damage to all Skills and attacks
- +1 to all rolls
- -1 critical limit to all actions
- -1 damage taken from all sources
- -1 skill tier to all enemies struck (does not stack with itself)

Cultist Multiclass

The following skills can be picked by anyone Multiclassing with a Cultist as one of the two parent classes

Mad Scientist

Certain kinds of modifications to weapons and spell catalysts are forbidden for being simply too dangerous. For all parties involved.

Recharge 2

Increases an ally's crit AND crit fail limit by 1.

This can be stacked. Lasts for the duration of the battle, or until the target dismisses the effect with an Instant Automatic action.

Possessed

You are host to powers from the unknown beyond. They lend you their power, and offer a partner for conversing. All they ask in return is to feed on your sanity.

Passive

The voices you hear have limited sentience and can reveal strange facts about the world if talked to. When you go Helpless, you can keep using basic Attacks 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.

Zealot

Blind, fanatical devotion to a single being can come off as flattering or creepy depending on presentation, but in either case it is an endless source of power to the devotee.

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.

Otherworlder

In touch with the beasts of the beyond, and monsters of the mortal realm, you are able to call upon the most terrifying of aid in times of need.

Spell, Recharge 4 after monster is gone

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.

Monk

A philosophy exists that regards one's body as the ultimate weapon. Monks embody this ideology in full, channeling themselves into feats of great power.

The Chi Pool:

Monks have a starting chi pool of 5, these Chi Points are used to power many skills.

You start combat with 4 chi points, **Every success generates a Chi Point, and every critical hit and miss generates an additional Chi Point** (A 10 will generate 2 chi, a 6 will generate 1 chi, and a 1 will generate 1 chi)

Purchasing Chi

Players may purchase additional chi points at a rate of 1 skill point for 2 chi points. These additional chi points are added to the pool and you will start combat with them. IE: spending one point to buy chi points, will result in a maximum chi pool of 7, and starting each combat with 6 / 7 chi points.

Using Chi

Chi is used to boost several skills for an added effect.

1 point

Leg Sweep

Recharge 2

Sweep the leg and the rest will follow.

You may use this ability from helplessness. On success, target becomes helpless, and if you were helpless you spring back to your feet.

Chi Boost: 2 chi

Using the momentum from bringing down one target, you may instantly make a standard attack on another target.

Opening Punch

The first strike in a series of punches and kicks.

Instant, Recharge 1

Generates one chi point on a failure, two chi points on a success, or three on a critical strike

Chi boost: 1 chi point

Your chi generation is doubled this turn.

Balance

Passive

The scales of life and death remain forever in balance.

When you cause an enemy to go helpless, an ally of your choosing gets up automatically.

Wise Fortune

Instant, Recharge 5

I got these quotes from ancient scrolls, not cookies.

2 points

Battle's Flow

Recharge 2

Adversity is the parent of virtue.

If there is a helpless character around you, gain 1 hit. If there is another non-helpless character around you, gain +1 to your next roll.

Chi boost: for 2 Chi

Each helpless character grants you one hit, and each non-helpless character grants you +1 to your next roll.

Death Blow

Recharge 3,

The student took 'heart attack' a little too literally.

Deals an additional 5 damage on hit.

Chi boost: for 4 Chi

if the opponent would go helpless from this attack, the remaining damage carries over into Wounds.

Phase Aura

Automatic

Consumes 1 Chi for every turn it is active.

The light of your soul shines on the outside.

You emit an aura of light surrounding you that reveals the dark secrets and weakness of your enemies. You also become aware of any hidden and ethereal creatures in the aura and can force them to be visible and corporeal. Enemies who are near you in this light have their critical range attack lowered by 2 for your allies. Does not stack with other Phase Auras.

Chi boost: 1 additional Chi each turn it is active

This turn, target becomes stunned for 3 turns, may not deal counterattack damage, and is counted as helpless for the purpose of skill text.

Damaging the target breaks the stun.

The target does not take damage from this skill.

Chi Boost: for 3 Chi

Choose another target that gets stunned for 2 turns as well, counting as helpless, until damaged.

Stances

Passive

Stances are the key to martial arts. Learning when to be firm and when to be flexible is the difference between a master and a corpse

Switching stance is an Instant Automatic action.

You get all Stances at once, no need to take this skill again.

- **Bear Stance:** You may take incoming damage to your chi pool instead: each point of damage removing a Chi Point.
- **Crane Stance:** each turn you generate 1 Chi Point
- **Cross Stance:** Self-inflicted helpless does not cause a wound of damage.
- **Grasshopper Stance:** You may spend a Chi Point in addition to normal costs, to make any skill instant
- **Tiger Stance:** You cannot benefit from weapon tags, but gain +2 to all normal attacks

All enemies take double damage

Self Sacrifice

Automatic, Recharge 2

Loss of self can be the gain of others.

You distribute your max hits +2 to your allies as healing, but are rendered helpless.

Chi boost: 1 point per hit

You may increase this healing further by spending chi points: an additional hit distributed per chi point spent.

3 points

Qi Reversal

Recharge 5

All dark has a little light, all light has a little dark.

Inverting them ultimately keeps things the same, but with a moment of chaos in the middle.

Lifts all helpless combatants and renders all standing combatants helpless, friend, foe or self.

Allied targets do not suffer a wound from this.

Chi Boost: For 2 chi per target:

you may restore all hits and wounds to a target affected by Qi Reversal.

Mountain Spring Style

Passive

Life flows as the spring / ever fresh, ever moving

/ firm on mountain stone

You regenerate a hit every turn you are not helpless, and a wound every second turn you are not helpless.

While helpless you count as one skill tier higher.

Chi boost: 4 chi per use, one use per turn

You instantly regain up to 5 wounds, and remove any status effect on yourself.

Monk Multiclass

The following skills can be picked by anyone Multiclassing with a Monk as one of the two parent classes

Drunken Master

The key is to fall often but never to fall hard.

Bounce back and outlast your opponent.

Passive

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.

Ninja

Untouchable is better than invincible. When applied right, a little trickery can go a long way in keeping you safe.

Passive

Always suffer one less hit of counterattack damage.

God Hand

Ones who have truly mastered the fist can simply undo mistakes a rookie might make on the fly

Instant, Recharge 3

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

Chi Boost: 3 Chi points

You can roll 3 dice and pick the preferred result.

Wrestler

Not all masters of the up close and personal fist fight exchange punches and kicks.

Grapples and holds are unexpectedly powerful weapons in the right hands.

Spell, Recharge 3

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

Chi Boost: 3 Chi points

Can be used from Helplessness.

Smith

For some, work is never over. Things can be improved and remade, and Smiths, those endless inventors and innovators, are the ones to do it.

1 point

Appraise

Instant

A lot can be determined with just an eyeballed analysis.

Roll above an enemy's skill tier with this roll to determine the number of remaining hits and wounds on them, their skill tier, and possibly their weaknesses. Out of combat, quickly determine value of objects, study artifacts to determine their age, size up others, etc.

Augmentations passive upgrade: The skill gains the Automatic Tag and the Crit threshold against enemies you Appraise is lowered by 1

Engineering

An engineer is always intrigued by the chance to learn.

Your knowledge of the tech of the era is superb, you attempt to understand, repair, and repurpose the tools of the day, or even reassemble broken equipment, scraps into something usable.

Augmentations Passive Upgrade: You may automatically repair your own gear

Armor Padding

Instant, Automatic, Recharge 3

A couple of simple tricks can make any armor more protective. And that can save many lives.

Prevents counterattack damage the next time you would get damaged. Armor Padding fades when used.

Augmentations passive upgrade: You can deploy the padding to an ally.

Flying Minibots

Recharge 1 after effect ends: effect lasts 5 rounds.

Warning: May make annoying buzzing sounds.

Flying Minibots

Summons a tiny flying contraption, plus an additional one for every point you pass the MIN roll. These contraptions have 1 hit and 1 wound, can not wield weapons, and must work together to do harder tasks such as lifting up a helpless target (forgoing all minibot attack rolls for one lift-up roll). Minibots don't count against your maximum minion slots.

Out of combat your minibots may carry objects or creatures for you.

Augmentations passive upgrade: You gain +1 for your basic attacks for every flying minibot around you, however each turn you use this bonus one of your minibots deactivates.

Memory Enhancer

Recharge 3 after effect ends

That was the last time you forgot where you put your keys.

Bonuses to rolls last an additional turn. May target allies.

Augmentations passive upgrade: Whenever you target an ally with this skill, you automatically receive it too.

3 points

Augmentations

Passive

Revolutionary technology right inside the body.

Hot Irons

Recharge 1

Spill molten metal on the enemy in a beautiful arch.
Hit X targets with a critfail range of X-1.

Outside combat, you can melt metal objects with it or set things on fire.

Augmentations passive upgrade: Hit X targets with a critfail range of X-2 instead.

Rustbite

Recharge 2

Like frostbite, but with more tetanus.

Deals standard damage. On hit, lower the skill tier of the hit enemy by 1 for a turn.

Augmentations passive upgrade: Lowers the skill tier for 2 turns.

2 points

Combat Construct

Passive

You build a 3/3 living armor minion, that can perform basic tasks and functions, and as an automatic action, you may equip it as armor. This minion can not take actions while equipped, and gets damaged in your place until it falls Helpless, causing it to become unequipped and count as a Minion again. If broken, this minion can be automatically rebuilt out of combat.

Augmentations Passive Upgrade: When your construct minion is equipped, you count as one tier higher.

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. Your gadget gains an extra turn of use for every point your roll exceeded the min.

Augmentations passive upgrade: Add two turns to the roll.

Smith Multiclasses

The following skills can be picked by anyone Multiclassing with a Smith as one of the two parent classes

Ironheart

When one has forged their body to be as strong as the iron it shapes, one has truly transcended the limits of flesh.

Passive; Once per combat

You have decided to upgrade yourself instead of building something to supplement your abilities. This ability unlocks passive bonuses for every other skill that you have taken.

Utility Belt

Automatic

You always come prepared

The same utility can not be used for 3 more turns.

You gain the following Utilities:

- Instant Coffee: Remove 1 turn of recharge from the skill of an ally.
- Bandages: Restore 3 hits to an ally.
- Adrenaline shot: Give +1 to the next roll of an ally.
- Med-Kit: Help an ally up from helplessness.
- Stabilize: Save an ally that just lost their last wound. This ally is out of combat, cannot act or be targeted, but survives until the end of the battle.

Augmentations passive upgrade: Utility Belt can be used on more than one ally, for the price of +1 recharge time per additional ally.

Robotic Arm

You have upgraded a part of yourself

Passive

You may take one extra action, including a basic attack with a single weapon type (chosen when you pick this skill)

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

Ergonomic Grip

Thanks to your custom grip, you can wield an extra weapon. You can make two rolls to attack twice. If either is a critical miss, both miss. Neither of your weapons need the Dual tag.

Grenade

An explosive used to demolish buildings and foes alike

Recharge 3

This skill ignores normal MIN rules instead following its own table. This roll cannot benefit from any modifiers.

1 explodes before you can throw it, damaging yourself and your allies for 2 hits each.

2-4 it is a dud and nothing happens

5-7 does 2 hits of damage to all enemies

8-9 does 3 hits of damage to all enemies

10 does 5 hits of damage to all enemies