

Simple 10 FULL

Version 3.1

Ten Sided Die Based Fantasy Multiplayer Text Only Roleplaying Game

Third Edition, version 3.0 - [Previous edition link](#) - Multiclass, 3.1 - [3.1 Multiclass Full Link](#)

You are reading the FULL version of the rules, featuring flavor texts and additional roleplaying information. For a shorter, more compact and concise version of just the rules, check out **S10 3rd Edition COMPACT: Coming Soon**

About This RPG

Simple10 RPG is a simple roleplaying system for creating and playing epic fantasy adventures. This document lays the groundwork for games using the *My Little Pony: Friendship Is Magic* universe and settings inspired by it. We're not here to recreate the show, and we're not trying to reskin another highly-complex RPG system, and we're certainly not out to make money off of MLP:FIM or claim any of it as ours. We just want you to have fun

These are not unbreakable rules. Change the rules as you need for your specific campaigns, and please share any ideas you have!

If you have any questions, comments, or complaints about S10 RPG, please email us at:
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BASICS

Pick race and class, roll a ten-sided die (d10). That's all you need to know!

Characters at a Glance

These are the basic traits of a character in S10 RPG.

Name: Your identity.

Gender: Boy or girl?

Race: Each race has unique racial skills.

Class: Determines which skills you can take. Take a second class to become Multiclass.

Skills: You get 6 points to spend on skills. (4 if you are Multiclass)

Special Talent: Typically a +2 bonus to one skill.

Hits/Wounds: Nonlethal/lethal damage you can take.

Weapon and/or Catalyst: How you attack or cast spells.

Character Traits: Details that make your character unique, like looks, gear, and personality.

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ROLLING

A single 10-sided die (d10) is used to resolve the success of all actions, from negotiating a conversation to landing a blow in combat. If you intend to play on a reasonably fast-paced chan-style imageboard that doesn't have a dice function, you can use the last digit of your post number to simulate dice rolls. If you use post numbers, treat 0 as 10.

Standard Rules

These are the standard rules that every FEMTO RPG adventure should use. You can adjust it to your liking using the **Optional Rules** provided in the next section, or modify them as you like to fit your campaign and players' needs.

Minimum

Every roll must meet or exceed a minimum value (or Min) to be counted as success. Normally, the minimum is 6+. Changes to circumstances can adjust Min up or down, usually determined by Skill Tiers; a difficult task could be 8+, while an easy one might be 3+. Some skills have special effects that require a specific Min. Remember that Min is noted as the minimum value followed by a + plus symbol.

Autocrit

Some skills can autocrit. Any successful roll with an autocrit is treated as a critical success.

Roll Modifiers

In addition to changes to Min, specific skills, talents, and other favorable conditions can add **bonuses** to your roll; for example, a +1 bonus means a roll of 5 is treated as a result of 6. On the flipside, unfavorable conditions like injuries, distractions, and opposing forces can inflict **penalties**, subtracting from your roll. Normally, even if the modifiers change your result into a critical value, criticals occur only if the original unmodified roll landed in critical range (see **Unnatural Crits**). Remember that a bonus or penalty is a + plus or - minus symbol followed by the modifier.

Critical

An unmodified roll of 1 or 10 always incurs a critical result, creating dramatic and extreme changes to your circumstances. Some skills have increased critical range and can score a critical success on 9+, or even score a critical failure on 2-. Some skills have special effects that occur on a critical roll. Normally, criticals can only occur if the original unmodified roll landed in the critical range (see **Unnatural Crits**).

Example rolls and corresponding minimums

	Easy (4+)		Normal (6+)		Difficult (8+)	
Roll of 10	Critical Success		Critical Success		Critical Success	
9						
8					Minimum for success	
7					Failure	
6			Minimum for success			
5			Failure			

	4	Minimum for success		
	3	Failure		
	2			
	1	Critical Failure	Critical Failure	Critical Failure
Example		Attacking a clumsy target Picking a simple lock Spellcasting without distraction	Attacking evenly matched foes Hiding in lighted areas Spellcasting in combat	Attacking while crippled Hiding on a salt flat in daylight Spellcasting while gagged, bound

Optional Rules

Game Masters can rebalance their campaigns using these optional rules. GMs can choose to add, remove, or modify them as needed.

Default

Default allows adventure to progress more smoothly with fewer hindrances to the players. By defaulting to the Min value, a player can automatically succeed at a task as though they had rolled the Min value. This should only be used for situations where the PCs are under no duress and are free to work on something for as long as they can (ex: exploring a nonhostile city, crafting an item, picking a lock in a secure location, etc). Players may also choose to default to critical success, but getting these kinds of results should cost them an increased amount of time and resources, and also requires the PCs to be under no duress whatsoever.

Supercrit

GMs can include dramatic effects for certain critical rolls. Roll modifiers applied to a critical roll can amplify the effect of the critical roll beyond what a regular critical roll would incur. Successive critical rolls can also incur amplified effects. Note that these work for both critical successes and failures.

RACES

The first step to creating a character is usually choosing their race. All kinds of intelligent creatures exist in the MLP:FiM universe, and you can choose any race and class combination. Every race has a racial skill.

Pony

Ponies are the most common and prolific race, many of them spread across the kingdom of Equestria and realms beyond. Ponies are distinct in encompassing several subtypes populating all echelons of society. A pony manifests a "cutie mark" on their flanks that symbolizes their special talents.

Crystal

Residents and descendants of the ancient Crystal Empire, the emotions of Crystal Ponies are said to be reflected on all of Equestria.

Crystal Emotions: passive; when you roll a critical success, your rolls next turn receive a +1 bonus.

Earth

Sturdy, tough and often big. Can move, lift, and carry heavier weights than other races.

Tough: passive; Earth ponies take 1 additional hit before becoming helpless as well as 1 extra wound once they

Partial Result

For a more nuanced game, the GM can rule that successes and failures have varying intensities based on their difference to Min. For example, for a Min of 6+ a roll of 6 would mean only a partial success that had very poor results, while a roll of 8 would be a solid success; in the same situation, a roll of 5 would incur a partial failure that still accomplishes the goal at a bare minimum, a roll of 4 is a straight failure, and a 2 would be an abysmal failure without being critical to the point of backfiring on the PCs.

Unnatural Crit

Unnatural crits dramatically alter the difficulty of a campaign, usually in the players' favor. Roll modifiers applied to a roll count towards critical range; for example, a roll of 7 with a +3 modifier counts as a critical roll of 10. An unmodified roll of 1 is still a critical failure, and penalties can also pull rolls down into critical failure range.

Buffalo

Hardy desert dwellers, a buffalo's charge is as strong as their connection to the land. They are big, lumbering things with thick muscle and bones.

Stoneguts: instant; when going helpless, roll. On success you remain at 1 hit. Recharge 4.

Diamond Dog

Subterranean gorilla dogs with a taste for gems.

Burrowing: Diamond dogs can dig tunnels and holes with ease, setting traps, moving unseen and fleeing in unexpected directions.

Donkey

Similar to earth ponies in a physical sense, if somewhat less bulky and far more stubborn.

Unbreakable Will: passive; famously stubborn, donkeys are immune to mind control, domination, intimidation and

become helpless, for a total of 6 hits and 6 wounds without other modifiers. They can also lift, carry and move heavier objects than unicorns or pegasi.

Pegasus

Speedy and adventurous. Can fly freely when they're not carrying too much weight.

Pegasus Flight: Pegasi can fly, and get a +1 bonus to actively evade and dodge midair. Flight is about as taxing as running at full speed.

Unicorn

Noble and intelligent. Can levitate objects with telekinesis and cast magic.

Unicorn Catalyst: passive; a unicorn's horn counts as a catalyst for spellcasting.

Unicorn Telekinesis: spell; manipulate objects through sheer force of will. Complex tasks and heavier objects may require more focus.

TALENTS

Every character has a **talent** that represents special training and focus or a natural ability that makes them incredibly good at some kind of action, activity, or ability. The typical talent is a +2 bonus to one of a character's class skills; with the GM's approval, players may create a talent bonus appropriate for the character they want to make. A pony character with a Talent manifests a cutie mark on their flanks symbolizing the talent.

Here are some examples of the most common types of talents that might be chosen for a character:

+2 to Class Skill: The standard talent bonus, your character gains a +2 bonus to the use of one class skill thanks to training or natural talent.

+1 to Soc, Phy, Agi or Men: Benefits equal to those of a SPAM Mastery skill, for strong, fast, smart or social characters.

suggestion.

Goat

A curious sight in the lands of ponies, some say they are distantly related to the dread ram Grogar.

Goatcraft: passive; Min -1 for all climbing and agility rolls, and can use anything as food, including non-food items.

Griffon

Half eagle, half lion. Flight-capable and larger than ponies, they can carry more weight while flying, but tire quickly when doing so.

Griffon Flight: Griffons can fly, and have a +1 bonus to divebomb attacks from high altitude. This is about as taxing as running at full speed.

Zebra

Hailing from a faraway land, zebras are knowledgeable in natural healing and shamanism. They are often regarded with suspicion by ponies.

Heightened Senses: passive; +1 to perception-based rolls (spotting, searching, listening, etc)

COMBAT

Big adventure comes with tons of fun, often in the form of violent encounters with hostile NPCs. Combat is typically resolved through determining initiative, attacks and counterattacks, rendering opponents helpless, and ultimately killing your enemies.

Damage and Helplessness

A character can take **5 hits** before becoming helpless, and **5 wounds** before dying. Some skills and effects can grant your character additional hits or wounds.

Hits and Wounds

Hits are generally superficial damage, representing wear-and-tear and exhaustion; they can be restored easily with the Heal spell, some kind of healing action, over time or with a short rest. **Wounds** are persistent injuries and deep bodily damage; taking too many

+1 Hit or Wound: Much like SPAM mastery equivalents can be used as Talents, so can a single Wound or Hit be taken to signify a particularly hardy character.

+1 to Crit Range: This distinct talent bonus reduces the critical success range for a specific action or class skill by 1. A skill that normally crits on 10 now crits on 9+, etc

Helplessness and Recovery

A character with no hits remaining is helpless; some skills and effects can immediately render a character helpless. Whenever a character becomes helpless, they take a wound of damage. A helpless character must roll (usually Min 6+) to recover and continue fighting. An ally can also make the same roll for you, and if they are successful you recover as normal. When you recover, you restore full hits. Some skills or effects may help you recover, or change the number of hits restored.

While helpless, a character is immobile and cannot take

wounds will kill a character. Wounds can be quickly restored using skills, but otherwise require significant effort and time, maybe days, to be patched up.

A character usually must be helpless to begin suffering wounds, but some skills and effects can bypass hits and deal wounds directly.

Sequence of Combat

Combat takes place in **turns**. Each turn, the players declare the action their characters will take, and all results are resolved simultaneously.

Combat Action

A character in combat can perform two actions: a **normal action** such as using a skill, aiding a helpless ally recover, or making some complex maneuver; and an **instant action** such as using an instant skill.

Automatic skills require an action to be used, but don't need a roll. *Instant* skills can be used with an instant action. *Passive* skills and effects require no roll nor action, and grant their bonus at all times.

Pets and Minions

Skills such as Raise Dead allow the player to take a **pet** or **minion**. Normally, a character can have up to one pet at a time; for one skill point, they can take the Pet Mastery skill to increase the number of pets they control by one (see **Cross-Class Skills** above).

Controlling and Rolling

Characters can control their minions at the same time they take other actions. Each minion rolls separately for its action. If the player chooses, they can use one roll to determine the results of all minions they control.

Player vs Player

When friendship is no longer magic and players must turn against each other, the GM can step aside and let players make dice rolls, determine the results, and react to each action appropriately. In PvP combat, failed rolls don't incur counterattack damage unless critical failures. The GM may intervene if PvP combat is no longer tenable, so play nice! To help speed up combat, you should stay down after being rendered helpless three times in PvP, regardless of wounds.

many actions, and attacks against them incur wounds. Rolling a critical failure to recover from helplessness deals a wound of damage to you, and each turn you remain helpless the range for critical failure increases by 1, up to 4-, beyond which you automatically take a wound for remaining helpless. If you are reduced to 1 wound, you no longer automatically take wounds unless attacked, but you cannot roll to recover.

Counterattack

Characters taking combat actions leave themselves open to counterattack from their target or other threats; if their roll fails (5- by default), they may be struck by a counterattack and take damage accordingly.

Roll 5: 1 Hit Taken

Roll 4: 2 Hits

Roll 3: 3 Hits

Roll 2: 4 Hits

Roll 1: Instantly Helpless

Enemies rarely roll on their own. They are instead assumed to roll the opposite of what the attacking player rolled. Enemies that nobody attacked deal 1 Hit to a random player at the end of the turn each.

Helpless enemies will stand up if an attack aimed at them misses. If more than one enemy is present, other enemies can forgo counterattacking in order to help their ally up instead.

Dealing Damage

The very nature of s10 binds the act of dealing and receiving damage into a single action, depending on the die roll. So to mirror the counterattack damage, successful rolls are suggested as follows for opponents of an equal Skill Tier.

Roll 6: 1 hit

Roll 7: 2 hits

Roll 8: 3 hits

Roll 9: 4 hits

Roll 10, crits of any kind: 5 hits

If supercrits are used, you can go even further.

Roll **crit+2**: 10 hits

Roll **crit+4**: 15 hits

etc

A standard Enemy has 5 Hits / 5 Wounds

Rendering them Helpless removes 1 wound
In case you are playing with the Supercrit rule, instead, rendering them Helpless with overkill removes 2 wounds

Ex. Rolling a 12 or 13 renders a standard enemy Helpless and takes them down to 3 Wounds

Attacking a Helpless enemy successfully removes 1 Wound

A crit on a Helpless enemy removes 2 Wounds

Skill Tiers and Leveling

Skill Tiers determine a character's general prowess in and out of battle.

For each Skill Tier you are above your target, the minimum of success is lowered by 1

For each Skill Tier you are below your target, the minimum of success increases by 1

Unless otherwise stated, this only affects the Minimum to hit, NOT the damage dealt. No matter how crazy skilled you are, barely scratching the enemy won't cause them to suddenly burst into chunks of gore.

Enemies (and even players) can temporarily change Skill Tier due to injury, intoxication, poisoning, a particularly heroic moment of inspiration, the power of love, etc. This only affects rolls, not Skill Points or other Skill Tier Bonuses.

Trivial (Tier 0): impaired, extremely weak or otherwise non-threatening opponents, children

Weak (Tier 1): lesser creatures, heavily intoxicated fighters, civilians

Beginner (Tier 2): upstart adventurers, untrained combatants, basic thugs

Novice (Tier 3): adventurers who have seen some action, militias, wild animals

Journeyman (Tier 4): known adventurers, guardsmen, dangerous wild animals

Trained (Tier 5): experienced adventurers, soldiers, elite bad guys

Expert (Tier 6): very experienced adventurers, specialists, evil lieutenants, big animals

Master (Tier 7): adventurers at their peak, officers, trainers, artisans, really big animals

Hero (Tier 8): heroes of great stories both good and evil, mythical beasts

Epic (Tier 9): warriors beyond peer, mighty wizards, the kings of monsters

Legend (Tier 10): lesser gods, dragons, things you run away from really fast

Skill Tiers can also be applied outside combat situations to help define the difficulty of a task.

Ex.

Climbing a ladder is Trivial. Climbing a tree or rope is Beginner. Climbing a cliff is Novice. Climbing a brick wall is Trained.

Climbing a smooth wall is Expert. Climbing a cloud is Legend.

A slippery surface increases the Tier by 1

Digging into loose dirt is Beginner. Digging into clay is Trained. Digging into rock is Master.

Appropriate tools lower the Tier by 1 or 2

Bluffing a drunk is Trivial. Bluffing a guardsman is Trained. Bluffing a spy is Hero.

Intimidating a child is Trivial. Intimidating a mugger is Trained. Intimidating an enemy warrior is Expert. Intimidating a dragon about to eat you alive is Legend.

Leveling Up

In a long-running game, Skill Tiers can be used as a Leveling Up system.

After enough of a feat (a big boss fight, an important story moment, etc), each player can gain a Skill Tier.

A basic adventurer should start at Beginner tier, with 6 SP and a Talent but no other Skill Tier bonuses

Adventurers starting below Beginner only get 4 SP and no Skill Tier bonuses until Beginner

Adventurers starting above Beginner get the appropriate amount of Skill Tier bonuses, as below

For each Skill Tier gained, the character gains 2 of the following, picked by the player

+1 Skill Point (can be selected twice)

-1 Recharge for one Skill (total Recharge cannot fall below 1)

Forget a skill and get the Skill Points it cost back

Example of Skill Tiers affecting roll damage

	Player 2 tiers above target (4+)	Player and target on equal tiers(6+)	Target 2 tiers above player (8+)
Roll of 10	Critical Success: 5 Hits	Critical Success: 5 Hits	Critical Success: 5 Hits
9	4 Hits	4 Hits	4 Hits
8	3 Hits	3 Hits	Minimum for success: 3 Hits

7	2 Hits	2 Hits	Failure: 1 Hit counter
6	1 Hit	Minimum for success: 1 Hit	1 Hit counter
5	1 Hit	Failure: 1 Hit counter	1 Hit counter
4	Minimum for success: 1 Hit	2 Hits counter	2 Hits counter
3	Failure: 3 Hits counter	3 Hits counter	3 Hits counter
2	4 Hits counter	4 Hits counter	4 Hits counter
1	Critical Failure: Helpless	Critical Failure: Helpless	Critical Failure: Helpless

EQUIPMENT AND ITEMS

The right equipment can be the difference between success and failure, life and death. Before you send your character out into the world, make sure to select weapons and other tools to give them the extra edge they'll need.

At creation, a starting character usually possess a few items and a weapon of a single type, and a catalyst if they are a spellcaster. Highly valuable items such as multi-type weapons, unique items, and other exotic or powerful tools are subject to GM approval.

Spellcasting Catalysts

As described above, *spellcaster* classes such as the Mage and Shaman require a catalyst to help them channel their magical power into specific forms and effects. Without a catalyst, a character cannot cast skills with the *spell* tag. Spellcasters may choose a catalyst when first created. Catalysts are not Weapons, but need to be switched in the same way one changes weapons to be used.

A catalyst can be just about any kind of item, from a religious symbol to an item of great sentiment, or even a weapon or piece of armor, typically inscribed with magical runes and symbols.

You must be touching your catalyst and have it visible and exposed to the target(s) for spellcasting to work.

Weapon Types

Weapons are divided into broad types that change how they perform and sometimes how they can be used for *weapon* skills. Most weapons have a single type. The number of weapons a character can carry is limited by the GM, but by default should be one. Switching weapons, or between a weapon and a catalyst, is an *automatic* action that requires one turn.

Dual Weapons

Dual weapons can attack twice in a single turn using the Dual Wielding skill. Making a normal attack or attacking with only one of the weapons does not grant any bonuses or penalties.

Dual Wielding: weapon; make two rolls to attack twice; if either is a critical miss, both attacks miss.

Great Weapons

Great weapons require strength and technique to wield, offering greater damage potential at increased risk. Great weapons always count 9+ as a critical hit, and 2- as a critical miss. A great weapon user can also use the "Cleave" skill to attack many enemies at once.

Inventory, Items, and Tools

No adventurer would go on a quest without things like food rations, rope, camping supplies, personal items, and crafting tools. Choose a few items that are appropriate to your character's interests and the dangers they expect to see.

Use common sense when choosing items, and don't try to cheat by carrying powerful items or too much stuff. The GM may set limits or requirements on the type and amount of items you can carry.

Shield

Using a shield increases your maximum Hits by 1. A shield counts as a weapon like any other, so it cannot be combined with other Weapon types - you have nowhere to hold a pair of weapons or a large great weapon, nor do you have the freedom of movement to utilize a single weapon to its full extent. Paired shields grant no additional bonuses.

Single

Single weapons cover most basic weapon types that don't fit into other categories. Their ease of use grants Min-1 for normal attack rolls (6+ by default, now 5+). Paired single weapons grant no additional bonuses.

Cleave: weapon; attack multiple targets within range that are close to each other. Every additional target increases the chance of a critical miss by 1 (attacking 2 targets crit fails on 2-; attacking 5 targets crit fails on 5-; etc)

Ranged

At the GM's discretion, projectile and far-reaching weapons can hit distant targets that might otherwise be unreachable.

Weapon Quality

Weapons of exceptional quality or condition add modifiers to normal attack rolls. Skills with the *weapon* keyword as well as basic attacks apply weapon quality to their rolls. Certain skills can also boost or lower weapon quality.

- +2:** epic or legendary, the result of magical endowment or divine power
- +1:** fine or masterwork, a fortuitous creation or the product of expert craftsmen
- 0:** basic, the usual weapons used by most everyone
- 1:** poor or damaged, worn down and in dire need of maintenance
- 2:** worthless or useless, missing pieces and best abandoned if not melted down and remade

Special Weapons

Adventurers can come upon weapons with unique properties allowing different methods and means of attack. Special weapon properties do not apply to the use of skills unless otherwise noted. Obtaining things like these is always down to GM discretion.

Catalyst Weapons

Some weapons double as spellcasting catalysts and can be used to cast spells. Unless the weapon is also spellbound (see below), it does not grant the ability to cast any spells on its own. A Catalyst Weapon allows the user to use Spells and Weapon skills without needing to switch weapons in between.

Elemental Weapons

Elemental weapons have been imbued with the power of the elements. When a normal attack hits, the elemental weapon discharges magical energy, converting the attack into a hit with an effect corresponding to the Mage's Elementalist effects. The GM may allow creation of or introduce different elements and elemental effects as with the Elementalist skill.

Spellbound Weapons

Spellbound weapons have been built as conduits for a single kind of spell. This can be a staff that shoots fireballs, a ring that cures poison, a book that raises the dead etc. The bound spell is considered to have at least recharge 3. While Improved spells may be bound to weapons at a monumental cost, the Improved Spellcasting skill does not affect a spellbound weapon.

Unique Weapons

A general term for strange, quirky magical items possessing unique magical properties, wills of their own, personal codes of conduct and other oddities. The exact properties of such things left to the GM to create and describe, but can range from bonuses against certain enemy types to attacking the wielder unless they slay someone at least once a day.

CLASSES & SKILLS

A character's class is the archetype for their abilities and role in a world of high adventure. **Characters start with six (6) Skill Points** to spend on class skills. When using most skills, you must roll a dice to determine the result.

Spellcaster classes begin play with a **catalyst** of some kind to channel their spells, such as a holy symbol, fetish, wand, or power crystal. A unicorn's horn counts as a catalyst.

SPAM or Social (**SOC**), Physical (**PHY**), Agile (**AGI**) and Mental (**MEN**) define the type of a skill. When rolling for actions or skills with a SPAM tag, the minimum of success (MIN) may change depending on your SPAM Mastery or other modifiers. Skills without a SPAM tag either do not need a roll, or simply cannot benefit from SPAM bonuses. SPAM also applies to out of combat actions which use one of these particular aspects of an adventurer's skillset. These can vary according to the GM's discretion, but some examples include MEN to memorize a book or study a phenomenon, PHY to grapple someone or move a rock, AGI to dodge or dance,

SOC to bluff or impress, and so on.

Reading Skill Entries

Skills are constructed in the following format:

Name: tags; description

Skills have a **name** that identifies them, **tags** for a shorthand understanding of common mechanics concerning their usage, and a **description** giving the purpose and appropriate usage for the skill.

Tags

S/P/A/M: Everyday skill. Social (SOC), Physical (PHY), Agile (AGI), Mental (MEN).

Automatic: no roll is needed when you take this action; the skill works whenever you activate it as though you had rolled MIN. This skill still takes up an action during your turn.

Instant: this skill requires an instant action to be used during your turn. This skill still requires a roll.

Once Per: this skill can be used once per given time period (a combat encounter, an in-game day, or even once per game session). Skills that are listed as once per combat may be used outside of combat, recharging at GM's discretion.

Passive: no action or roll is needed, this skill is always in effect

Ranged: this skill can also target distant creatures and locations that might otherwise be unreachable.

Recharge #: you must wait # combat turns after successfully activating this skill before you can attempt to activate it again. A failed roll incurs a 1 turn recharge. Skills listed with recharge may be used outside of combat, recharging at GM's discretion

Requires: this skill requires some condition to be met, such as wielding a specific weapon type

Spell: this is a magic spell, and may be subject to special rules for spellcasting, such as requiring a catalyst

Weapon: this skill can use your weapon's properties, such as roll modifiers and the *ranged* tag.

Multiclassing

You can also choose to mix two classes to create a **multiclass** character. A multiclass character starts with four (4) Skill Points to spend on skills from the two classes they chose, and also gains a unique title and skill depending on which two classes they chose.

For full descriptions and information, refer to this document on multiclass descriptions and skills: goo.gl/8uqhGK

Cross-Class Skills

These skills can be taken by any character, regardless of class. Cross-Class skills may not be suited for every class.

1 point

Defense Mastery

Passive

You gain +1 hit of damage to become helpless (if you had 5 hits, you now take 6 hits, etc). Can only be taken once.

Pet Mastery

Passive

You can control one additional minion. This skill can be taken multiple times to gain more minions.

Social Mastery

Passive

+1 to your effective Skill Tier when rolling SOC skills, or performing tasks that hinge on social wit and sharp judgement such as bluffing, charming smalltalk, convincing lies, good distractions

Physical Mastery

Agile Mastery

Passive

+1 to your effective Skill Tier when rolling AGI skills, or performing tasks that call for manual dexterity and attention to detail such as picking locks, painting, forging handwriting, handling mechanisms

Mental Mastery

Passive

+1 to your effective Skill Tier when rolling MEN skills, or performing tasks that demand mental aptitude and intelligence such as memorizing and recalling facts, analysing objects, finding hidden things

Unorthodox

Switch the tag of one of your skills to Spell, Weapon, Ranged or remove the tag entirely. In addition, change the skill's SPAM tag to any other if desired.

Passive

+1 to your effective Skill Tier when rolling **PHY** skills, or performing tasks that require physical strength and stamina such as climbing, lifting, pushing, forcing open locks, holding people down

Alchemist **MEN/AGI**

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

Men

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

Men

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

Men

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

AgI

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

Acid Spray

AgI

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. 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 to Str, Phy, Agi or Men
- -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 or Alchemist Multiclass 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 Wound and +1 Skill Tier until they fall below half Wounds (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.

Men

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.

Bard SOC/PHY

Entertainers by trade, bards travel in search of new tales and new adventures to partake in. Most commonly armed with light weapons like rapiers or knives, as well as their musical instruments.

1 Point

Challenger

Soc

Recharge 3 after effect ends

Raise an ally up to the greatest challenge you face.

The target's skill tier is increased to that of the highest tier enemy, or 2 higher if they were already that tier. Lasts 3 turns or until the target goes Helpless.

Inspire

Soc

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

Cheap Shot

Phy

Weapon, Recharge 1

Nobody expects a musical instrument to the head.

Outside of combat, this skill is automatic and renders the target helpless. In combat, 9+ renders the target helpless.

Mimic Sound

Phy

With enough creativity, any sound can be replicated.

You can mimic almost to perfection any sound you have heard, be it an orchestra playing or the growling of a wild beast. This skill cannot be used to imitate other sound-based skills.

Improvise

Automatic Instant, Recharge 3

Tossing a solution together can be better than stopping to make a plan.

Your next roll counts as 2 Tiers higher but cannot crit

2 Points

Mulligan

Soc

Instant, Recharge 4

I was just kidding. Here, let me take it seriously.

Re-roll a non-critical failed roll

Fast Moves

Phy

Instant, Recharge 3

Never keep an audience waiting.

On success, makes one action next turn Instant.

Con Artist

Passive

Acting is just professional lying.

On success, whatever you say, no one thinks you are trying to deceive them. Characters with evidence or knowledge contrary to your claim may disprove you. Outlandish or ridiculous statements can be seen through. This skill also applies to forgery of evidence and documents.

Terrify

Recharge 2

Scary stories are the oldest kind of stories.

8+ renders a group of targets helpless

3 Points

Chaos

Soc

Recharge 8 after effect ends

Silly or just outright crazy music is perfect for those moments when everyone just starts hitting everyone.

roll 2d10, the party's Skill Tier becomes the higher and the enemy's the lower for 2 turns.

Heroism

Recharge 8

Blare out the most amazing of heroic marches, and your allies will truly become heroes!

For the next 3 turns, every action by the party is calculated as if they were Heroic tier. If the party is already Heroic tier, calculate the actions as if they were Legend tier.

Cleric SOC/MEN

Spellcaster. Clerics support their allies and crush the unworthy using the force of their spirit and a firm belief in causes greater than themselves. Though many Clerics draw their power from deity worship, an equal number

are empowered by personal ideology. Often armed with blunt weapons like maces, staves or large holy icons.

1 Point

Heal

Soc

Spell, Ranged, Recharge 1

Healing magic helps regenerate tissue and ease pain.

Restores target's hits to full and restores one wound, or removes all status effects. Crit restores 2 wounds, crit fail deals a wound of damage to the target.

Mend

Soc

Spell

Don't be such a baby, ribs grow back.

A target regenerates grievous injuries such as lost extremities, damaged vital organs and internal bleeding. Cannot be used in combat, nor restore hits or wounds.

Penitence

Soc

Spell, Recharge 2

Force the enemy to face their wrongdoings.

Reduce the target's skill tier by 1. On crits, by 2. Does not stack past 2.

Inure

Men

Spell, Ranged

Prevention is the best medicine.

Target is immune to a specific damage type (fire, ice, poison, possessed etc) for a short time

Bolster

Automatic, Spell, Ranged, Recharge 4 after effect has been used

Enhance a target's will to live, helping them keep fighting.

The target's next roll to recover from helplessness is successful

2 Points

Healing Bonds

Soc

Spell, Ranged, Recharge 3

A special healing spell for times of greater need.

Chain of energy that heals up to 3 allies to full hits and restores 1 wound on each one of them.

Wrath

Soc

Spell, Ranged, Recharge 2

Blast away foes with a burst of divine fury.

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.

Mind Reader

Men

Spell

The mind is like a fortress. Open ones are easy to enter.

Discern the motives and thoughts of the target. Crit fail reveals your thoughts to the target instead.

Slow

Men

Spell, Ranged, Recharge 4 after effect ends

Binds a target to the limits of mortality, slowing it down

Target can only counterattack only one target at a time, the one with the most tragic failure. Last for 2 turns.

3 Points

Prayer of Healing

Men

Spell, Ranged, Recharge 5

The greatest of healing magic, that eats away at the caster as well.

Fully heals the entire party, but renders the caster Helpless

Aura of Faith

Passive

Manifesting your faith as a protective shell is the sign of a truly remarkable cleric.

Calculate counterattack damage as if you were two skill tiers higher

Cultist **SOC** **MEN**

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

Soc

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

Sanity Loss

Soc

Recharge 3

Twists the world of an enemy, showing their allies as hungry 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

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

Soc

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

Soc

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

Men

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

Men

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.

2 points

Psych Out

Soc

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.

affected target also takes 1 immediate Hit as it gets up.

Cursed Item

Men

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

Soc

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

Men

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
- +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)

Clad in armour and armed with both an iron will and an iron blade, knights excel at protecting others and themselves from harm. Knights are martial masters, able to wield every variety of weapon but most commonly armed with swords, axes, polearms, and shields.

1 point

Slam

Phy

Recharge 1

Damages the enemy via a crushing body slam. The more armor, the heavier your slamming.

Deals standard damage. Naturally Crits on 9+

Daring Defenses

Passive

The measure of a knight is the size of the things that hit him.

You take half damage (rounding up) from enemies 2 or more Skill Tiers above you

Group Guard

Automatic, Recharge 4

Take one for the team, even if it hurts.

Take all damage for the entire party this turn, at -1 damage per attack. If this renders you Helpless, any overkill damage is discarded

Martial Defender

Passive

By either rigorous drilling of blocks, parries and dodges, or just by putting on layers and layers of armor, you can take a few more hits than most.

You gain +2 Hits (if you had 5, you now have 7, etc), and Slam crits on 8+

Sentry

Passive

Those who are always prepared are never caught off guard, though they may be a little paranoid.

First action taken in combat is Automatic

2 points

Quake

Phy

Weapon, Recharge 3

Shatter the earth along with your foes.

Deals damage to all nearby enemies.

Suppress

Phy

Weapon, Recharge 1 after letting go

Force a target down and keep them there.

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.

Cautious Strike

Agi

Weapon, Recharge 2

Strike with caution, avoiding unnecessary risks.

Requires shield

You only suffer counter damage on a critfail when rolling for this skill.

Protect

Automatic Instant, Recharge 3 after effect ends

Often seen as the most noble calling of a knight. Throw yourself in the path of danger to save your allies.

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.

3 points

Guardian

Phy

Recharge 5 after effect ends

Stand proud and your allies will stand with you.

Allies cannot become helpless for 3 turns. If the Knight becomes helpless during this time, the effect ends instantly.

Cavalier

Passive

A rider and steed are a dominating sight on the battlefield.

Pick three points of the following

1 Point

- Joust: passive; At the beginning of combat, pick an enemy. Until your first failure, that enemy may only attack and counterattack you.
- Horse Armor DLC: passive; When you absorb counterattack damage for someone else through any means, it is reduced by 2.
- Charge: passive; You may treat any of your skills as though it had the Weapon tag.
- Animal Husbandry: May be picked multiple times. You gain an extra racial.

2 Points

- Crush: passive, enemies you render helpless lose 1 Skill Tier, does not stack.
- Tactician: passive; Your elevated position lets you predict the exact time to strike. At the start of combat, you may declare X number of turns. On turn X, you gain +X to your roll. This does not stack with other bonuses.
- War Stomp: passive; When you naturally crit, enemies don't counterattack this turn.

Spellcaster. Magic is useful for everyday work, though some train to become devastatingly powerful mages instead. When forced to fight without magic, most mages rely on staves, daggers or heavier spellbooks for self defense.

1 point

Astral Projection

Men

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 an automatic action.

Magic Bolt

Men

Spell, Ranged, Recharge 2

A volatile spell that hits harder than a sword blow, but can easily blow up in the caster's face.

Deals standard damage +1 one extra hit, but crit-fails on 2-. Benefits from Elementalist.

Homing Magic

Ag

Spell, Recharge 2 after effect ends

With a complex gesture, summon up a bunch of orbiting spells at your command.

On success, summons a magical projectile, plus an additional one for every point you pass the roll by, to a maximum of 5 on a critical. The projectiles follow you around, and any number of them can be launched as an Instant action, rolling separately for each.

Benefits from Elementalist

Elementalist

Passive

Infuse your spells with powers drawn from the elements.

When you choose this skill, select an elemental type. The selected effect is applied all skills that can benefit from Elementalist. This skill can be taken multiple times to gain or create additional elements.

- Fire: targets rendered helpless by a fire attack require two successes to recover from helpless, 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 against it by 1 for the next turn (10 becomes 9+, etc); this ice effect does not stack with itself. Ice spells can be used to chill and freeze objects and the environment.
- Lightning: on a crit, target's next attack only deals up to 1 damage. Lightning can also be used to power up devices or electrify conductive materials.

2 points

Energy Orb:

Men

Spell, Ranged, Recharge 2

Gather a dangerous amount of energy into an orb and hurl it. Large magical explosions guaranteed.

Damage multiple enemies at range, but for each additional enemy, increase the crit fail range for this roll by +1.

Benefits from Elementalist.

Hat Magic

Men

You can pull off amazing tricks out of your hat.

Conjure anything small enough to fit through the hat out of it, regardless of length. Difficulty Tier depends on the item

Pulling out a generic object (e.g.: bouquet of flowers) is equal to the caster, +2 tiers to pull out a specific object

(e.g.: the key to this exact door), +4 tiers to pull out an object wider than the hat. Rolling too soon for the same object after failing will cause failure regardless of roll because the universe catches wise to your tricks.

Enchanted items can't be pulled out.

Shining Beam

Men

Spell, Ranged, Recharge 3

Fire a beam of magic at your target, striking it continuously. Maintaining such a burst for longer than a moment can backfire horribly though.

Attack a single target multiple times with a single roll, increasing your chance to crit fail for each additional attack (3- for 3 attacks, 5- for 5 attacks, etc) up to a maximum of 9 regardless of other modifiers.

Benefits from Elementalist.

Teleport

Men

Spell, Recharge 2

Warp yourself, a willing or helpless subject, or an unattended item within a medium range to an unoccupied destination within equal distance as an Automatic action.

Warping a hostile target or carried item requires a roll 2 Skill Tiers above the target, or the caster in case of items.

3 Points

Haste

Ag

Spell, Recharge 4 after effect ends

Bend time for a short moment, allowing allies to act as if with incredible speed

Next two turns, you and all allies can use a second normal action in addition to your normal and instant action, excluding another Haste.

Shoulder Familiar

Passive

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

Spell Resonance

Automatic Spell, Recharge 4

Experience is the greatest confidence booster.

You may cast a spell you know Automatically, provided you have successfully cast it earlier in this combat. Normal spell recharge still applies.

Monk AGI/SOC

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.

1 point

Tackle

AGI

Recharge 2

Tackle an enemy to the ground, leaving yourself on the ground as well.

On success, target and user both become Helpless

Tumble

AGI

Recharge 1

Roll past an enemy, striking them.

Deals standard damage. You may use this ability from helplessness. A successful Tumble from helplessness brings you to your feet.

Phase Aura

SOC

Your inner light shines even on the outside

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 for a number of turns equal to your skill tier.

Misogi

Passive

You are as the waterfall, pure and unyielding.

You count as one skill tier higher while helpless.

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 three at once, no need to take this skill again.

- Bear Stance: You gain X max hits at the cost of X max wounds. Switching back does not regenerate the wounds.
- Tiger Stance: You cannot benefit from weapon

Familiars come in many kinds and are a common sight among mages. Many keep one at hand at all times to aid with casting, and often end up treating it like a pet or even a partner.

Each turn you may cast one of your Spells as Instant.

Recharger apply as normal.

2 points

Soul Punch

AGI

Recharge 3

Punch them right in the soul with the fist of your own soul.

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.

Dynamic Duo

SOC

All the best fight scenes involve two heroes.

At the start of combat, pick one ally. When that ally successfully hits an enemy, your next attack at the same enemy becomes Instant.

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.

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.

3 points

Qi Reversal

AGI

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.

Mountain Spring Style

Passive

Life flows as the spring / ever fresh, ever moving / firm on mountain stone

- tags, but gain +2 to all normal attacks
- Cross Stance: Self-inflicted helpless does not cause a wound of damage.

While you are not helpless, you regenerate a hit every turn.

Necromancer MEN/SOC

Spellcaster. Everybody lives, not everybody truly dies. If death seems like too much to deal with, a necromancer is the one to call when you need to hug grandma one last time. Or when you need some zombies to take hits for you. Necromancers often favour symbolic weapons like scythes and sickles, though many also fall back on the more traditional staves and daggers.

1 point

Lifestream

Men

Spell, Recharge 1

Saps life from a target, leaving it a rotting husk.

Deals standard damage. 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.

Nightmare

Men

Spell, Lasts up to 3 turns

Bring forth localized darkness that envelops everything nearby.

Things are harder to see in the dark, making it easier to hide, slip past enemies and do other things. Inside the darkness, inanimate objects and spooky shadows attack the targets, distracting (but not harming) them. Allies can use your MEN bonus to their attempts to sneak unseen, and enemies deal 1 less damage on counterattacks.

Raise Dead

Men

Spell, Ranged

Raise the dead to do your bidding

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-.

Commune

Soc

Spell

The dead are not silent, if you know how to listen. Many of the dead, however, are ornery and rude.

Ask the dead for aid. The better you roll, the more helpful they are. Crit fail summons a hostile undead.

Control

Soc

Spell

All undead bow to a good necromancer, even ones he did not make.

2 points

Bloodborn

Men

Spell, Recharge 2

Who you are is in your blood. Let some out and meet yourself face to face.

Sacrifice one Wound to summon an undead minion based on yourself. This minion does not count towards your maximum limit of Minions, has no skills and disappears when combat ends.

Enfeeble

Men

Spell, Recharge 1

Weakness is the first step towards death.

Weakens a target. Once the target goes helpless, it permanently loses one skill tier. Lasts until the target dies or is magically cured.

Transfix

Soc

Spell

Overpowers an opponent's mind with your gaze

Renders the target helpless as long as you successfully use this skill on them. All rolls after the first success have Min 5+. On crit, you control the target as though it were a minion for the next turn.

Corpse Explosion

Men

Spell, Ranged

Explodes a dead creature's corpse

Deals damage to all nearby enemies on success. +1 to crit range per target corpse's Skill Tier past 2. Corpses of Tier 1 and 0 things cannot crit. Exploded corpses cannot be resurrected, raised or communed with. Target reanimates as a hostile on crit fail.

3 points

Resurrect

Men

Spell

Brings one of the dead back, good as new,

Returns dead target to life. Renders both you and the target helpless.

Abomination

Spell

Attempts to take control of a hostile or neutral undead and turn it into a Minion. Also used to take temporary control of a larger undead at recharge 2.

Paladin **PHY/SOC**

Spellcaster. Paladins smite their foes with great power and spirit, fueled by inner fire and a firm belief in their cause. Though many Paladins draw power from worshiping a deity, just as many choose a path of their own making. Most Paladins favor large weapons like greatswords, warhammers, battle axes or larger holy books tied to sticks.

1 point

Blast

Phy

Weapon, Recharge 1

Your weapon lands with explosive force against your most hated foes.

This attack autocrits a specific type of foe, selected when the skill is learned. Hits all nearby targets on a crit.

Leap of Faith

Phy

Weapon, Recharge 3

In a feat of surprising agility and strength, you leap at any enemy target to deliver a quick blow, not giving them time to react.

Calculate the attack as if you were Hero Tier, or Legend Tier if you were already Hero or higher.

Retaliate

Phy

Spell, Recharge 3 after effect triggers

Avenge the wrongdoings of your foes by making them feel the pain they caused

After three turns, you deal out damage for every hit you lost during those three turns. Going Helpless before the end of the three turns causes the effect to release. Critfails don't count toward the charge of this spell.

Spellbreaker

Soc

Spell, Ranged, Recharge 2

Put an end to the powers of foul enemy sorcerers

Nullify a spell or magic effect

Word of Power

Soc

Recharge 1

Words of power compel the innocent and guilty alike.

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.

The best way to have the strength of ten men is to stitch ten men together.

You create an undead companion. You can fuse additional corpses to the Abomination; every time the corpse count doubles, it gains a new feature such as increased size, increased Skill Tier, or additional hits. You can have only one Abomination at a time. If your Abomination is destroyed or defeated, you can resummon it with a successful roll. Unaffected by Pet Mastery.

2 points

All Or Nothing

Phy

Recharge 1

When all else fails, use your head. As a weapon.

Deals standard damage. Autocrits. All failures count as critical failures. Can be used while helpless.

Shatter

Phy

Weapon, Recharge 2

Breaks the target's defenses (and arms), opening them up for attack. Deals standard damage and lowers crit limit against the target by 2 for one round. Can be used against inanimate objects to break and damage them efficiently.

Fervor

Automatic Instant, Recharge 2 after effect ends

Summon up your most burning fury to fuel you on your journey to victory

Next two actions autocrit, but you are helpless afterward.

Master of Arms

Passive

Many paladins master strange and exotic weapons.

Your weapon counts as two weapon types at once.

3 points

Heroic Fortitude

Automatic Instant, Spell, Recharge 7 after effect ends

When one's path is truly just, nothing can hinder them.

You cannot become helpless and take no wounds for 3 turns, then become helpless. If you would have become helpless during those 3 turns, you have a -1 penalty to recover

Stacked Odds

Passive

It takes the greatest of heroes to face any foe.

Gain +1 damage per Skill Tier the enemy is above or below you, starting at 2 tiers. Only affects normal attacks.

Rogue AGI/PHY

Thieves, assassins and dwellers of shadow, rogues prefer to remain hidden and strike when least expected. They often prefer easy to hide weapons like dagger or knives, as well as throwing knives and hidden blades.

1 point

Disguise

Agi

Pretends to be someone else.

Roll against target's Skill Tier to determine the success of your disguise.

Sleight of Hand

Agi

Recharge 1

Perform a minor trick with your hands.

Whatever it is about hiding cards up your sleeve or picking keys of unsuspecting guards, nobody will realize what you are doing, as long as you do it right.

Stealth

Agi

Out of sight, out of mind.

Become hidden. Enemies cannot attack you until you reveal yourself. An attack used in stealth Autocrits. Can be used at MIN8 in combat.

Backstab

Phy

Weapon, Recharge 1

Strikes the enemy from behind, where they are least protected.

No counterattack damage except on critfail if used from Stealth. Crits on a 9+. Kills helpless targets.

Rupture

Phy

Weapon, Recharge 1

Strike the vitals with deadly precision.

Deals standard damage. On crit, deals a wound of damage to the target instead of removing hits. Targets that would have been rendered helpless by the blow are still rendered helpless as well.

2 points

Blind

Agi

Recharge 1 after effect ends

Blind an enemy with powdered glass, pocket sand or whatever is on hand.

Temporarily blinds an enemy, giving a +2 bonus to all rolls targeting it for 2 turns

Sleep Serum

Phy

Weapon, Recharge 3

Hit your target with a weapon coated in a sleeping concoction.

Any unaware target is knocked helpless in one hit. Targets actively engaged in combat are reduced to Trivial for 1 turn. If successful, this doesn't break stealth.

Escape Artist

Automatic, Recharge 3

At the end of the day, all locks and snares are the same.

Break free of all immobilizing effects (grabs, roots, freeze traps, shackles etc.) and also removes helplessness. Can be used while Helpless.

Master Thief

Passive

A true career criminal.

Thanks to years of training, picking locks, cracking safes, locating hidden loot, finding traps and smuggling items is a lot easier for you than an untrained novice, lowering the skill tier of all such actions. Every once in a while you can roll to see if your instincts might offer a hint about something important nearby.

3 points

Dance of Blades

Agi

Weapon, Recharge 8;

Once the first blow is struck, the Dance of Blades cannot be stopped. The user will keep going until he can fight no more.

Following a successful hit, keep rolling until you go helpless from a critical miss or from counterattack damage. This entire process only takes one turn, and always ends with you being helpless. All modifiers only apply to the initial hit, including any effects that would normally stop you from going helpless.

Vanish

Automatic Instant, Recharge 2

Hiding in a fight is not easy, but you make it look like it is.

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 PHY/MEN

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

Earthen Strike

Phy

Spell, Recharge 1

A melee attack against a single enemy using an earth-covered limb

Standard damage. Crits on 8+ and crit fails on 3-

Climate Control

Men

Spell

Take control of the weather for your own needs.

Through your deep connection with nature, you can change the climate in your local area, albeit for a short amount of time. Attempting to summon major storms or other cataclysmic events may backfire horribly. In most cases, using this indoors only affects the climate outside.

Natural Remedy

Men

Ranged, Recharge 1

Unpredictable but powerful. Might cure you, might kill you.

Restore a target's hits to full and restore one wound, or removes status effects. Crit on 9+ restores 2 wounds, but crit fail on 2- deals a wound of damage.

Return to Earth

Men

Spell; Recharge 2

Bring things back to their natural state

Can return spirits to the afterlife, send unnatural creatures (demons, elementals, undead etc) back to their home plane. Only weakens stronger spirits and creatures by -1 skill tier.

Child of Gaia

Passive

You are at home in nature, and get a home field advantage.

You gain a +1 bonus to rolls when fighting in natural environs (forests, natural caves, etc.)

2 points

Earthen Grasp

Phy

Spell, Ranged, Recharge 1

Summon vines, stones, or quicksand to trap an enemy

Renders the target Helpless. Large enemies may only be immobilized. Effect lasts until the enemy breaks free or is released.

Smith MEN/PHY

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

Men

Shapeshift

Phy

Spell, recharge 4 after effect ends

Alter your body to take on a new form

Gain another racial until you go helpless.

Animal Mastery

Men

Spell

Consort with beasts as if you were one of them.

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 up to 1 Skill Tier above you that obeys your orders for 5 turns.

Animal Swarm

Men

Spell, once per combat

Summons a swarm of small animals and bugs to attack everything nearby

Deals 1 hit of ongoing damage to a non-helpless target. If the target becomes helpless, the swarm moves to another standing target. The swarm dissipates if it is somehow cast off, or cannot find a new target.

3 points

Moment of Peace

Men

Spell, Recharge 5

A thick fog descends over the battlefield.

Combat ends and cannot be re-engaged for a full turn, when the fog clears. No harm can be caused or suffered for this one turn. Resets any "once per combat" skills.

Nature Elemental

Automatic, Recharge 5 after effect ends

Your connection to the natural world is complete, allowing your body to reflect the natural cycles.

The transformation effect 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

Curse of Iron

Phy

Recharge 3

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 mechanisms and documents, size up other ponies, etc.

Sharpen

Men

Once per combat

A good smith knows how to make any weapon deadlier.
Give one ally (or self) +1 to their weapon Quality for the duration of the battle

Tinker

Men

Here, let me see that...

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.

Fortify

Phy

Instant, Recharge 2 after effect ends.

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

Target takes 1 less hit from the next counterattack they suffer. 2 less on a crit.

Hot Irons

Phy

Weapon, Recharge 1

Spill molten metal on the enemy in a beautiful arch.

Hit X targets with a critfail range of X-1.

2 points

Engineering

Men

An engineer is always intrigued by the chance to learn.

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.

Gadget

Men

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.

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.

Innervate

Phy

Recharge 2

Power them up and watch them go.

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-

3 points

Masterwork

Passive

You build a masterwork set of equipment.

Take one weapon tag free, then assign 3 of the following:

- Another tag (single, great, dual, ranged, shield)
- +1 skill tier on basic attacks and weapon skills
- +1 quality weapon
- -1 damage taken on counters
- +1 hit and wound
- Basic attacks and weapon skills crit on 1 less
- Struck enemies need 2 rolls to recover from helplessness
- Further attacks against struck enemies crit on 1 less
- Critically struck enemies can only counter 1 damage next turn
- Critically struck enemies lose a skill tier
- Can keep making basic attacks and using weapon skills until first failure after going Helpless, then fall Helpless normally

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. Unaffected by Pet Mastery.

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

Hawkeye

Men

Instant

A good eye is vital for trackers.

See far into the distance, find small details in a scene, see in dim light or nighttime, or examine an enemy to gain a +1 bonus against it for your attack this turn

Survival

Men

Survival in the wild is easy with a bit of know-how

Attempts to spot or locate things gain a +3 bonus; create and forage for basic supplies like rope, bandages, tents, torches and low-quality meals

Custom Job

Passive

This is my boomstick. There are many like it, but this one is mine.

Your weapon, regardless of type, also counts as Ranged, and your basic attacks benefit from Trick Ammo

Marksman Shot

Weapon, Recharge 3

One shot is all I need.

Requires Ranged weapon. Autocrits.

Benefits from Trick Ammo

Trick Ammo

Instant Automatic

Recharge 1

Since the dawn of projectile weapons, one has wondered what ELSE could they fire.

Adds an additional effect to a skill that can benefit from it. 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

Warrior PHY/AGI

Those who walk the path of the sword often walk it for life. The duration of said life tends to be directly related to their dedication to the path, as for many it is short and violent. For those with the right heart for it, it is instead long and far more violent.

1 point

Great Crush

Phy

2 points

Reflex Shot

Ag

Weapon, Recharge 1

Shooting can be as natural as breathing once you do it enough.

Requires Ranged Weapon, This attack can be used while helpless. Otherwise, deals double damage as well as suffers double counterattack damage.'

Repeating Fire

Ag

Weapon, Recharge 1 after combo ends.

Pew pew pew pew pew pew pew PING

Requires Ranged Weapon. You gain +1 to your next Repeating Fire roll for every successful Repeating Fire you land. This resets when you miss or crit.

Benefits from Trick Ammo.

Trap

Ag

Place a trap on the ground and wait for idiots to walk into it

Spend 1 turn; starting next turn, first enemy to attack is helpless for 2 turns

Nerves of Steel

Passive

A good hunter is always calm

Reduces all Recharges by 1, to a minimum of 1

3 points

Barrage

Ag

Ranged, Recharge 5

The missing gear between infantry and artillery.

Hits all enemies within range, even if they are behind cover or not directly in your view.

Benefits from Trick Ammo.

Marked for Death

Men

Recharge 4

Marks a target, revealing all its weak points.

All successful rolls against the target Autocrit for 2 turns.

On crit fail, you mark yourself, and your next roll, if a fail, count as crit fail

2 points

Parry

Ag

Weapon, Recharge 1

The bigger your weapon the harder it hits.

Requires Great Weapon

Deals standard damage and lowers the target's Skill Tier as well as the crit limit of actions against it by 1 for 1 turn.

Singular Precision

Phy

Instant, Weapon, Recharge 1

A single, smaller weapon is easiest to maneuver

Requires Single Weapon

Deals standard damage

Dual Duel Dash

Agi

Weapon, Recharge 1

Dual wielding only works in stories. Like this one!

Requires Dual Weapons

Roll 2d10. Deal and take full damage from the higher, half (rounding up) from the lower.

Arsenal

Automatic, Instant

A wise warrior always carries several spares

Recharge 1

Switch your weapon to another type

Ultimate Weapon

Passive

Make the most out of your weapons

Enhances your weapon, depending on type. In addition to normal benefits:

- Single Weapons grant +1 Skill Tier to Weapon skills and attacks
- Great Weapons deal +1 damage
- Dual Weapons deal 1 damage even on a miss
- Shields give +1 Wound
- Ranged Weapons don't require line of sight

Instant, recharge 1

Slap aside an enemy attack and retaliate hard

Your next attack against that target will Autocrit

Overkill

Passive

There is no kill like overkill.

Any hits that go over the enemy's remaining health when it goes Helpless are instead applied as a bonus to your next roll

Pin Down

Automatic, Instant

Impale the nearest annoyance with a spare sword and keep going at his mates.

One enemy you have rendered helpless cannot stand up, one affected at a time

School of Fighting

Passive

Some prefer strength, others speed.

Your Weapon skills and standard attacks count as either PHY or AGI, chosen when this skill is picked

3 points

Finishing Move

Phy

Weapon, Once Per Battle

Heroically shouting the attack's name is considered a time-honored tradition among great warriors.

Deals standard damage +1 damage for every turn this battle has been going on.

Rip and Tear

Passive

Sometimes bloodlust can overpower reason. Other times it can overpower a dozen enemies at once.

When you render an enemy Helpless, keep rolling normal attacks against other remaining enemies until you fail or run out of enemies to hit.