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Expanded Skills

This document is for proposing and drafting changes to the Core class skills, particularly with regards to Expanded Skills. Expanded Skills increases the number of skill choices for the Core classes, and also includes the removal of Improved Spellcasting, with Improved variants being merged into their base variants or included as part of the Expanded skillset.

By the Numbers

Previous versions used a 3-2-1 skillset for Core classes. Multiclassed will receive a second skill choice, and Core classes will have an Expanded skillset of one of the following configurations:

- 4-3-2
- 4-4-2
- 5-4-2

Module or Core?

This is being proposed as a change to the Core rules rather than a module. Expanded Skills would remove ISC, simplifying the system, while retaining the options from some Improved variants and bringing non-spellcaster classes up to speed.

Adding Proposals

Each class section is presented with the original non-Improved skills, followed by Expanded skills proposed for each point value. List as many as you like, and comment on each.

Core Classes

Bard

1 Point

2 Points

3 Points

Cleric

1 Point

2 Points

3 Points

Knight

1 point

2 points

3 points

Mage

1 point

2 points

3 Points

Necromancer

1 point

2 points

3 points

Paladin

1 point

2 points

Rogue

1 point

2 points

[3 points](#)

[Shaman](#)

[1 point](#)

[Tracker](#)

[1 point](#)

[2 points](#)

[3 points](#)

[Multiclasses](#)

[Bard](#)

[+Cleric: Preacher](#)

[+Knight: Troubadour](#)

[+Mage: Illusionist](#)

[+Necromancer: Deathsinger](#)

[+Paladin: Warlord](#)

[+Rogue: Trickster](#)

[+Shaman: Earthsinger](#)

[+Tracker: Wardancer](#)

[Cleric](#)

[+Knight: Templar](#)

[+Mage: Thaumaturge](#)

[+Necromancer: Lifebinder](#)

[+Paladin: Ascendant](#)

[+Rogue: Charlatan](#)

[+Shaman: Druid](#)

[+Tracker: Pilgrim](#)

[Knight](#)

[+Mage: Spellsword](#)

[+Necromancer: Death Knight](#)

[+Paladin: Crusader](#)

[+Rogue: Bandit](#)

[+Shaman: Landkeeper](#)

[+Tracker: Ranger](#)

[Mage](#)

[+Necromancer: Warlock](#)

[+Paladin: Battlemage](#)

[+Rogue: Arcane Blade](#)

[+Shaman: Witch Doctor](#)

[+Tracker: Omniseer](#)

[Necromancer](#)

[+Paladin: Blackguard](#)

[+Rogue: Deathmaster](#)

[+Shaman: Voodoo Doctor](#)

[+Tracker: Dark Hunter](#)

[Paladin](#)

[+Rogue: Lordblade](#)

[+Shaman: Wildguard](#)

[+Tracker: Inquisitor](#)

[Rogue](#)

[+Shaman: Monk](#)

[+Tracker: Stalker](#)

[Shaman](#)

[+Tracker: Soothsayer](#)

Core Classes

Bard

1 Point

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

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

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

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

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

EXPANDED

Deafening Song: Recharge 3; The bard plays terrible notes on his instrument, either catching the attention of everyone nearby or confusing his enemies while in combat.

Mimic Sound: 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.

Seamless: Passive until failed Roll; Recharge 3 after it ends; You may add a continuous +1 modifier for every hit/inspire roll above 4

Smooth Talker: Can talk a non-hostile thing into not getting in the way, not make a fuss and generally not be an issue. On a particularly high roll can even talk a lock into opening, or a broken mechanism into working.

2 Points

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

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

EXPANDED

Expansive: Instant Automatic; Once per Combat; For the duration of a battle, may choose to switch a weapon tag for another (ex. Single -> Dual/Great/Ranged, and vice versa)

Fast Moves: Recharge 3; upon success, makes one action next turn Instant

3 Points

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

EXPANDED

Call to Arms: Recharge 10; Pull a horn and summon any friendly NPC's to come to your aid for a short time or the duration of a battle. MIN+2 when not near civilization.

Dissonance: recharge 4; you create attuned noise that disrupts or cancels out magical effects and spells in the area

Cleric

1 Point

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

Compassion: passive; persuasion Min -3

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

EXPANDED

Inure: spell, ranged; target is immune to a specific damage type (fire, ice, poison, possessed etc) for a short time

Mend: spell; 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.

2 Points

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

Wrath: recharge 1, spell, ranged; damage all nearby foes with a powerful blast, ensuring they cannot attack you on the next round; renders targets helpless on 9+ and can kill weak enemies on a crit.

EXPANDED

Slow: Spell, Ranged, Recharge 6 after effect ends; Binds a target to the limits of mortality, slowing it down and allowing it to counterattack only one target at a time, the one with the most tragic failure. Last for 2 turns.

Sunbeam: Spell, Ranged, recharge 3; Chain of energy that heals up to 3 allies to full hits and restores 1 wound on each one of them.

3 Points

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

EXPANDED

Aura of Faith: Passive; Take no counterattack damage on rolls of 4+

Well of Healing: spell, recharge 6; The cleric places a healing beacon (or triage table or miracle from the gods or whatever) that everyone in the party can use. This beacon can heal each player for one wound or full hits and can only be used once by *each* player per cast. The use action is Automatic.

Knight

1 point

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

Sentry: passive; first action taken in combat is Automatic

Slam: damages the enemy via a crushing body slam. Crits on 9+

EXPANDED

Grapple: passive, +1 to *unarmed* grabbing, throwing and wrestling down opponents

Recharge: Restore your hits by half the amount of your unmodified roll on a success, rounding down.

Retaliate: passive; when you become helpless, you can choose to deal damage to any single target you can hit, proportional to the attack that rendered you helpless.

2 points

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

Suppress: requires non-ranged weapon, weapon; overpowers the target, rendering it helpless. This skill can be used Unarmed. 9+ crits and applies +1 bonus to all actions against the target next turn.

EXPANDED

Cautious Strike: Recharge 2, requires shield; This attack cannot be counterattacked on a 4+

Quake: Recharge 3, requires Great Weapon; Use your Great Weapon to shatter the earth, dealing damage to all nearby enemies.

Retort: recharge 1; this attack has a +1 bonus if you were counterattacked in the previous turn

3 points

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

EXPANDED

Unbreakable: Passive, can continue to take normal actions even when helpless instead of trying to get up. However, any failure in doing so costs a wound.

Mage

1 point

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

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

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

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

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

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

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

EXPANDED

Dare: Spell, Instant Automatic, recharge 2; Activate this together with another spell that requires recharge to deny said recharge on a critical success, but increase the critical failure range to 3-

Experience: Spell, Recharge ??; Make the target feel, for a brief moment, any emotion you have already felt.

2 points

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

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

EXPANDED

Storm Bolt: spell, recharge 3, ranged; you 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. This spell can apply one Elementalist effect when cast.

Magical Wings: spell, recharge 3 after effect ends, ranged; suspends a target helplessly in the air, or grants an ally the racial ability Flight. Lasts as long as the mage can channel the spell with consecutive successful casts.

Hat Magic: You can pull off amazing tricks with your hat. You conjure anything small enough to fit through the hat out of it, regardless of length. DC6 to pull out a generic object (e.g.: bouquet of flowers), DC8 to pull out a specific object (e.g.: the key to this door), DC10 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.

(proposed)**Mage Engine:** Passive. Reduces spell cooldown by 1, to a minimum of 1. Does not stack.

3 Points

Haste: recharge 4 after effect ends; next turn, you and all allies can use a second normal action, excluding Haste or its improved variants.

EXPANDED

Polymorph: Spell, Recharge 5 after effect ends, Turns an enemy into a harmless creature that cannot cause counterattack damage until it goes helpless, or someone crit fails against it

Mist: Recharge 5; For 3 turns, lower the recharge of all skills and spells by half. No recharge if skills have 1-2 turns

(proposed)**Doublecast:** Passive. Can cast the same spell twice in one turn, doubles recharge time of spell used. If either spell critfails, caster takes an additional wound while going helpless.

Necromancer

1 point

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

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

Raise Dead: spell, ranged; raises the freshly dead as a mindless 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-.

EXPANDED

Control: Spell, attempts to take control of a hostile or neutral undead. More powerful undead may require a higher minimum roll. Also used to take control of a larger undead at recharge 2

Enfeeble: Spell; Weakens a target. Once said target goes helpless, it cannot get up on its own and needs help to get back up.

Night: Spell; Can bring forth localized darkness. Roll determines duration and intensity.

(proposed)**Enervate:** Spell, recharge 2. Target becomes exhausted, and attacks against them succeed at 4+.

2 points

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

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

for this effect, rolling separately for each.

EXPANDED

Bloodborn: Spell, Recharge 2; Sacrifice one Wound to summon a minion. This minion does not count towards your maximum limit of Minions, has no skills and disappears when combat ends.

Soul Catalyst: passive; You have created a unique catalyst out of your soul that can never be damaged, destroyed, or stolen. It passively grants you a +1 to all of your spell rolls, but reacts violently if you ever attempt to use a different catalyst.

(proposed)**Blow a Gasket:** Spell, recharge 3. Target is sent into a mad, frothing rage. Inflicts two hits and the Berserk status. On crit, inflict three hits. On critfail, caster takes an additional wound while going helpless.

3 points

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

EXPANDED

Abomination: spell; 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, use of a skill, or additional hits. You can have only one Abomination at a time. If your Abomination is destroyed or defeated, you can resummon it with Resurrect, but this reduces its corpse count by one.

Paladin

1 point

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

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

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

EXPANDED

Pure of Mind: Passive; Immune to all status ailments.

Fearful presence: Reduces the difficulty of threatening, intimidating, or otherwise browbeating a target by 2.

2 points

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

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

EXPANDED

Master of Arms: Passive, your weapon counts as two weapon types at once.

Inner Shine: Passive; Beacon to divine power or to your own will, you can tell when things are not going right. You get a strange feeling when nearby a certain type of individuals. Chosen at character creation.

Zeal: Once Per Combat; Lower recharge of all skills with a recharge by half

3 points

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

EXPANDED - Champion's Fury: Passive, gains +2 to all rolls when you are down to 3 or less wounds

Rogue

1 point

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

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

Stealth: become hidden. Enemies cannot attack you until you reveal yourself. An attack used in stealth Autocrits

EXPANDED

Sleight of Hoof: recharge 1; perform a minor trick with your hooves. Whatever it is about hiding cards up your sleeve or picking keys of unsuspecting guards, nopony will realize what you are doing, as long as you do it right.

Acrobatics: Lowers DC of all agility checks by 2.

2 points

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

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

EXPANDED

Sleep Serum: *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 might only be temporarily dazed, going helpless for a single turn or suffering movement disabilities. If successful, this doesn't break stealth.

Golden Opportunity: Instant Automatic, recharge 4; After striking a critical against a target you can choose to take a second, instant action this same turn

3 points

Vanish: automatic instant, recharge 1; 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.

EXPANDED

Dance of Knives: Recharge 8; Use Vanish + Backstab on up to 3 opponents

Shaman

1 point

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

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

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

EXPANDED

Return to Earth: Spell; Recharge 2; bring things back to their natural state: can return spirits to the afterlife, send unnatural creatures (demons, elementals) back to their home plane. Only weakens stronger spirits and creatures(+1 against the target).

Swift as Wind: Spell, once per day; You can run as fast as wind itself. Lasts until you stop running.

2 points

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

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

EXPANDED

Shapeshift: spell, recharge 4 after effect ends; alters your body to gain another racial until you go helpless.

Animal Swarm: spell, once per combat; summons a swarm of small animals and bugs to deal 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.

Climate Control: Spell, once per session; Through your deep connection with nature, you can change the climate in your local area, albeit for a short amount of time.

3 points

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

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

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

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

EXPANDED

Earthen Golem: spell, ranged; summon an Earthen Golem minion that can use one of your skills. You can have only up to one Earthen Golem active at any time. Summoning a new golem breaks the old one. A new golem can know a different skill.

Moment of Peace: 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.

Genesis: Ritual Spell, non-combat only. Caster calls into being new life from the aether to aid them. On critfail, only belligerent bees are produced, and they attack the caster.

Tracker

1 point

Marksman Shot: recharge 3, requires ranged weapon, weapon; autocrits (any success is critical)

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

Vantage Point: passive; grants you a +1 bonus to all attacks until your first failure. You can use a normal action at Min 8+ to regain this bonus after losing it.

EXPANDED

Hawkeye: instant; 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

Quick Shot: passive; you can use Dual Wielding when using a ranged weapon

2 points

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

Trick Shot: recharge 2, requires ranged weapon; when you roll for this attack, the result determines the effect:

1-5: failure

6-7: *Ricochet:* attack hits a second target (if there are no other targets, this second hit doesn't do anything)

8: *Threat:* target will focus their attention on you next turn

9: *Weak Point:* all attacks against target next turn have a +1 bonus

10: *Knockout:* target is rendered helpless

EXPANDED

Bullet Time: automatic instant, recharge 2; if you successfully attack or use an attack skill, you can use a second normal action next turn to perform a normal attack.

Reflex Shot: Requires ranged weapon; this attack can be used while helpless. Otherwise, treat Reflex Shot as Magic Bolt (roll once, attack twice).

3 points

Rapid Barrage: recharge 4, requires ranged weapon, weapon; attack 5 targets at once, or take recharge +2 to use a Trick Shot effect on up to 5 targets

EXPANDED

Body Shield: you take a low-power or helpless target hostage, using it for protection. Any attacks or counterattacks targeting you damage the target instead, until you release it (automatic, or you roll a critical failure) or it dies.

Mark for Death: Recharge 4; Marks a target. All successful rolls against it Autocrit for 2 turns. On crit fail, you mark yourself, and for the next turn all of your failed rolls count as crit fails

Multiclass

Multiclass skills should be geared for synergy with both classes, or clearly themed for one or the other.

Bard

+Cleric: Preacher

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

(Bard) **Glorify:** recharge 4; with an impromptu sermon or inspiring phrase, you boost a single ally's next action to autocrit

(Cleric) **Choir:** passive; +2 to using any skill someone else in the party also knows. This bonus does not stack with the number of party members that know said skill.

+Knight: Troubadour

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

(Bard) **Overconfidence:** recharge 3; next roll is a critical success, you are helpless for the turn afterward as you strike a pose and wait for applause

(Knight)

+Mage: Illusionist

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

(Bard) **World Warp**: spell: recharge 6 since effect ends; give the target delusions: distracts the target while they interact with the fake world. The higher the roll, the more believable the illusion is, and the longer it lasts. Illusion is broken when attacking.

(Mage) **Doppelganger**: recharge 3, spell; summons a duplicate minion that can hold physical objects and deal damage if they pick up weapons, takes one hit

+Necromancer: Deathsinger

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

(Bard) **Despair**: once per combat or conversation; using suggestion and dark intonations, you weaken the target's resolve. The effects of rolling failures against this target are greatly reduced. Sure to leave anyone in a bad mood.

(Necromancer) **Echo of Death**: Passive; +1 to all skills and spells (but not basic attacks, spot or climb big rolls etc) if there is an corpse nearby. Raised minions do not count. Multiple corpses give no additional bonuses.

+Paladin: Warlord

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

(Bard) **Command**: on success, takes sentient creature as a pet

(Paladin) **Inspiring Leadership**: Passive, when you roll a crit, all of your allies (but not you) gain +1 to all rolls next turn.

+Rogue: Trickster

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

(Bard) **Ruse**: once per combat; use this skill when you roll a critical failure, on success it is instead treated as a critical success

(Rogue) **Mulligan**: Instant Automatic, Recharge 4; Can re-roll a non-critical failure

+Shaman: Earthsinger

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

(Bard) **Earthsong**: ask plants and earth for info, suffers penalties in urban environs

(Shaman) **Treeant Whisperer**: allows you to bring a plant to life as your minion, plant becomes mobile. Said plant can't talk or communicate in any way.

+Tracker: Wardancer

Dance and martial prowess make these adventurers exceptionally agile.

(Tracker) **Wardance**: passive; deals some damage to enemies when taking counterattack hits

(Bard)

Cleric

+Knight: Templar

Frontline soldiers with powers of healing and protection.

(Knight) **Martyr**: recharge 4; lift all helpless allies, you become helpless

(Cleric)

+Mage: Thaumaturge

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

(Mage) **Master Caster:** passive; +1 to all spellcasting

(Cleric) **Magic Boon:** Instant automatic spell, recharge 4; Your next successful spell also restores a single wound or hit on yourself.

+Necromancer: Lifebinder

Masters of life and death, rumored to hold the key to immortality.

(Necromancer) **Reincarnation:** Automatic, once per gameplay session; Returns to life in a safe place close to where you died. Cannot be used in combat.

(Cleric) **Soul Return:** When cast on a living thing, upon its death, its consciousness may continue to persist as a disembodied spirit.

+Paladin: Ascendant

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

(Paladin) **Empower Weapon:** automatic instant, recharge 4 after effect ends, spell; caster or single ally gains +3 bonus to normal attacks. Each successful hit reduces the bonus by 1 until it reaches 0, ending the effect.

(Cleric) **Healing Hammer:** Instant Spell; Can direct your other action at an ally, healing them for as much as it would have damaged a foe, or damaging them on a failure

+Rogue: Charlatan

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

(Rogue) **A Word In Your Ear:** recharge 3; on success, control a single target for one turn. Cannot be used to force target to hurt or kill itself, and the target is aware that it is being controlled.

(Cleric)

+Shaman: Druid

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

(Shaman) **Animal Totem:** automatic instant, recharge 8 after effect ends; you shapeshift into a Mystic or War animal for 3 turns (chosen when you learn this skill), gaining a bonus: Mystic +1 to known spell, can cast improved version; War +1 bonus to physical attacks, can use Power Attack. May be combined with Nature Elemental.

(Cleric) **Wild spirit:** spell; recharge 4 since effect ends, duration 2; sends the target 'berserk' making them attack everything nearby, as their wild instincts take over.

+Tracker: Pilgrim

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

(Cleric) **Don't Die On Me:** spell; target recovers from helplessness or is healed for one wound, with +1

bonus for each wound of damage on the target and the caster

(Tracker)

Knight

+Mage: Spellsword

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

(Knight) **Protective Bubble:** recharge 4 since effect ends, spell; magic shield absorbs up to two failures or one critical failure

(Mage) **Ethereal Weapon:** Spell, Instant, Recharge 3; Your next attack deals direct wound damage.

+Necromancer: Death Knight

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

(Necromancer) **Sacrifice:** automatic instant; destroy one of your minions to recover from helplessness and heals all wounds

(Knight) **Meat Shield:** Passive; So long as you have a minion, you cannot go helpless. Instead, the minion takes the damage for you. Critical failures still send you helpless.

+Paladin: Crusader

Devoted knights and defenders of their cause.

(Knight) **Vanguard:** passive; you and all allies ignore first damage taken in combat, including critical failures. This does not negate non-damage effects.

(Paladin)

+Rogue: Bandit

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

(Rogue) **Weapon Flurry:** passive; can use the Cleave skill with a dual weapon, or the Dual Wielding skill with a Great weapon

(Knight)

+Shaman: Landkeeper

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

(Knight) **Earthbound:** passive; while in natural environs, regenerate 1 wound every 2 turns

(Shaman)

+Tracker: Ranger

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

(Tracker) **Supreme Survivor:** passive; automatically passes all spot checks, autocrits on jump, climb and other traversing checks

(Knight)

Mage

+Necromancer: Warlock

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

(Necromancer) **Tartarian Power:** spell; demonic power fuels your minion, and their rolls are all critical, hit or miss, til combat ends or you take an action to end the effect; critfail makes target berserk, hostile, or possessed. Can target willing allies, increasing the critfail range of possessed target to 3-. The target can take an action to end the effect.

(Mage) **Unholy Elementalist:** passive; Can use Raise Dead on natural elemental sources.

+Paladin: Battlemage

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

(Paladin) **Conjure Weapon:** instant spell, recharge 5; conjures a magic weapon of any one type for the duration of combat. Can apply any Elementalist effect you know. Crit applies Quality +1 to the weapon. Summoning a second weapon destroys the old one.

(Mage) **Armed Ally:** Spell; Turns your current weapon into a minion. Turning it back into a weapon is Automatic. If the minion dies in battle, it reverts into a - 1 weapon.

+Rogue: Arcane Blade

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

(Mage) **Shadow Casting:** passive; successful spellcasting does not break Stealth

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

+Shaman: Witch Doctor

Unpredictable fusions of arcane and spiritual magic.

(Mage)**Hex:** passive; +1 to all successful rolls, -1 to all failed rolls

(Shaman)**Unstable Brew:** Instant; recharge 3; You drink a self-made revitalizing potion. On Success you may add +1 to your next attack (+2 on critsuccess). On failure, you add -1 to your next attack (-2 on critfail)

+Tracker: Omniseer

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

(Mage) **Fourth Eye:** spell; can see beyond walls, barriers, illusions, lies and the fourth wall. Can tap into meta information and listen in on out of character discussion.

(Tracker) **Orbital Strike:** Spell, Recharge 4 after it lands; Fires a spell directly up. It will come down in 1d10 turns, dealing additional damage for each turn it spends up there. On a crit fail the spell still works, but will target the caster instead when it lands.

Necromancer

+Paladin: Blackguard

These brave few balance dark arts with inner spirit.

(Paladin) **Death Blow:** weapon, recharge 1; 10 kills targets, 9 renders target helpless, 2- user is helpless. Less effective against powerful foes.

(Necromancer)

+Rogue: Deathmaster

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

(Rogue) **Death Puppet:** on success, raise enemy killed last turn that fools its former allies

(Necromancer) **Awakening Blade:** Passive; Any enemy killed by the Deathmaster returns to life as a weak minion. These minions do not count against your maximum amount of minions, but only have 3 hits and 1 wound.

+Shaman: Voodoo Doctor

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

(Shaman) **Friends on the Other Side:** passive; can count shadows of characters as targets for commune and raise dead

(Necromancer) **Voodoo Doll:** Recharge 3 after failing; Can forego taking other actions to force an enemy to attack it's allies, stop fighting your party temporarily or use one of it's skills on whatever target you desire as if he was your Minion.

+Tracker: Dark Hunter

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

(Tracker) **Cursed Arrow:** Requires Ranged Weapon, weapon; target rises as undead minion upon death

(Necromancer) **Deathly Volley:** Recharge 4; On success, all of your minions may use one of your skills this turn, or make an additional attack

Paladin

+Rogue: Lordblade

However noble or wicked, every cause needs assassins.

(Rogue) **Brotherhood:** summons a temporary assassin to fight alongside you until combat ends. This minion can be any class, has 5 points worth of skills, and has basic gear. Unaffected by Pet Mastery.

(Paladin) **Fervant Devotion:** On a crit, you may take another action this same turn. Failing this roll incurs no penalties of any kind.

+Shaman: Wildguard

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

(Shaman) **Anima:** once per combat; your spirit animal appears as a minion til combat ends, while it remains you have a +1 bonus to recover from helplessness and navigate rough natural terrain

(Paladin) **Wild Hunt:** Passive; After rendering a foe helpless, the Wildguard's next action becomes Automatic. Rendering another foe helpless with this action does not grant a further automatic action.

+Tracker: Inquisitor

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

(Paladin) **Brand:** recharge 4; interferes with target's spellcasting, causing chaotic and unexpected effects if they use magic during the next 3 turns. In PvP, consider any failed spells as critical failures

(Tracker) **Antimagic:** Passive; Gains +1 against any enemy that hits the Inquisitor with a magical attack. This is raised to +2 if a spell renders the Inquisitor helpless.

Rogue

+Shaman: Monk

Hermits and loners, all masters of the wild ways of combat even when unarmed.

(Rogue) Monkey Agility: instant automatic, recharge 3; negates noncritical damage

(Shaman) Soul Punch: Recharge 3; Can expend own hits to add +1 to your next roll for each hit given up. Failing that next roll always counts as a crit fail.

+Tracker: Stalker

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

(Rogue) Get Out Of Here: passive; Always enter combat stealthed, making your next attack autocrit.

(Tracker) Unseen Foe: Recharge 1, Instant Automatic; Makes a fast attack from the shadows before retreating again. Your other action this turn will not break Stealth, but also cannot crit.

Shaman

+Tracker: Soothsayer

At one with nature, familiar with both physical and spiritual aspects.

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

Hedge Magic: A soothsayer's tricks are often unorthodox and curious, but very effective.

The Soothsayer can pick up to 2 points worth of Spells from any class, or combination of classes.