

Summoner

Diverging away from the usual magic most focus on; Summoners focus their art into conjuring the power of the aether, a realm where magic made physical. Whether they summon beasts to fight for them, or channel this external power into themselves, a summoner is never alone.

1 Point

Conjure Minion: Recharge 1, spell; Conjure up a small minion with 2/2 health and a random boost depending on the roll. [6 +1 Hit, 7 -1 DC on actions, 8 +1 Wound, 9 +1 to attacks, Crit All of the above]. Lasts until combat is over.

Rejuvenate: Recharge 1, spell; Channel the aether magic into a target to revitalize them, restoring them to full hits and recovering 1 wound, critical failure deal one wound of damage instead. Rejuvenate has a DC4 if cast on a minion, and on crit it gives the minion +1 to all actions next turn.

Ethereal Claw: Recharge 1; Draw on the energy of a minion, applying **all** roll modifiers it has to this attack, regardless of what they were originally for.

Aether Charge: Recharge 1, spell; You focus the energies of the aether to mark an ally or yourself, giving them the power of the other realm. They receive the weapon tag that you choose when casting, and the tag applies to all their spells instead of their weapons.

Horde: passive; You can have an additional extra two minions under your control beyond your basic limit.

2 Point

Summon Esper: Recharge 2, spell; Draw upon the aether to summon a strong minion. This minion has 3/3 health and 2 free skill points that can spent on skills from any class that is not shared by a party member, chosen on casting this spell. The Esper cannot take any minion or multiclass skills.

Reflect: Recharge 3, spell; Warp space around a target. The next successful or critically successful action against them is reflected back to the user.

Boost: Recharge 3, spell; Funnel your magic into an ally or minion, on success it gives their action that turn +X, where X is your roll-5. This skill always counts as a success regardless of result, but can never be automatic.

Ethereal Jaunt: Recharge 2, spell; Latch onto a friendly minion through the aether, swapping places with it.

3 Point

Eidolon: Passive; A master summoner can pick or even create a specific creature themselves from the aether. You start play with a permanent minion with 4 points to spend in skills from the following list [here](#). If the Eidolon dies, this skill receives a Recharge 3 before it can be resummoned.

Avatar: Recharge 8 after effect ends, spell; You channel the essence of hero's past into yourself for 5 turns. While in Avatar state, you have +2/+2 health, +1 to all actions, and you gain 3 predetermined skills from one class, chosen on use of Avatar. The skills you gain are listed [here](#). After the effect ends, all your skills are put on recharge.

Multiclass:

+Bard: Entertainer

Regaling the public with tales of wonder and splendor, an Entertainer brings the stories to life with near perfect reenacting.

Recursion: Recharge 3; The best story is one that's repeated. Mimic an ally's action last turn, on success you repeat the selected action but with Recursion's roll to decide the outcome.

Harmonize: Recharge 4, Requires a minion; Working in tandem with others makes for a much better show and gives a better chance for an encore. This skill can only be used by a minion. When your minion

succeeds with this skill on the same turn you succeed with a skill, the recharge of your skill is cut in half, rounded down.

+Cleric: Seraph

Some see the Seraph's approach as cold and distant, they don't last long under their care. With an otherworldly view from their work in the aether, a Seraph's magic works the best on those who help themselves.

Frozen Light: Whenever you cast a spell on an ally, you can instead hold the spell to be used later at their choice (This must be decided when you are casting the spell). The spell locks as an orb of light above the targeted ally, and they can use the spell whenever they want as an Automatic action at the roll you made for it originally. You can only have a maximum of two spells frozen like this.

Hourglass: spell, Recharge 5; Flip an ally's life like turning an hourglass, swapping their hits and wounds. They must have at least 1 hit and 1 wound to be a valid target.

+Knight: Bulwark

Some worry about facing a knight so tough that he's like a wall on the battlefield. The Bulwark brings that phrase to reality, their minions as tough as they are, forming an impenetrable defense.

Stalwart: passive; Your minions follow in line right with you in defense. All your minions have +3 hits, and copy all your defensive skills. They have Martial Defender and Defense Mastery if you do, they cast their own Guardian when you do, and they cast Protect when you do on a different target. You also gain Conjure Minion for free.

Distraction: Instant, Recharge 1; Call attention to yourself or one of your minions. On success, all attacks made against an ally are instead redirected to you or the minion.

+Mage: Blue Mage

An master of recall and mimicry, the Blue Mage can replicate anything that they have seen, even if just for a moment.

Beastial Mimicry: Recharge 2, spell; Copy the effect of a passive on the target, giving yourself the same bonus for the rest of combat.

Portal: Recharge 3 after portal ends, spell; Open up a portal to any location you've been to before that lasts for 3 rounds before closing and cannot be dismissed earlier. The portal will push back anyone and anything near it when created. Passing through the portal is a free action. Limit of one portal per person at any time.

+Necromancer: Necrolord

Their powers over the aether gives a stronger pull into the realm of the dead, leaving all of time past at their beck and call.

Raise Ancients: spell; Call upon the long slumbering fallen beasts of time buried under the ground, or summon forth an amalgamation of all the bones of those slain in the local area to summon a new terror. You summon up an ancient skeleton with varying hits/wounds and one skill effect. You can only have 1 Ancient at a time, and it returns to the earth at the end of combat.

- **Reaper** (5 Hits/(Roll) Wounds): *Recharge 2; Make 3 separate attacks, they can all be on the same target or different ones.*
- **Bone Cage** (10 Hits/(Roll x2) Wounds): *The Ancient is immobile, but is risen up around a target area, forming a cage. All those trapped cannot make physical attacks against anyone outside it and outsiders can't use physical attacks on those inside. When the Ancient falls helpless, those trapped can roll to escape and those outside can roll to climb in.*

- **Mana Void** (7 Hits/(Roll +1) Wounds): *The Ancient has a strong attraction of magic, it can roll to redirect any spell cast by anyone in combat to itself.*

Call of the Grave: Recharge 3, spell; Call upon a foe that has fallen in the current session of combat that you are in, giving a skill of theirs to yourself or an ally for the remainder of combat.

+Paladin: Prophet

Devoting their cause to a powerful being on the mortal plane or beast of the aether, Prophet's carry out their will and spread their word across the land.

Crusade: Automatic, Recharge 2 after effect ends; Direct your minions in name of your cause. For two turns, you cannot take any actions as you lead, but all your minions can make two standard actions per turn.

Smite: Recharge 3, spell; Open a gate to your chosen deity, summoning their power to raze your foes. Hits all enemies in a target area and marks them to be struck down. All of your attacks on any enemies hit with Smite next turn will autocrit on success.

+Rogue: Elusive

A rogue is already difficult to find, hidden away in the shadows. The Elusive though can hide in plain sight, dancing around as its enemy's attacks always miss their target.

Double Team: passive; Your magic tunes well to yourself, making all minions you summon an exact replica of you (in image only). Whenever an attack would target you or one of your minions specifically, the attacker must also roll a 1dX, with X equaling you and the number of minions you have. A roll of 1 on this roll hits the intended target, any other roll randomly hits one of the non-targeted options.

Blink Strike: Weapon; Disperse your weapon into magical energy, shooting it off at an enemy or target location, stabbing and sticking into it. If used from Stealth or on an enemy that doesn't know you're there, they don't retaliate after getting hit. Can be used on far away targets. The thrown weapon counts as a minion for Ethereal Jaunt.

+Shaman: Chimera

Extending their practise to not only be one with the land but with the aether as well, Chimera's bond the energies they summon to themselves, making them a terrifying force to behold.

Merge: passive; Instead of summoning other beings, you call the magic into your own body. All your skills that would summon a minion instead apply all the skills, effects, and half the hits/wounds the minion would have had, rounded up, to you. Merged minions still count to the limit of minions you can have total, and you can only be affected by one 'minion' at a time, if you are already merged any further summoned minions are summoned as normal. You also gain the Conjure Minion skill for free with this skill.

Otherworld Connection: passive; Your connection to the aether always leaves you with a path to nature, all your nature based skills can be used in any environment and anywhere regardless of any restrictions or nullifications.

+Tracker: Blind-Eye

A master of the bow, the Blind-Eye's namesake refers to their skill in being able to hit a foe no matter what, even if they can't see them.

Eye of the Beast: Weapon, Ranged, Recharge 1; Forgoing the traditional ammunition for firing the essence of the aether itself, look through the eyes of your minions or allies. Any foe that they can target, you fire a bolt through the magic between realms to hit them, regardless of where or how far away you are.

Boomerang: Weapon, Ranged; Shoot or throw your weapon at an enemy. If you fail, you can increase the recharge of this skill by 1 for each +1 you add to the failed roll to make it a success, the attack hitting next

turn as it rebounds back to strike from behind. You cannot boost a crit fail, and you cannot make the skill crit if you boost it.

+Monk: Taoist

Seeing the balance of two realms, the Taoist takes charge of it into their own hands, using their powers to manipulate the scales in order to achieve their goals.

Flowing Movements: Instant Auto, Recharge 1; You flow in line with the universe around you. After you make a action, you can swap your result with a minion or a willing ally who has also rolled their actions for that turn. If the minion/ally did multiple actions, pick one of the rolls to be swapped.

Miasma: spell, Recharge 3 after effect ends; Flood the battlefield with choking aether, reversing the effects of heals for all inside the area except for the caster.

+Smith: Constructor

Living beings are just another material for the Constructor, building fantastic or terrifying creations with all available to them.

Gattail: spell; Fuse the matter of two friendly minions to form a strong beast under your control, combining their health and access to the skills/abilities of both. You can only have one combined minion at a time. If a permanent minion was used as one of the components (Brotherhood, Abomination, etc), that minion is returned to normal after the combination dies or is dismissed/split by the Constructor. This skill gives you the Conjure Minion skill for free.

Betraying Arms: spell, Recharge 3; Pour magic into an enemy's equipment, turning it against them until they roll to regain control of it. If you animate their weapon, it deals 1 hit every turn plus any other effects it has until they control it. If you animate their armor, they can't make any physical actions or dodge until they regain control.

+Alchemist: Scientist

Too many rely on magic to take on the daily tasks of life. A Scientist does as well, but blending it with ingenuity and whatever else they find lying around to do anything that pops into their head.

Clone Vat: Recharge 3, spell; Create a copy of any minion you or an ally has summoned in the past at its most basic form (i.e; Cloning an Abomination creates it without any corpse upgrades). These minions cannot be healed in any way.

Success Through Failure: passive; Some of the greatest discoveries were made from accidents. Whenever you fail a skill, add half the failed roll (rounded up) to your next attempt at that same skill.

Eidolon Skills:

Eidolons start with 5/5 health, Natural Catalyst, and Natural Weapon (They count as having an untagged weapon for unarmed attacks and anything requiring weapons)

1 Point

Toughness: passive; The Eidolon gain +1/+1 health, can be taken multiple times.

Telekinesis: The Eidolon can use their magic to move and manipulate objects.

Flight: Through whatever means, the Eidolon can

2 Point

Invisibility: Recharge 1 after effect ends; The Eidolon fades from view, becoming untargetable. Attacks out of Invisibility have DC-2 against foes that cannot detect them. Any action made while Invisible ends the effect.

fly.

Burrowing: Through whatever means, the Eidolon can burrow through the ground.

Adapted Arms: Add a tag to the Eidolon's Natural Weapon, can be taken multiple times.

Bonded Soul: passive; You and your Eidolon share a strong magical connection. Any buff you receive, your Eidolon also receives.

Elemental: The Eidolon has a strong elemental infusion. Pick one element (like with Elementalist), the Eidolon can apply this to all of its skills and attacks.

Regenerative: passive; The Eidolon naturally heals itself quickly, recovering 1 hit every turn while not helpless.

Adamant Skin: Recharge 2; Negates all damage this turn on success.

Piercing Blows: passive; The Eidolon's attacks always hit and deal full damage on success, ignoring any damage reduction or avoidance.

Bruiser: Recharge 2; The Eidolon strikes with a massive force, stunning the target for 1 turn, leaving it unable to attack or counterattack.

Avatar Skills:

Bard: Inspire, Terrify, Fast Moves

Cleric: Heal, Wrath, Slow

Knight: Slam, Protect, Suppress

Mage: Elementalist (Player Choice), Energy Orb, Teleport

Necromancer: Raise Dead, Transfix, Enfeeble

Paladin: Spellbreaker, Fervor, Shatter

Rogue: Stealth, Blind, Sleep Serum

Shaman: Natural Remedy, Earthen Grasp, Shapeshift

Tracker: Custom Job, Trap, Reflex Shot

Monk: Tumble, Soul Punch, Balance

Smith: Sharpen, Innervate, Curse of Iron

Alchemist: Distill Life, Hop-Scotch, Acid Spray