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Expanded Skills

This document is for presenting the full scope of Expanded Skills revisions, subject to change pending further consideration of proposals. **This is not for drafting, listing, or discussing proposals.** To add and review proposals, use this document: goo.gl/UN9A0

Classless skills

1 Point

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

3 points

Rogue

1 point

2 points

3 points

Shaman

1 point

2 points

3 points

Tracker

1 point

2 points

3 points

Monk

1 Point

2 Points

3 Points

Smith

1 point

2 points

3 points

Multiclasses

Bard

+Cleric: Preacher
+Knight: Troubadour
+Mage: Illusionist
+Necromancer: Deathsinger
+Paladin: Warlord
+Rogue: Trickster
+Shaman: Earthsinger
+Tracker: Wardancer
+Monk: Martial Artist
+Smith: Annalist

Cleric

+Knight: Templar
+Mage: Thaumaturge
+Necromancer: Lifebinder
+Paladin: Ascendant
+Rogue: Charlatan
+Shaman: Druid
+Tracker: Pilgrim
+Monk: Philosopher
+Smith: Surgeon

Knight

+Mage: Spellsword
+Necromancer: Death Knight
+Paladin: Crusader
+Rogue: Bandit
+Shaman: Landkeeper
+Tracker: Ranger
+Monk: Samurai
+Smith: Warmaster

Mage

+Necromancer: Warlock
+Paladin: Battlemage
+Rogue: Arcane Blade
+Shaman: Witch Doctor
+Tracker: Omniseer
+Monk: Mystic
+Smith: Spellwright

Necromancer

+Paladin: Blackguard
+Rogue: Deathmaster
+Shaman: Voodoo Doctor
+Tracker: Dark Hunter
+Monk: Spiritualist
+Smith: Soulcrafter

Paladin

+Rogue: Lordblade
+Shaman: Wildguard
+Tracker: Inquisitor
+Monk: God Hand
+Smith: Gallant

Rogue

[+Shaman: Hermit](#)
[+Tracker: Stalker](#)
[+Monk: Ninja](#)
[+Smith: Sapper](#)
 Shaman
[+Tracker: Monster Hunter](#)
[+Monk: Berserker](#)
[+Smith: Wildshaper](#)
 Tracker
[+Monk: Sherpa](#)
[+Smith: Pathfinder](#)
 Monk
[+Smith: Iron Fist](#)

Classless skills

1 Point

Unorthodox: Switch the tag of one of your skills to Spell, Weapon, Ranged or remove the tag entirely

Defense Mastery: passive; you gain +1 hit of damage to become helpless (if you had 5 hits, you now take 6 hits, etc).

Pet Mastery: passive; you can control one additional minion. This skill can be taken multiple times to gain more minions.

Core Classes

Bard

1 Point

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

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

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

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

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

EXPANDED

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.

Smooth Talker: Can talk a non-hostile thing into not getting in the way, not make a fuss and generally not be an issue.

2 Points

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

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

EXPANDED

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

Mulligan: Instant, Recharge 4; Re-roll a non-critical failed roll.

3 Points

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

EXPANDED

Chaos: Recharge 8 after effect ends; Turns all opponents against one another for 2 turns. Any non-critfail counterattack damage is also applied to a random enemy from their infighting

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: recharge 1, spell, ranged; 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.

EXPANDED

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.

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

2 Points

Mind Reader: spell; discern the motives and thoughts of the target. Crit fail reveals your thoughts to the target instead.

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

EXPANDED

Slow: Spell, Ranged, Recharge 4 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.

Healing Bonds: 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+

Knight

1 point

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

Sentry: passive; first action taken in combat is Automatic

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

EXPANDED

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

Expansive: Instant Automatic, recharge 3; For the duration of a battle, may choose to switch a weapon tag for another (ex. Single -> Dual/Great/Ranged, and vice versa)

2 points

Protect: automatic instant, recharge 3 after effect ends; Takes all damage for a target until the end of next

turn (2 turns total). Neither can be rendered helpless in that time, but the knight becomes helpless afterwards if the target would have become helpless during Protect's duration.

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

EXPANDED

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

Cautious Strike: Recharge 2, requires shield; This attack cannot be counterattacked unless critfail.

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 - Cavalier: passive; A rider and steed are a dominating sight on the battlefield. Being part of such a pair allows you to 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 Protect, 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

-Leverage: passive; When you cause an enemy to become Helpless, it is stunned and takes an extra success to recover.

-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.

Mage

1 point

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

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

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

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

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

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

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

EXPANDED

Spell Resonance: Automatic Spell, Recharge 4; You may cast a spell you know Automatically, provided you have successfully cast it earlier in this combat. Normal spell recharge still applies.

Homing Magic: Spell, Recharge 2 after effect ends; 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. Elementalist effects can be applied to these projectiles.

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.

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.

3 Points

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

EXPANDED

Orbital Strike: Spell, Recharge 4 after it lands; Fires a spell directly up. On success, roll an additional 1d10. This determines how strong the spell is, and how long it takes the spell to land. Weaker spells land sooner, but even the strongest ones stay up for a maximum of 5 turns. On a crit fail the spell still works, but will target the caster instead when it lands. This spell can use Elementalist effects.

Necromancer

1 point

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

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

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

EXPANDED

Night: Spell; Can bring forth localized darkness that envelops everything nearby. Roll determines duration and intensity. Things are harder to see in the dark, making it easier to hide, slip past enemies and do other things.

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.

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 control the target as though it were a minion for the next turn.

EXPANDED - Bloodborn: Spell, Recharge 2; 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.

EXPANDED - Enfeeble: Spell; Weakens a target. Once said target goes helpless, it cannot get up on it's own and needs help to get back up, usually from another enemy foregoing a counterattack to aid them. Lasts until the target dies or is magically cured.

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 a successful roll, 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

Leap of Faith: 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. Hits on DC3

Retaliate: Spell, Recharge 3 after effect triggers; 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.

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.

All Or Nothing: Recharge 1; When all else fails, use your head. Autocrits. All failures count as critical. Can be used while helpless.

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 attack rolls when you are down to 3 or less wounds

Rogue

1 point

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

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

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

EXPANDED - Sleight of Hand: recharge 1; perform a minor trick with your hooves. Whatever it is about hiding cards up your sleeve or picking keys of unsuspecting guards, no pony will realize what you are doing, as long as you do it right.

EXPANDED - Rupture: weapon, recharge 1; 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: 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.

Master Thief: Passive; 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. Every once in a while you can roll to see if your instincts might offer a hint about something important nearby.

3 points

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

EXPANDED

Dance of Blades: 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.

Shaman

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

1 point

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

Natural Remedy: recharge 1, 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 2 wounds, but crit fail on 2- deals a wound of damage.

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

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, undead etc) back to their home plane. Only weakens stronger spirits and creatures (+1 against the target).

EXPANDED - Climate Control: Spell; 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.

2 points

Animal Mastery: spell; you can talk to and understand animals, and wild animals obey your orders. For recharge 5 after effect ends,

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 - 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. No harm can be caused or suffered for this one turn.

you can instead summon an animal minion of large size or smaller that obeys your orders for 5 turns.

Earthen Grasp: spell, recharge 1, 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.

EXPANDED - 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.

Tracker

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

<p>1 point</p> <p>Marksman Shot: recharge 3, requires ranged weapon, weapon; autocrits (any success is critical), benefits from Trick Ammo</p> <p>Survival: spot check rolls +3; create and forage for basic supplies like rope, bandages, tents, torches and low-quality meals</p> <p>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</p> <p>Custom Job: Passive, your weapon, regardless of type, also counts as Ranged, and your basic attacks benefit from Trick Ammo</p> <p>Trick Ammo Instant Automatic, recharge 1; Adds an additional effect to a skill that can benefit from it (Marksman Shot, Custom Job, Repeating Fire or Barrage). This effect can be any of the following ,but</p>	<p>3 points</p> <p>Barrage: Ranged, Recharge 5; Hits all enemies within range, even if they are behind cover or not directly in your view. Benefits from Trick Ammo.</p> <p>EXPANDED - Marked for Death: Recharge 4; Marks a target. All successful rolls against it Autocrit for 2 turns. On crit fail, you mark yourself, and your next roll, if a fail, count as crit fail</p>
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<p>they all share the same recharge.</p> <p>-Silence: On hit, the enemy cannot cast a spell next two turns</p> <p>-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.</p> <p>-Split: Hits 2 targets at once</p> <p>2 points</p> <p>Trap: spend 1 turn; starting next turn, first enemy to attack is helpless for 2 turns</p> <p>Nerves of Steel: Passive; Reduces all Recharges by 1, to a minimum of 1</p> <p>EXPANDED - Repeating Fire: Requires ranged weapon, Recharge 1 after combo ends. 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.</p> <p>EXPANDED - Reflex Shot: Requires ranged weapon, recharge 1; this attack can be used while helpless. Otherwise, deals double damage as well as suffers double counterattack damage.</p>		
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Monk

Fluff goes here

1 Point

Stances: Passive; Switching stance is an Instant Automatic action.

Stance of the Bear: You gain X max hits at the cost of X max wounds

Stance of the Tiger: You cannot benefit from weapon tags, but gain +2 to all normal attacks

Stance of the Cross: Self-inflicted helpless does not cause a wound of damage.

Tumble: Recharge 1; Roll past an enemy, striking them. You may use this ability from helplessness. A successful Tumble from helplessness brings you to your feet.

Tackle: Recharge 2; Tackle an enemy to the ground, leaving yourself on the ground as well. One target enemy becomes helpless. You become helpless.

Misogi: passive; You are as the waterfall, pure and unyielding. Actions while helpless get +1.

Phase Aura: 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 roll minus five turns (six lasts one, seven lasts two, etc.)

2 Points

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

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

Soul Punch: Recharge 3; 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.

Self Sacrifice: Automatic, recharge 2; You distribute your max hits +2 to your allies as healing, but are rendered helpless.

3 Points

Mountain Spring Style: passive; While you are not helpless, you regenerate a hit every turn.

Qi Reversal: Recharge 5; Lifts all helpless combatants and renders all standing combatants helpless, friend, foe or self. Allied targets do not suffer a wound from this.

Smith

Fluff goes here.

1 point

Sharpen: Once per combat, give one ally (or self) +1 to their weapon for the duration of the battle

Fortify: Instant; Recharge 2 after effect ends. Target takes 1 less hit from the next counterattack they suffer. 2 less on a crit.

Tinker: 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.

Expanded: Appraise: instant; Determine the number of remaining hits and wounds on an enemy, and possibly weaknesses. More powerful enemies may be harder to Appraise. Out of combat, quickly determine value of objects, study mechanisms and documents, size up other ponies, etc.

Expanded: Hot Irons: weapon; Cleave X targets with a critfail range of X-1.

2 points

Gadget: Makes a nifty device to aid with a specific task. Once successfully built, the gadget provides +1 to a specific action for the owner. A gadget can be given to allies. The gadget breaks if the owner rolls a failure when using that skill, or a new gadget is built.

Innervate: recharge 2; 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-

Expanded: Curse of Iron: Recharge 3; 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.

Expanded: Engineering: 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.

3 points

Masterwork Weapon: passive; You build a single masterwork weapon.

Take one weapon tag free, then assign 3 points.

1 Point:

-Add a basic tag (single, great, dual, ranged, catalyst)

-Add an elemental effect (fire, lightning, ice)

-Add Possessed (intelligent spirit only you can communicate with possesses your weapon)

2 Points:

-Add Favored Enemy (Autocrits on select enemy type)

-Add Double Strike (As Magic Bolt, one attack granting an additional hit of damage)

Expanded: 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.

Multiclasses

When choosing a multiclass you still must pick one of the two. The other one can be bought at 2 points.

Bard

+Cleric: Preacher

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

Glorify: Instant, Recharge 4; with an impromptu sermon or inspiring phrase, you boost a single ally's next action to autocrit

The Good Word: Once per audience; spread the word you believe in in an effort to gather aid, support or in a bad situation at least try and get the aggressor to calm down. On a crit fail, you will end up in a bad light, which can mean anything from some rotten vegetables flung at you to being run out of town.

+Knight: Troubadour

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

Overconfidence: Instant, recharge 3; next roll is a critical, success or fail.

Encore: passive; You may continue to take normal actions for the first turn of your helplessness. Failures incur wound damage.

+Mage: Illusionist

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

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.

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 climbing 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) **Hustle:** passive; Your con-artist shenanigans can really wear out your mark! When you make a Con Artist, Terrify, Smooth-Talker, Sleight of Hoof, Master Thief, or any other diplomatic roll against an NPC, they Automatically take a hit of damage (but never a wound). This damage will not provoke combat – though your comments still might.

+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) **Treant 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) **Whirlwind:** Recharge 4, Weapon; Keep rolling until you fail. Every success hits all nearby foes

+Monk: Martial Artist

Freeform in both their thinking and fighting styles, they can produce excellent results by surprising their

opponents.

(Bard) **Dance my Minions:** Passive; every enemy you send helpless becomes a temporary minion.

They roll every action at -2, and break free of your control on the first failure, but also suffer counterattack damage for them.

(Monk) **Stance Dance:** passive; When you switch stances, you may roll for an extra basic attack.

+Smith: Annalist

Fluff

Glory Days: passive; When you naturally crit, your next success autocrits.

Expanded: Lucky Number Seven: passive; Rolling a 7, disregarding any and all modifiers, counts as a natural crit.

Cleric

+Knight: Templar

Frontline soldiers with powers of healing and protection.

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

(Cleric) **Flagellate:** Automatic Instant, recharge 3 after effect triggers; the next time you roll a non-critical failure you heal that many hits instead of losing them

+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. These spirits can talk, pass through walls and have limited abilities to interact with physical objects. They may also attempt to possess a living body to regain a physical form, but this ghoulish new look may provoke witch hunts and exorcisms everywhere he goes.

+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. Unless aware of your abilities, the target will not realize what has happened once the duration ceases. Player characters can choose to roll a perception check to realize they have been mind controlled.

Snake Oil: Your inoffensive skills can be used as offensive ones when targeted at enemies (Heal deals hits, Mend re-opens old wounds, Inure weakens against elements, etc). Doing so adds +2 to their recharge.

+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 a known spell, can cast a shaman or cleric spell up to two points, that you do not know, [chosen upon gaining this skill]; War +1 bonus to physical attacks, can use Power Attack. May be combined with Nature Elemental.

Calm Until Provoked: You may never take an offensive action until hit in combat. After that, you gain +2 and Autocrit to all rolls for one turn, and may act normally afterwards. Outside combat, you may apply this to anyone who is outright hostile to you

+Tracker: Pilgrim

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

(Cleric) **Don't Die On Me:** spell, recharge 1; target recovers from helplessness or is healed for one wound, with +1 bonus for each wound of damage on the target and the caster

Lifelink: Weapon, recharge 3 after effect ends; Shoot a special ammo life-linked to you or someone in your party. For every wound of damage inflicted on the affected target, restore one wound or hit on the linked ally. The link lasts 3 turns.

+Monk: Philosopher

Fluff

Koan: Instant, recharge 3; You know a variety of ancient sayings that provoke thought and inspire success. You may roll to turn an ally's noncritical failure into a noncritical success. May be used while helpless.

Healing Pain: Passive; whenever you suffer counterattack damage, one non-helpless ally recovers a hit.

+Smith: Surgeon

Fluff

Triage: instant, recharge 2; Restores one wound. On crit, restores all wounds.

Expanded: Mechanical Limb: Instant, Recharge 2.

You may attempt to perform any relatively simple task even if your hands are occupied with fighting. Rolling a failure on this extra task, so long as it's not an attack or skill, does not incur counterattacks. The rig is not designed for combat, but can still be used for that in an emergency. However rolling an offensive action using the Mechanical Limb has a crit fail range of 3-./

Knight

+Mage: Spellsword

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

Protective Bubble: recharge 4 since effect ends, spell; magic shield absorbs up to two failures or one

critical failure

Ethereal Weapon: Automatic instant spell, recharge 3; Summon a Ethereal weapon. Ethereal weapons are not wholly real, existing between this world and the next. Their ghostly forms pass through all materials as if through air. An ethereal weapon can never harm objects or undead, and deals wounds instead of hits.

+Necromancer: Death Knight

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

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

Meat Shield: Passive; So long as you have a minion, you cannot go helpless from non-critical failures. Instead, the minion takes the damage for you. Critical failures still send you helpless.

+Paladin: Crusader

Devoted knights and defenders of their cause.

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

I Can Still Stand: passive; Every time you successfully stand up from helplessness, add +1 to all future attempts to get up. This bonus also applies to anyone trying to help you up. Lasts until combat ends.

+Rogue: Bandit

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

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

Ambush: passive; If you are the one to initiate combat, you may take a “free” turn before combat proper begins. This turn works as normal, but misses during it do not incur counterattacks.

+Shaman: Landkeeper

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

Earthbound: passive; while in natural environs, regenerate 1 wound every 2 turns

Miracle Grow: You seem to have a talent for nurturing just the right plant for the job. On success, rapidly grow anything from fruit, to poison, to bioluminescent mushrooms, to climbable vines!

+Tracker: Ranger

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

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

Ranged Support: passive; all your skills have the Ranged and Weapon tags

+Monk: Samurai

Fluff

Revolving Blade: Recharge 3; Autocrits. A critical hit by any other skill or attack refreshes this ability immediately.

Bushido: passive; A critical failure in combat causes you to take four hits instead of instantly rendering you helpless.

+Smith: Warmaster

Fluff

Heart of Iron: passive; Once per combat, when you first go down to 1 wound or less, you are instantly restored to 3 wounds.

Expanded: I Made This: Passive; immunity to disarming, weapon durability damage, armour breaking, and other harm to your weapons and equipment. You know better than to use them in ways that would do harm

to them.

Mage

+Necromancer: Warlock

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

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. The target can take an action to end the effect.

Unholy Elementalist: passive; Can use Raise Dead on natural elemental sources such as fires or bodies of water. Minions raised this way carry elemental properties as per Elementalist, but are otherwise relative in size and power to normal raised minions. Gives one pet mastery point.

+Paladin: Battlemage

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

Conjure Weapon: instant spell, recharge 3; 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.

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.

Shadow Casting: passive; successful spellcasting does not break Stealth

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.

Hex: passive; +1 to all successful rolls, -1 to all failed rolls

Polymorph: Spell, Recharge 5 after effect ends, Turns an enemy into a harmless creature that cannot cause counterattack damage for three turns. If it goes helpless or someone crit fails against it, the effect ends instantly. Can't polymorph the same creature twice. Larger creatures might react differently.

+Tracker: Omniseer

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

Fourth Eye: spell; can see beyond walls, barriers, illusions, lies and the fourth wall. Can make one roll to tap into meta information and listen in on out of character discussion.

Elemental Ammo: passive; You gain any two Elementalist effects. You may apply Elementalist effects as normal, and as though they were Trick Ammo with the same limitations.

+Monk: Mystic

Fluff

Arcane Arms: Spell, Weapon, Recharge 1: Counts as a normal attack, benefits from elemental

Inner Spirit: passive; Your abilities lose the Spell tag. They can be cast without a catalyst, and silence effects do not affect them.

+Smith: Spellwright

Fluff

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.

Expanded: Spell Emulator: passive. The smith gains access to 2 points worth of Spells, taken from any class or mix of classes. These spells can be used normally, but obey all their usual restrictions.

Necromancer

+Paladin: Blackguard

These brave few balance dark arts with inner spirit.

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

Hope for the Fallen: passive; Your spells never ruin corpses – they may always be used for commune, raise dead, resurrect, corpse explosion and whatever else someone might need a corpse for. You may roll to repair corpses ruined by others.

+Rogue: Deathmaster

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

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

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.

Friends on the Other Side: passive; can count shadows of characters as targets for commune and raise dead. Gives one pet mastery point.

Voodoo Doll: Recharge 3 after failing; Can forego taking other actions to force an enemy to attack its allies, stop fighting your party temporarily or use one of its 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.

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

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

+Monk: Spiritualist

Fluff

Cursed Seal: Turns a living enemy into an walking corpse. For all intents and purposes this target now counts as Undead and a corpse. This effect ends if someone removes the seal from their body.

Grave Strike: Spell, Recharge 4; Every corpse near the target springs to life momentarily and attacks it

before keeling over again. The damage increases with the amount of corpses near the target.

+Smith: Soulcrafter

Fluff

Spell Bleed: passive; You may cast any spell you know at multiple targets, but doing so increases the crit fail range to the number of targets +1

Expanded: Necromachines: Spell, Recharge 3 after effect ends; Asserts control over the tiny organisms inside a body to ensure temporary countermeasures against mortality. An affected target will remain standing after death, and can be targeted as normal. It is not undead, but if it was hostile, the Necromancer now controls it while it lasts. If it is an ally, it can still be saved with healing. Anyone affected with Necromachines lives for 1d10 turns after death, rolled at the moment of death. Only one target can be affected by Necromachines at the same time.

Paladin

+Rogue: Lordblade

However noble or wicked, every cause needs assassins.

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.

Assassinate: Recharge 4; on success, blends into a nearby crowd or suitable hiding spot. Once hidden, can take an Instant action to instantly kill one target. On a failure, your cover is blown. On a critical blending roll, the assassination autocrits. A critical assassination roll does the job so neatly nobody even realizes the target died.

+Shaman: Wildguard

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

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

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.

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

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.

+Monk: God Hand

Fluff

One Inch Punch: Recharge 3; Hits on a 2+. It's hard to miss from one inch away.

Fists of Fury: Instant Automatic, Recharge 1; You cannot use any weapons, but your hands can count as any single weapon type. Changing this type is an instant automatic action, and the type lasts until changed. However, you need to change types before you roll an attack, not after.

+Smith: Gallant

Fluff

Hold the Line: recharge 2; All party members take 1 less counterattack damage this turn.

Expanded: Autonomous Weapon: You have a spare weapon mounted on you in one way or another, be it a combat harness, mechanical limb on your shoulder or just a strap on your hip with a mace tied to it. You may pick any weapon tag for this spare, and decide to use either it, or your actual weapon's tag for your attacks.

Rogue

+Shaman: Hermit

Though not much to look at at first glance, a Hermit can hide much power under his inoffensive exterior

Innocent: passive; appear unimportant, uninteresting and generally like a forgettable bystander. Unless you are caught doing something illegal, you will at most be escorted outside, but more likely you'll just be ignored by guards and the like

Stranglevine: instant, recharge 1; Silences the target by strangling them. Deals damage and interrupts talking and spellcasting for one turn.

+Tracker: Stalker

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

Camouflage: passive; Always enter combat stealthed, making your next attack autocrit.

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.

+Monk: Ninja

Fluff

Ninja Flip: Passive; Always suffer one less hit of counterattack damage.

Substitute: Recharge 3 after effect triggers; The next time you would take counterattack damage, you instead leave a substitute in your place and disappear into hiding, making you impossible to detect and making your next roll Autocrit.

+Smith: Sapper

Fluff

Sabotage: Recharge 3; Ensures something will go horribly, horribly wrong when it needs to. Takes one turn to rig the target. Once rigged, the Smith can, at will, call a single critical hit on it starting from the next turn. Aware, alert, complex and large targets are hard to rig. Doesn't break stealth on success. No more than one "untriggered" sabotage may be on a target at once.

Expanded: Cloaking Device: You carry one curious device that renders one thing invisible. You cannot make another, but then, you probably won't lose the one you have either. Anything the device is placed on and activated, disappears from sight as if it had Stealth. This can affect living beings as well as objects. Cloaked things can only be found by touching them, or otherwise knowing where they are (for instance, by remembering where you left them, or by smelling them).

Shaman

+Tracker: Monster Hunter

An unparalleled master of nature and all things in it, the Monster Hunter loves nothing more than playing his most dangerous game.

Portable Cage: Can trap one helpless, but still living, enemy inside. An enemy inside the Portable Cage cannot escape unless they are remarkably powerful. Stronger enemies may need to be wounded before they can be captured.

The cage can be opened any time as an Automatic action, releasing whatever was inside at a desired location. Only one thing can be inside the cage at a time. Things inside the cage cannot be targeted by skills or attacks.

Big Game Hunter: +1 to all rolls against big, scary or otherwise particularly remarkable foes. Once said foe is near death, you may roll to finish it off instantly, even if it isn't helpless

+Monk: Berserker

Fluff

Regeneration: Passive; all healing effects grant you double the benefit.

Grounding Strike: Weapon, Recharge 3; Autocrits helpless foes. Can be used while helpless.

+Smith: Wildshaper

Fluff

Living Steel: passive; Lowers critfail range by 2 for all skills and attacks with a minimum of 1.

Wooden Sword: Can roll to make a perfectly functional weapon out of whatever random rocks and sticks are around. This weapon can have any single weapon tag.

Tracker

+Monk: Sherpa

Fluff

Spotter Hawk: Passive; Every good marksman needs a spotter. You have a hawk that confers a +1 bonus to all perception rolls and increases your Weapon attack critical hit range by 1. Your hawk may not make attack rolls of any kind.

You Call This Rough?: Passive; you are never hindered by even the most absurdly adverse weather, terrain or natural phenomena. Back home this kind of thing wasn't even worth getting an umbrella...

+Smith: Pathfinder

Fluff

Remote Charge: Ranged; Fires a sticky explosive onto any surface or target, which can be detonated as an Instant action. The explosion hits anything nearby, friend or foe, and can damage structures, clear light rubble or even knock down doors

Expanded: Preptime: You build a trap of sorts that mimics one of your skills. You may place as many traps as you have skills, but only one per skill. When triggered, declare which trap(s) you trigger. Triggering a trap is Instant. Triggering a trap does not activate a skill's recharge.

Monk

+Smith: Iron Fist

Fluff

Treasure: passive; can use weapons to perform unarmed attacks.

Stagger: Recharge 2; On success, in addition to damage, lowers the target's maximum Hits by one. This effect is cumulative.