

S10 RPG Multiclasses

goo.gl/3Gzb5Z — Current as of SIMPLE10 v2.0 Core Rules: goo.gl/GZeKHu

This document lists and describes the various multiclasses available by mixing two of the core Simple10 RPG classes. When creating a multiclass character, you gain a unique multiclass skill and have three (3) skill points to purchase skills from either of your classes. When a multiclass character gains new skill points, they can spend those skill points on skills from either of their classes.

Gaining multiclasses can be used as a means of progression or reward in longer adventures.

Bard

- [+Cleric: Preacher](#)
- [+Knight: Troubadour](#)
- [+Mage: Illusionist](#)
- [+Monk: Martial Artist](#)
- [+Necromancer: Deathsinger](#)
- [+Paladin: Warlord](#)
- [+Rogue: Trickster](#)
- [+Shaman: Earthsinger](#)
- [+Smith: Annalist](#)
- [+Tracker: Wardancer](#)

Cleric

- [+Knight: Templar](#)
- [+Mage: Thaumaturge](#)
- [+Monk: Philosopher](#)
- [+Necromancer: Lifebinder](#)
- [+Paladin: Ascendant](#)
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Knight

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- [+Necromancer: Death Knight](#)
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Mage

- [+Monk: Mystic](#)
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- [+Paladin: Battlemage](#)
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Monk

- [+Necromancer: Spiritualist](#)
- [+Paladin: God Hand](#)
- [+Rogue: Ninja](#)
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- [+Smith: Iron Fist](#)
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Necromancer

- [+Paladin: Blackguard](#)
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- [+Shaman: Voodoo Doctor](#)
- [+Smith: Soulcraft](#)
- [+Tracker: Dark Hunter](#)

Paladin

- [+Rogue: Lordblade](#)
- [+Shaman: Wildguard](#)
- [+Tracker: Inquisitor](#)
- [+Smith: Gallant](#)

Rogue

- [+Shaman: Hermit](#)
- [+Smith: Sapper](#)
- [+Tracker: Stalker](#)

Shaman

- [+Smith: Wildshaper](#)

[+Tracker: Monster Hunter](#)

[Smith](#)

[+Tracker: Pathfinder](#)

	Bard	Cleric	Knight	Mage	Monk	Necro	Paladin	Rogue	Shaman	Smith
Tracker	Wardancer	Pilgrim	Ranger	Omniseer	Sherpa	Dark Hunter	Inquisitor	Stalker	Monster Hunter	Pathfinder
Smith	Annalist	Surgeon	Warmaster	Spellwright	Iron Fist	Soulcrafter	Gallant	Sapper	Wildshaper	
Shaman	Earthsinger	Druid	Landkeeper	Witch Doctor	Berserker	Voodoo Doctor	Wildguard	Hermit		
Rogue	Trickster	Charlatan	Dark Knight	Arcane Blade	Ninja	Deathmaster	Lordblade			
Paladin	Warlord	Ascendant	Crusader	Battlemage	God Hand	Blackguard				
Necro	Deathsinger	Lifebinder	Death Knight	Warlock	Spiritualist					
Monk	Martial Artist	Philosopher	Samurai	Mystic						
Mage	Illusionist	Thaumaturge	Spellsword							
Knight	Troubadour	Templar								
Cleric	Preacher									

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

+Monk: Martial Artist

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

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.

Stance Dance: passive; When you switch stances, you may also roll for an extra attack.

+Paladin: Warlord

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

Command: on success, takes sentient creature as a pet
Inspiring Leadership: Passive, when you roll a crit, all of your allies (but not you) gain +1 to all rolls next turn. Autocrits apply.

+Rogue: Trickster

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

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

Hustle: passive; Your con-artist shenanigans can really wear out your mark! When you make a Con Artist, Terrify, Smooth-Talker, Sleight of Hand, 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.

Earthsong: ask plants and earth for info, suffers penalties in urban environs

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.

+Smith: Annalist

Great stories are written of the greatest hits of heroes, brought to them by the greatest of arms

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

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

+Tracker: Wardancer

Dance and martial prowess make these adventurers exceptionally agile.

Wardance: passive; deals some damage to enemies when

+Necromancer: Deathsinger

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

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.

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.

Cleric

+Knight: Templar

Frontline soldiers with powers of healing and protection.

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

Martyr: recharge 4; lift all helpless allies, you become helpless

+Mage: Thaumaturge

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

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

Master Caster: passive; +1 to all spellcasting

+Monk: Philosopher

It is easy to feel no pain, once you understand that pain is but the passing of weakness. If only your patients would share your view too...

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

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.

+Necromancer: Lifebinder

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

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

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.

Empower Weapon: automatic instant, recharge 4 after

taking counterattack hits

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

+Rogue: Charlatan

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

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.

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, weapon counts as Great. 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

+Smith: Surgeon

To those with the right technology, few things are impossible to put back together no matter how mangled they are.

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-.

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

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.

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

Knight

+Mage: Spellsword

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

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.

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

+Monk: Samurai

Often bound by an ancient code, these warriors tend to be hardy.

Impale: Weapon, Recharge 4; Pins an enemy to the ground with your weapon, making it an easy target for others.

On success, all attacks against the target count as Automatic for one turn, but you cannot use Weapon skills next turn since yours is stuck in the target.

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

+Necromancer: Death Knight

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

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.

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

+Paladin: Crusader

Devoted knights and defenders of their cause.

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.

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

Mage

+Tracker: Pilgrim

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

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.

+Rogue: Dark Knight

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

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.

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

+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.

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

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

+Smith: Warmaster

Those who make their weapons, know their weapons. And knowing is half the battle. The other half is violence.

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

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.

+Monk: Mystic

Few things are more mysterious than a mystic and their curious ways of casting.

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

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

+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.

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.

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.

+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

Monk

+Necromancer: Spiritualist

Tampering with spirits is a dangerous art, but those who get good at it can find unexpected amounts of aid at times of need.

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.

+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.

+Smith: Spellwright

Capable of duplicating spells, or at least creating equally effective alternative solutions, a spellwright is truly a master of the unexpected.

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.

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.

+Tracker: Omniseer

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

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.

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.

+Shaman: Berserker

Forsaking defense, reason and occasionally clothing for sheer bloody-minded anger, a Berserker will often not even stop fighting when they are already down for the count.

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

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

+Smith: Iron Fist

Like a union of raging bellows, the Iron Fist marries body and weapon in ways that make them impossible to tell apart.

Stagger: Recharge 2; On success, in addition to damage,

+Paladin: God Hand

With impregnable defenses and impetuous style, a God Hand will never grovel at anyone's feet.

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.

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

+Rogue: Ninja

Uncanny in the art of evasion, Ninjas don't seem to die even when they are killed.

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.

Necromancer

+Paladin: Blackguard

These brave few balance dark arts with inner spirit.

Death Blow: Weapon, Recharge 3; On success, removes a wound in addition to normal damage done. If this kills the enemy, your first action next turn is Instant.

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."

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.

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

+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 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.

Paladin

+Rogue: Lordblade

However noble or wicked, every cause needs assassins.

lowers the target's maximum Hits by one. This effect is cumulative.

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

+Tracker: Sherpa

Trained in the most absurd conditions the world has to offer, a Sherpa can shrug off anything the land can throw at him without so much as changing expression.

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: Soulcraft

The art of forging souls into metal is feared for a reason. Things made through such means often take on an eerily lifelike form.

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.

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

+Tracker: Dark Hunter

The dead do tell tales, and offer clues to these 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

+Tracker: Inquisitor

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

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.

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.

+Smith: Sapper

There are few things that can between a well prepared Sapper and his goal, as his foes will often find their luck turning against them at the worst possible moment.

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).

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.

Shaman

+Smith: Wildshaper

Before there was steel, there was wood. And as any

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.

+Smith: Gallant

Heroes of the front line, and if need be, the entire front line all by themselves. Truly no title for a goofus.

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

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.

+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.

+Tracker: Monster Hunter

An unparalleled master of nature and all things in it, the

Wildshaper can tell you, killing things was just as easy back then.

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.

Monster Hunter loves nothing more than playing his most dangerous game.

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

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.

Smith

+Tracker: Pathfinder

Even when it seems possible, Pathfinders open up new ways to stride. If there is a wall they will tear it down. If there is no path, they will make one with their own hands.

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.

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