

Simple 10

Gold Edition

Ten Sided Die Based Fantasy Multiplayer Text Only Roleplaying Game

Class Expansion, Gold Edition- [Gold Edition: Class Expansion](#)

About This RPG

Simple10 RPG is a simple roleplaying system for creating and playing epic fantasy adventures. This document lays the groundwork for players and GMs who wish to pick up and play their own setting within an hour. We're not here to recreate any particular universe, and we're not trying to reskin another highly-complex RPG system. We just want you to have as much fun as we did.

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

BASICS

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

Characters at a Glance

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

Name: Your identity.

Gender: Boy or girl?

Race: Each race has unique racial skills.

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

Skills: You get 6 points to spend on skills.

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

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

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

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

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ROLLING

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

Standard Rules

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

Minimum

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

Autocrit

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

Roll Modifiers

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

Critical

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

Example rolls and corresponding minimums

	Easy (4+)	Normal (6+)	Difficult (8+)
Roll of 10	Critical Success	Critical Success	Critical Success
9			
8			Minimum for success
7			Failure
6		Minimum for success	
5		Failure	
4	Minimum for success		
3	Failure		
2			
1	Critical Failure	Critical Failure	Critical Failure
Example	Attacking a clumsy target Picking a simple lock	Attacking evenly matched foes Hiding in lighted areas	Attacking while crippled Hiding on a salt flat in daylight

Optional Rules

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

Default

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

Supercrit

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

RACES

The first step to creating a character is usually choosing their race. The races you can use depend on your game and it's setting, Simple10 can work with just about any races imaginable. Below are some example races, and tools to making your own ones. You can choose any race and class combination. Every race has a racial skill.

Human

Humans are a widespread race characterized by their love of building cities, dealing with politics and perhaps above all, waging war. Often even among themselves. Though their ways are odd to many other races, none can deny that humans rule large parts of the world thanks to their technological achievements and high numbers. Some groups of other races have even adopted a more humanlike lifestyle in an effort to benefit from living among humans in their kingdoms.

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

Capra

Energetic and nomadic, the goat-like Capra travel the world in search of adventure for the sake of it, and rarely settle down.

They are nimble and quick, with appetites that belie their

Partial Result

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

Unnatural Crit

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

Hork

Horks are the great children of the world's highest peaks. Towering above even the tallest members of other races, Horks are as hardy as they are immense. Their skin is rough, even rocklike at times, and their powerful arms make climbing easy.

Some compare Horks to boulders - while seemingly unmoving and uncaring, they will swiftly crush all before them if pushed too hard.

Many young Horks have moved down from the ancestral mountains to embrace a human lifestyle over the traditions of older Horks.

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

This could also represent other massive races like ogres or minotaurs

Drudge

Seen as a young race by some, Drudges are intelligent, cunning beasts with a culture born of pack mentality and

small stature. However a Capra can digest nearly anything, allowing them to survive easily even on long travels.

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

This could also represent other agile races, like elves or catfolk

Drakin

A proud offshot race of the mighty Dragons, Drakin resemble winged humanoids with scaly hides and powerful muscles. Drakin see themselves as equals, or at least close relatives to Dragons, even if this view is rarely mutual. However this draconic heritage has left them with a deep sense of easily bruised pride, which can easily make them volatile.

Flight: The wings of a Drakin allow them to fly up and across terrain, but maintaining such a body in flight can tire out even the strongest Drakin before long.

This could also represent other flying races, like harpies or demons

Myrmid

Protected by a mighty suit of natural armor, Myrmids are near-unbreakable warriors that strike awe into the hearts of all on a battlefield.

However, this tough shell does not develop until a young Myrmid cocoons itself, allowing the armor to grow as it takes the form of an adult. Before this, a myrmid is soft and vulnerable. Myrmids are also few in numbers, lacking any real lands of their own, so they are often reliant on the goodwill of other races to keep their young, and themselves, safe.

In exchange, Myrmids often offer services as mercenaries and protectors, as an adult Myrmid is most at home on the field of battle.

Tough: passive; Myrmid take 1 additional hit before becoming helpless as well as 1 extra wound once they become helpless, for a total of 6 hits and 6 wounds without other modifiers. They can also lift, carry and move heavier objects than humans.

This could also represent other tough and sturdy races like orcs or golems

CUSTOM RACES

Players and GMs should feel free to also create their own races when needed or desired. Using the rules above as a starting point, the following template can be used to easily add more races to your games. Remember to

natural shamanism. Their incredibly sharp senses make them masters of their surroundings and excellent hunters, uncontested apex predators of less civilized lands.

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

This could also represent other races with sharp senses like goblins or beastmen

Aeon

Aeons, or Aether Elementals, are sentient magic elementals that hunger for knowledge as much as most races hunger for food. Having no true bodies of their own, save for a flickering concentration of magic, they build bodies for themselves out of clothing and armor to give themselves shape. This body is held together with their natural telekinesis.

Magic Body: passive; an Aeon's body counts as a catalyst for spellcasting.

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

This could also represent other highly magical or telekinetic beings like elementals or psions

Zhivur

Enigmatic beings from the far reaches of the world, Zhivur often appear entirely alien in mind and form to others. Slender, tall and faceless, the easiest way to tell two Zhivur apart are their body markings. Some theorize Zhivur may be related to fungi, but this may simply be born from the texture of their flesh. Others say they are creatures twisted by millennia of demonic corruption, or that they came from space. However, none can confirm their suspicions as Zhivur rarely speak of the topic, and their minds are impossible to touch.

Alien Mind: passive; with impossible to decipher thoughts: Zhivur are immune to mind control, domination, intimidation and suggestion.

This could also represent other enigmatic or simply stubborn races like angels or dwarves

ask your GM before bringing a custom race to a game.

Race Name: The name of your Race

Flavor text: *The history, Tenancies, and Interesting Points of your race should be detailed here. What makes you want to play this race? What's special about them?*

Racial Ability: *Pick an appropriate name that can be referenced in game easily list all tags below the name*

Describe the skill completely, with all applicable affects.

TALENTS

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

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

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

+1 to Noncombat Action: Gain a +1 bonus to a specific kind of noncombat action - social interactions, feats of strength, agile and dextrous actions or tasks demanding memory and intellect.

+1 Hit or Wound: A a single Wound or Hit be taken to signify a particularly hardy character.

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

COMBAT

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

Damage and Helplessness

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

Hits and Wounds

Hits are generally superficial damage, representing wear-and-tear and exhaustion; they can be restored easily with the Heal spell, some kind of healing action, over time or with a short rest. **Wounds** are persistent injuries and deep bodily damage; taking too many wounds will kill a character. Wounds can be quickly restored using skills, but otherwise require significant effort and time, maybe days, to be patched up.

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

Helplessness and Recovery

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

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

Sequence of Combat

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

Combat Action

A character in combat can perform up to two actions: a **normal action** such as using a skill, aiding a helpless ally recover, or making some complex maneuver; and an **instant action** such as using an instant skill. *Automatic* skills require an action to be used, but don't need a roll. *Instant* skills can be used with an instant action. *Passive* skills and effects require no roll nor action, and grant their bonus at all times.

Pets and Minions

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

Controlling and Rolling

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

Counterattack

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

Roll 5: 1 Hit Taken

Roll 4: 2 Hits

Roll 3: 3 Hits

Roll 2: 4 Hits

Roll 1: Instantly Helpless

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

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

Dealing Damage

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

Roll 6: 1 hit

Roll 7: 2 hits

Roll 8: 3 hits

Roll 9: 4 hits

Roll 10, crits of any kind: 5 hits

If supercrits are used, you can go even further.

Roll **crit+2**: 10 hits

Roll **crit+4**: 15 hits

etc

A standard Enemy has 5 Hits / 5 Wounds

Rendering them Helpless removes 1 wound

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

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

Attacking a Helpless enemy successfully removes 1 Wound

A crit on a Helpless enemy removes 2 Wounds

Skill Tiers and Leveling

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

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

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

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

Enemies (and even players) can temporarily change Skill Tier due to injury, intoxication, poisoning, a particularly heroic moment of inspiration, the power of love, etc. This only affects rolls, not Skill Points or other Skill Tier Bonuses. At most, a skill tier can only be halved or doubled (rounding down) unless otherwise stated by a skill or decreed by the GM.

- Trivial (Tier 0):** impaired, extremely weak or otherwise non-threatening opponents, children
- Weak (Tier 1):** lesser creatures, heavily intoxicated fighters, civilians
- Beginner (Tier 2):** upstart adventurers, untrained combatants, basic thugs
- Novice (Tier 3):** adventurers who have seen some action, militias, wild animals
- Journeyman (Tier 4):** known adventurers, guardsmen, dangerous wild animals
- Trained (Tier 5):** experienced adventurers, soldiers, elite bad guys
- Expert (Tier 6):** very experienced adventurers, specialists, evil lieutenants, big animals
- Master (Tier 7):** adventurers at their peak, officers, trainers, artisans, really big animals
- Hero (Tier 8):** heroes of great stories both good and evil, mythical beasts
- Epic (Tier 9):** warriors beyond peer, mighty wizards, the kings of monsters
- Legend (Tier 10):** lesser gods, dragons, things you run away from really fast

Skill Tiers can also be applied outside combat situations to help define the difficulty of a task.
 Ex.
 Climbing a ladder is Trivial. Climbing a tree or rope is Beginner. Climbing a cliff is Novice. Climbing a brick wall is Trained. Climbing a smooth wall is Expert. Climbing a cloud is Legend.
 A slippery surface increases the Tier by 1

Digging into loose dirt is Beginner. Digging into clay is Trained. Digging into rock is Master.
 Appropriate tools lower the Tier by 1 or 2

Bluffing a drunk is Trivial. Bluffing a guardsman is Trained. Bluffing a spy is Hero.
 Intimidating a child is Trivial. Intimidating a mugger is Trained. Intimidating an enemy warrior is Expert. Intimidating a dragon about to eat you alive is Legend.

Leveling Up

In a long-running game, Skill Tiers can be used as a Leveling Up system.
 After enough of a feat (a big boss fight, an important story moment, etc), each player can gain a Skill Tier.

A basic adventurer should start at Beginner tier, with 6 SP and a Talent but no other Skill Tier bonuses
 Adventurers starting below Beginner only get 4 SP and no Skill Tier bonuses until Beginner
 Adventurers starting above Beginner get the appropriate amount of Skill Tier bonuses, as below

For each Skill Tier gained, the character gains 2 additional skill points to spend on whatever they like. Additionally, they may perform skill swaps. (detailed under classless skills)

Example of Skill Tiers affecting roll damage

	Player 2 tiers above target (4+)	Player and target on equal tiers(6+)	Target 2 tiers above player (8+)
Roll of 10	Critical Success: 5 Hits	Critical Success: 5 Hits	Critical Success: 5 Hits
9	4 Hits	4 Hits	4 Hits
8	3 Hits	3 Hits	Minimum for success: 3 Hits
7	2 Hits	2 Hits	Failure: 1 Hit counter
6	1 Hit	Minimum for success: 1 Hit	1 Hit counter
5	1 Hit	Failure: 1 Hit counter	1 Hit counter
4	Minimum for success: 1 Hit	2 Hits counter	2 Hits counter
3	Failure: 3 Hits counter	3 Hits counter	3 Hits counter
2	4 Hits counter	4 Hits counter	4 Hits counter
1	Critical Failure: Helpless	Critical Failure: Helpless	Critical Failure: Helpless

EQUIPMENT AND ITEMS

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

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

Spellcasting Catalysts

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

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

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

Weapon Types

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

Dual Weapons

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

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

Great Weapons

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

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

Ranged

Inventory, Items, and Tools

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

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

Shield

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

Single

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

Unarmed

A character fighting without a weapon cannot deal wounds of damage through normal attacks and cannot use *weapon* skills.

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

Weapon Quality

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

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

Special Weapons

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

Catalyst Weapons

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

Elemental Weapons

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

Spellbound Weapons

Spellbound weapons have been built as conduits for a single kind of spell or skill. This can be a staff that shoots fireballs, a ring that cures poison, a book that raises the dead etc. The bound spell is considered to have at least recharge 3.

Unique Weapons

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

CLASSES & SKILLS

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

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

Reading Skill Entries

Skills are constructed in the following format:

Name: tags; description

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

Tags

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

Instant: this skill requires an instant action to be used

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

Recharge #: you must wait # combat turns after successfully activating this skill before you can attempt to activate it again. A failed roll incurs a 1 turn recharge. Skills listed with recharge may be used

during your turn. This skill still requires a roll.

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

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

outside of combat, recharging at GM's discretion

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

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

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

Multiclassing

You can also choose to mix two classes to create a **multiclass** character. A multiclass can choose their skills from both skill lists of their parent classes, as well as skills from the Multiclass Skills section of both parent classes at a cost of 2sp each. They must however pick at least one of these Multiclass skills.

Cross-Class Skills

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

Skill Swapping

At any point you would level up, you may refund a skill, unlearning it and gaining the skill points back to spend on something else. You get back all points spent into the skill: if bought any recharge mastery, or unorthodox for the skill, those points also are refunded.

1 point

Defense Mastery

Passive

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

Minion Mastery

Passive

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

Recharge Mastery

Passive

Reduce the recharge of one skill you know by 1.
The total Recharge cannot fall below 1

Unorthodox

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

Bard

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

1 Point

Challenger

Recharge 3 after effect ends

Raise an ally up to the greatest challenge you face.

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

Inspire

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

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

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

Cheap Shot

Weapon, Recharge 1

Nobody expects a musical instrument to the head.

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

Mimic Sound

With enough creativity, any sound can be replicated.

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

Improvise

Automatic Instant, Recharge 3

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

Your next roll counts as 2 Tiers higher but cannot crit

2 Points

Mulligan

Instant, Recharge 4

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

Re-roll a non-critical failed roll

Fast Moves

Instant, Recharge 3

Never keep an audience waiting.

On success, makes one action next turn Instant.

Con Artist

Passive

Acting is just professional lying.

On success, whatever you say, no one thinks you are trying to deceive them. Characters with evidence or knowledge contrary to your claim may disprove you.

Outlandish or ridiculous statements can be seen through.

This skill also applies to forgery of evidence and documents.

Terrify

Recharge 2

Scary stories are the oldest kind of stories.

8+ renders a group of targets helpless

3 Points

Chaos

Recharge 8 after effect ends

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

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

Heroism

Recharge 8

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

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

Bard Multiclasses

The following skills can be picked by anyone Multiclassing with a Bard as one of the two parent classes

Command

Charismatic leaders and charming scoundrels alike are often surrounded by unlikely compatriots

On success, takes sentient creature as a Minion

Grants one Minion slot

Word In Your Ear

The gift of the silver tongue can earn you friends even when they don't realize it.

Recharge 3

On success, control a single target for one turn. Cannot be used to force target to hurt or kill itself, but can render the target Helpless outside combat. Unless aware of your abilities, the target will not realize what has happened

Glorify

Few things ignite the hearts of the weary like fiery words of glory and hope

Instant, Recharge 4

Boost a single ally's next action to autocrit

Lucky 7

Lucky number seven never fails you, be it at cards, dice or the field of battle

Passive

Rolling a 7, disregarding any and all modifiers, counts as a natural crit.

once the duration ceases. Player characters can choose to roll a perception check to realize they have been mind controlled.

Cleric

Spellcaster. Clerics support their allies and crush the unworthy using the force of their spirit and a firm belief in causes greater than themselves. Though many Clerics draw their power from deity worship, an equal number are empowered by personal ideology. Often armed with blunt weapons like maces, staves or large holy icons.

1 Point

Heal

Spell, Ranged, Recharge 1

Healing magic helps regenerate tissue and ease pain.

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

Mend

Spell

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

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

Penitence

Spell, Recharge 2

Force the enemy to face their wrongdoings.

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

Inure

Spell, Ranged

Prevention is the best medicine.

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

Bolster

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

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

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

2 Points

Healing Bonds

Spell, Ranged, Recharge 3

A special healing spell for times of greater need.

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

Wrath

Spell, Ranged, Recharge 2

Blast away foes with a burst of divine fury.

Damage all nearby foes with a powerful blast, ensuring they cannot attack you on the next round; renders targets helpless on 9+ and can kill weak enemies on a crit.

Mind Reader

Spell

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

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

Slow

Spell, Ranged, Recharge 4 after effect ends

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

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

3 Points

Prayer of Healing

Spell, Ranged, Recharge 5

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

Fully heals the entire party, but renders the caster Helpless

Aura of Faith

Passive

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

Calculate counterattack damage as if you were two skill tiers higher

Cleric Multiclass

The following skills can be picked by anyone Multiclassing with a Cleric as one of the two parent classes

Healing Hammer

Mercy and fury are but two hands holding the same weapon

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

Charlatan

Those who know how to heal inevitably also know how to hurt. It is just a question of choice to do so.

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.

Knight

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

1 point

Slam

Recharge 1

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

Deals standard damage. Naturally Crits on 9+

Daring Defenses

Passive

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

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

Group Guard

Automatic, Recharge 4

Take one for the team, even if it hurts.

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

Martial Defender

Passive

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

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

Sentry

Passive

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

First action taken in combat is Automatic

2 points

Quake

Lifebind

For those with a deep enough connection to life, a more grievous wound is just easier to heal

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

Martyr

The loss of self can be the gain of others. This is but one reason martyrs are so well loved.

Recharge 4

Lift all helpless allies, you become helpless

Cautious Strike

Weapon, Recharge 2

Strike with caution, avoiding unnecessary risks.

Requires shield

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

Protect

Automatic Instant, Recharge 3 after effect ends

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

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

3 points

Guardian

Recharge 5 after effect ends

Stand proud and your allies will stand with you.

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

Cavalier

Passive

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

Pick three points of the following

1 Point

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

Weapon, Recharge 3
Shatter the earth along with your foes.
Deals damage to all nearby enemies.

Suppress

Weapon, Recharge 1 after letting go
Force a target down and keep them there.
Renders target helpless. After success, can keep taking automatic actions to keep the target pinned. If this action is not taken, the target gets up.

Knight Multiclass

The following skills can be picked by anyone Multiclassing with a Knight as one of the two parent classes

Bushido

The code of faraway lands guides you in battle
Passive
A critical failure in combat causes you to take four hits instead of instantly rendering you helpless.

Vanguard

Vanguards are expected to take the worst of it so their weaker allies don't have to.
Passive
You and all allies ignore first damage taken in combat, including critical failures. This does not negate non-damage effects.

Mage

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

1 point

Astral Projection

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

Magic Bolt

Spell, Ranged, Recharge 2
A volatile spell that hits harder than a sword blow, but can easily blow up in the caster's face.
Deals standard damage +1 one extra hit, but crit-fails on 2-. Benefits from Elementalist.

Homing Magic

- Animal Husbandry: May be picked multiple times. You gain an extra racial.

2 Points

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

Juggernaut

There are few things that can make you fall, even fewer that can keep you down
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.

Shield Wall

Recharge 4 after effect ends
Raises a ward that absorbs up to two failures or one critical failure

2 points

Energy Orb:

Spell, Ranged, Recharge 2
Gather a dangerous amount of energy into an orb and hurl it. Large magical explosions guaranteed.
Damage multiple enemies at range, but for each additional enemy, increase the crit fail range for this roll by +1. Benefits from Elementalist.

Hat Magic

You can pull off amazing tricks out of your hat.
Conjure anything small enough to fit through the hat out of it, regardless of length. Difficulty Tier depends on the item Pulling out a generic object (e.g.: bouquet of flowers) is equal to the caster, +2 tiers to pull out a specific object (e.g.: the key to this exact door), +4 tiers to pull out an object wider than the hat. Rolling too soon for the same object after failing will cause failure regardless of roll because the universe catches wise to your tricks. Enchanted items can't be pulled out.

Shining Beam

Spell, Recharge 2 after effect ends

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

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

Benefits from Elementalist

Elementalist

Passive

Infuse your spells with powers drawn from the elements.

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

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

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

Spell Resonance

Automatic Spell, Recharge 4

Experience is the greatest confidence booster.

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

Mage Multiclass

The following skills can be picked by anyone Multiclassing with a Mage as one of the two parent classes

Sight beyond sight

The greatest of seers can see even beyond reality by awakening their fourth eye

Spell, Recharge 3

You 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.

Failsafe

Spell, Automatic Instant, Recharge 2

Redirect a failed spell before it goes critical. Deals 1 damage to all enemies. Can only be cast when you fail to cast another spell, be it a normal or crit fail. Benefits from

Spell, Ranged, Recharge 3

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

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

Benefits from Elementalist.

Teleport

Spell, Recharge 2

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

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

3 Points

Haste

Spell, Recharge 4 after effect ends

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

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

Shoulder Familiar

Passive

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

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

Recharge applies as normal.

Illusion

Warp the world around you for fun and profit

Spell, Recharge 6 after 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.

Thaumaturge

Passive

+1 to all Spell rolls in combat. Outside combat, Spells become Automatic.

Elementalist.

Necromancer

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

1 point

Lifestream

Spell, Recharge 1

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

Deals standard damage. A critical hit drains all the life in an enemy, killing it instantly and leaving a corpse for raising or other use. You may use the sapped life to restore 1 hit to one of your minions or party members on any success.

Nightmare

Spell, Lasts up to 3 turns

Bring forth localized darkness that envelops everything nearby.

Things are harder to see in the dark, making it easier to hide, slip past enemies and do other things. Inside the darkness, inanimate objects and spooky shadows attack the targets, distracting (but not harming) them. Allies count as one tier higher for attempts to sneak unseen, and enemies deal 1 less damage on counterattacks.

Raise Dead

Spell, Ranged

Raise the dead to do your bidding

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

Commune

Spell

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

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

Control

Spell

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

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

2 points

Bloodborn

Spell, Recharge 2

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

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

Enfeeble

Spell, Recharge 1

Weakness is the first step towards death.

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

Transfix

Spell

Overpowers an opponent's mind with your gaze

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

Corpse Explosion

Spell, Ranged

Explodes a dead creature's corpse

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

3 points

Resurrect

Spell

Brings one of the dead back, good as new,

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

Abomination

Spell

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

You create an undead companion. You can fuse additional corpses to the Abomination; every time the corpse count doubles, it gains a new feature such as increased size, increased Skill Tier, or additional hits. You can have only one Abomination at a time. If your Abomination is

destroyed or defeated, you can resummon it with a successful roll. Unaffected by Pet Mastery.

Necromancer Multiclasses

The following skills can be picked by anyone Multiclassing with a Necromancer as one of the two parent classes

Spiritualism

Attuned to the spirits of all things around you, your powers extend beyond their usual limitations

Passive

Can use Raise Dead and Commune on natural elemental sources such as strong plants, large fires or bodies of water as well as the shadows of people and creatures. Minions raised this way can exhibit interesting elemental properties.

Deathmastery

Those who have made killing a second nature can often bind the bodies of their victims without need for rituals

Passive

Any enemy killed by you 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.

Despair

The end is coming, and you can make all before you see it. It is happening and there is nothing they can do.

Spell, Recharge 1

Reduces the target's Skill Tier by 1. Stacks with itself, but resets to nothing the moment you go Helpless. Nobody is particularly scared of someone helpless.

Dread Order

Lords of armies of the dead can impart considerable power upon their minions when it benefits them.

Recharge 4

On success, all of your minions may use one of your skills this turn, or make an additional attack

Paladin

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

1 point

Blast

Weapon, Recharge 1

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

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

Leap of Faith

Weapon, Recharge 3

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

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

Retaliate

Spell, Recharge 3 after effect triggers

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

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

Spellbreaker

Spell, Ranged, Recharge 2

Put an end to the powers of foul enemy sorcerers

Nullify a spell or magic effect

2 points

All Or Nothing

Recharge 1

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

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

Shatter

Weapon, Recharge 2

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

Fervor

Automatic Instant, Recharge 2 after effect ends

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

Next two actions autocrit, but you are helpless afterward.

Master of Arms

Passive

Many paladins master strange and exotic weapons.

Your weapon counts as two weapon types at once.

3 points

Heroic Fortitude

Automatic Instant, Spell, Recharge 7 after effect ends

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

Word of Power

Recharge 1

Words of power compel the innocent and guilty alike.

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

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

Stacked Odds

Passive

It takes the greatest of heroes to face any foe.

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

Paladin Multiclass

The following skills can be picked by anyone Multiclassing with a Paladin as one of the two parent classes

Blessed Arms

Empower the weapons of your allies to strike hard and strike true.

Automatic Instant, Spell, Recharge 4 after it ends

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.

Divine Champion

Call for a partner from above or beyond and fight as one
Once per combat

A servant of your divine patrons appears as a 5/5 minion one Skill Tier higher than you until combat ends. While it remains you and it both have a +2 bonus to recover from helplessness

Ascend

Ascend into a higher state of being by divine right

Spell, Recharge 3

Gain +2 Skill Tiers, +1 damage and increase crit fail range by 1. Stacks with itself, lasts until helpless. Starts on recharge.

Heroic Leadership

Heroes are inspiring leaders capable of pushing others to greatness through their own actions.

Passive

When you roll a crit, all of your allies (but not you) gain +1 to all rolls next turn. Autocrits apply.

Rogue

Thieves, assassins and dwellers of shadow, rogues prefer to remain hidden and strike when least expected.

They often prefer easy to hide weapons like dagger or knives, as well as throwing knives and hidden blades.

1 point

Disguise

Pretends to be someone else.

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

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 are reduced to Trivial for 1 turn. If successful, this doesn't break stealth.

Sleight of Hand

Recharge 1

Perform a minor trick with your hands.

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

Escape Artist

Automatic, Recharge 3

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

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

Stealth

Out of sight, out of mind.

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

Master Thief

Passive

A true career criminal.

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

Backstab

Weapon, Recharge 1

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

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

Rupture

Weapon, Recharge 1

Strike the vitals with deadly precision.

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

2 points

Blind

Recharge 1 after effect ends

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

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

3 points

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.

Vanish

Automatic Instant, Recharge 2

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

Treat as Stealth while out of combat. You become hidden as though you used Stealth and move behind a target.

When you use a second action, treat it as though using it while hidden.

Rogue Multiclass

The following skills can be picked by anyone Multiclassing with a Rogue as one of the two parent classes

Ruse

Merely pretending to be incompetent is a simple yet effective ruse, a perfect example of the trickster's arsenal.

Once per combat

Use this skill when you roll a critical failure, on success it is instead treated as a critical success

Master Strike

To a blademaster the greatest thrill of all is to go for those impossible strikes nobody expects - to gamble everything in one overconfident attack.

Instant, Recharge 3

Your next roll is a critical, success or fail.

Brotherhood

Lordblades, assassins, spooks, cleaners, whatever they are called in your homelands - they never work alone, and they never leave a mark alive.

Passive

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 Minion Mastery.

Shadow Slip

There are those whose skills at breaking and entering are so incredible, they border on dark magic.

Recharge 1

Attempt to slip through the cracks of reality, walking past loosely hinged doors, thin walls, windows and other lesser obstacles without harming them or yourself. Has no effect on barriers thicker than half a meter.

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

Earthen Strike

Spell, Recharge 1

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

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

Climate Control

Spell

Take control of the weather for your own needs.

Through your deep connection with nature, you can change

Shapeshift

Spell, recharge 4 after effect ends

Alter your body to take on a new form

Gain another racial until you go helpless.

Animal Mastery

Spell

Consort with beasts as if you were one of them.

You can talk to and understand animals, and wild animals obey your orders. For recharge 5 after effect ends, you can instead summon an animal minion up to 1 Skill Tier above

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

Natural Remedy

Ranged, Recharge 1

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

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

Return to Earth

Spell; Recharge 2

Bring things back to their natural state

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

Child of Gaia

Passive

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

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

2 points

Earthen Grasp

Spell, Ranged, Recharge 1

Summon vines, stones, or quicksand to trap an enemy

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

you that obeys your orders for 5 turns.

Animal Swarm

Spell, once per combat

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

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

3 points

Moment of Peace

Spell, Recharge 5

A thick fog descends over the battlefield.

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

Nature Elemental

Automatic, Recharge 5 after effect ends

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

The transformation effect lasts for the next 3 turns, and you may perform any action that you normally can. You can choose 1 of 3 forms whenever you transform:

- Decay: you burst into rot and fungus, multiplying your physical attack damage by 1.5 rounded up and gaining +1 to intimidation
- Earth: you harden like stone, gaining +2 hits and a +1 bonus to physical attacks
- Life: young buds and sprouts flow from you, passively healing an ally (but not yourself) for two hits or one wound each turn

Shaman Multiclass

The following skills can be picked by anyone Multiclassing with a Shaman as one of the two parent classes

Hex

The powers of a witch doctor's hexes should not be taken lightly, for they can bring great misfortune to your enemy... or you. Or the witch doctor.

Passive

+1 to all successful rolls, -1 to all failed rolls

Wild Hunt

Wildmen driven on their eternal hunt, a hunter will not stop once it tastes blood.

Passive

After rendering a foe helpless, your next action becomes Automatic. Rendering another foe helpless with this action does not grant a further automatic action.

Overgrowth

Through rituals of great mystery, Druids can grow almost anything almost anywhere.

You seem to have a talent for nurturing just the right plant for the job. On success, rapidly grow anything from edible fruit, to poisonous plants, to bioluminescent mushrooms, to climbable vines!

Voodoo Doll

Voodoo dolls, though crude, are incredibly effective tools in the right hands.

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

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

1 point

Hawkeye

Instant

A good eye is vital for trackers.

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

Survival

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

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

Custom Job

Passive

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

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

Marksman Shot

Weapon, Recharge 3

One shot is all I need.

Requires Ranged weapon. Autocrits.

Benefits from Trick Ammo

Trick Ammo

Instant Automatic

Recharge 1

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

Adds an additional effect to a skill that can benefit from it. This effect can be any of the following, but they all share the same recharge.

- Silence: On hit, the enemy cannot cast a spell next two turns
- Knockout: On hit, the enemy is unable to counterattack next turn, and is considered helpless, but does not lose a wound. He instantly and automatically gets up on the turn after that.
- Split: Hits 2 targets at once

2 points

Reflex Shot

Weapon, Recharge 1

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

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

Repeating Fire

Weapon, Recharge 1 after combo ends.

Pew pew pew pew pew pew pew PING

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

Trap

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

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

Nerves of Steel

Passive

A good hunter is always calm

Reduces all Recharges by 1, to a minimum of 1

3 points

Barrage

Ranged, Recharge 5

The missing gear between infantry and artillery.

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

Marked for Death

Recharge 4

Marks a target, revealing all its weak points.

All successful rolls against the target Autocrit for 2 turns. On crit fail, you mark yourself, and your next roll, if a fail, count as crit fail

Tracker Multiclass

The following skills can be picked by anyone Multiclassing with a Tracker as one of the two parent classes

Wardance

It takes great skill to combine hunting, ritualistic dance and accurate shots, but those who master it don't stop even when they mess up

Passive

Deals 1 hit of damage to your target enemy when taking counterattack hits.

Ricochet Storm

A good ranger carries an arrow for every enemy and a spare arrow for every survivor.

Weapon, Recharge 4

Keep making basic until you fail. Every success hits all nearby foes of equal or lower Skill Tier as your initial target. This entire process only takes one turn. All modifiers only apply to the initial hit.

Warrior

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

1 point

Great Crush

Weapon, Recharge 1

The bigger your weapon the harder it hits.

Requires Great Weapon

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

Sharpen

Once per combat

Prepare your weapon for battle.

Give one ally (or self) +1 to their weapon Quality for the duration of the battle

Dual Duel Dash

Weapon, Recharge 1

Dual wielding only works in stories. Like this one!

Requires Dual Weapons

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

Arsenal

Automatic, Instant

A wise warrior always carries several spares

Recharge 1

Switch your weapon to another type

Weapon Mastery

Passive

Make the most out of your weapons

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

Monster Hunter

The greatest of hunters eventually move on to hunting, and finally capturing alive the mightiest of prey.

Can trap one helpless, but still living, enemy inside. An enemy inside the Portable Cage cannot escape unless they are remarkably powerful. Enemies of a higher Skill Tier 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.

Superior Snare

Rudimentary traps are known to any tracker, but few specialize in more complex, unorthodox ones

Ranged, Recharge 3 once effect ends

On hit, the target's skill tier becomes Trivial until someone fails an attack against it.

Overkill

Passive

There is no kill like overkill.

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

Singular Precision

Weapon, recharge 2

A single weapon allows for greater control, permitting precise cuts along critical points

Deals standard damage, with one hit applied each turn as the target bleeds. This effect can be applied multiple times on the same target.

Battle Forged

Passive

Forged in battle, tempered in blood.

Can keep making basic attacks and using weapon skills until first failure after going Helpless, then fall Helpless normally

3 points

Masterwork

Passive

Whether heirloom, battle trophy, or custom build, this weapon is your best friend.

Your [Masterwork] weapon cannot permanently break or be separated from you.

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

- Another Tag (single, great, dual, ranged, shield) -

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

this can be taken multiple times

- -1 damage taken on counters
- +1 quality weapon
- When an enemy is critically struck with this weapon, they stay helpless for an extra round.
- This Weapon also counts as a catalyst, and can apply elemental effects to its basic attacks.

2 points

Parry

Instant, Weapon, recharge 1

Slap aside an enemy attack and retaliate hard

Your next attack against the target that last damaged you will Autocrit.

Rip and Tear

Passive

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

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

Warrior Multiclass

The following skills can be picked by anyone Multiclassing with a Warrior as one of the two parent classes

Duelist Strike

In a duel, the one who strikes first, wins.

Weapon, Recharge 1

Attack an increasingly specific point on the target, increasing crit limit as much as you wish, but crit fail limit an equal amount (ex. crits on a 8, crit fails on a 3)

Marauder

Marauders overwhelm their foes with brutal might, making the most of every possible advantage

Passive

+1 to all bonuses to rolls. If your unmodified skill tier is higher than the target, it counts as one higher still.

Berserk Bash

Berserkers are masters of losing themselves to the flow combat, finding a rhythm and revolving their blades to it

Weapon, Recharge 3

Autocrits. A critical hit by any other skill or attack refreshes this ability immediately.

Fireheart

With hearts set ablaze with the glory of battle, every success only helps the fire rise

Passive

Upon recovering from Helplessness, you gain +1 to all rolls until you roll a success

Credits

Created By

DM

Design

Sylt
Wf
Andelia
Nopony

Art

MSOB
Nappu
Maali

Layout

MSOB
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Special Thanks

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