**Expansion Pack - 7/19/13**

**Utility Talents**

**Companion** [Concept by Kajisora]

You have a companion that can aid and assist you in your travels. It may be a field mouse you feel a kinship with, a very supportive zombie minion that followed you home, or something else entirely. You companion has 5 points in each attribute, and 1 racial trait point (see [Genetic Engineering](https://docs.google.com/document/d/1OIHfLblakXp8Y6iDzA5lq33nLvd8dJxE_iswnTgvrQw/edit)). These abilities represent all the skills and powers at your companion's disposal - they can use these abilities in basically the same ways a player can. If your desired companion would be a more powerful entity than is represented by these skills and abilities, it’s either too awesome to qualify as a companion or won't use any abilities it has that can't be represented by the above features. You can speak to your companion even if it can’t normally talk to others. If your companion dies, you can resurrect it during an extended rest. [\*][\*][\*]

**Evolved Companion**

*Prerequisite*: Companion

Your companion gains 2 racial trait points. You can take this talent multiple times, expanding your possible companions to a selection of much more skilled and impressive creatures; such as wolves, hawks, hunter bats, ghostly spirits and more.

**Companion Telepathy**

*Prerequisite*: Companion

You and your companion can communicate telepathically, no matter how far apart you are. Furthermore, you always know the distance and direction to your companion.

**Items**

**Soldier’s Vest** - 500 Gold [Created by Xel Unknown and Ramsus]

Armor

You gain resist 1 while you have temporary hp.

**Soldier’s Armor** - 1500 Gold [Created by Xel Unknown and Ramsus]

Armor

You gain resist 2 while you have temporary hp.

**Mystic Sheath** - 2500 Gold

Trinket

Once per battle, you may use the following combat talent

**Call to Arms** - Free Utility [1/Battle]

Choose a Conjure Weapon talent you brought into battle with you. You may reduce the cost of that talent by 7 energy and use it immediately. This cannot reduce the cost to below 0.

**Combat Talents**

**Skype**

**Paladin**

[-7] **Shield of Valor** - Minor Utility [Inspired by Fury of the Tempest]

You conjure a Shield of Valor in your hands. You can dismiss the Shield of Valor as a free action. While you are wielding a Shield of Valor, you cannot use your normal combat talents. Instead you may use the combat talents below.

***Guardian’s Oath*** - Trait

You may use “Guardian’s Duty” without paying its energy cost if the ally targeted by the triggering attack is subjected to your “Guardian’s Oath.”

[+3] ***Guardian’s Vow* -** Standard Utility

Up to two target allies are subject to your “Guardian’s Oath” until the end of your next turn. You also gain 1d4 temporary hp.

[+2] ***Shield Bash*** - Standard Attack

Deal 1d6 damage to target creature, and it takes a -5 penalty to damage until the end of its next turn.

[+1] ***Stand Tall*** - Standard Utility

You take half damage until the end of your next turn, and target ally is subjected to your “Guardian’s Oath” until the end of your next turn.

[-2] ***Guardian’s Duty*** - Immediate Interrupt

Trigger – An ally is targeted by an attack.

Effect - The triggering attack hits you instead.

[-3] ***Under the Aegis*** - Immediate Interrupt

Trigger - Multiple allies would be hit by the same attack

Effect - The attack hits only you instead. The Shield of Valor vanishes.

**Necromancer**

[-2] **Take Life** - Standard Attack

Roll 1d12. Deal that much damage to target creature gain life equal to the roll result.

**Board**

**Paladin**

[-7] **Shield of Valor** - Minor Utility [Inspired by Fury of the Tempest]

You conjure a Shield of Valor in your hands. You can dismiss the Shield of Valor as a free action. While you are wielding a Shield of Valor, you cannot use your normal combat talents. Instead you may use the combat talents below.

***Guardian’s Oath*** - Trait

You may use “Guardian’s Duty” without paying its energy cost if the ally targeted by the triggering attack is subjected to your “Guardian’s Oath.”

[+3] ***Guardian’s Vow* -** Standard Utility

Range: Ranged 10

Up to two allies are subject to your “Guardian’s Oath” until the end of your next turn.

[+2] ***Shield Bash*** - Standard Attack

Range: Melee

Roll 1d8. Deal that much damage to target creature, and it takes a penalty to damage equal to the roll result until the end of your next turn.

[+2] ***Stand Tall*** - Standard Utility

Range: Ranged 10

You take half damage from creatures adjacent to you until the end of your next turn, and target ally is subjected to your “Guardian’s Oath” until the end of your next turn.

[-2] ***Guardian’s Duty*** - Immediate Interrupt

Trigger - An enemy targets an ally within 6 spaces of you with a melee or ranged attack

Effect - Move to a space that is between that ally and the triggering enemy, or adjacent to both. The attack targets you instead.

[-3] ***Under the Aegis*** - Immediate Interrupt

Trigger - Multiple allies would be hit by a burst attack.

Effect - Move up to 6 spaces toward the burst. Then, if you are in the burst, the attack now hits only you. The Shield of Valor vanishes.

**Necromancer**

[-2] **Take Life**- Standard Attack

Range: Ranged 7

Roll 1d12. Deal that much damage to target creature gain life equal to the roll result.