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INTRODUCTION

Choosing a class determines what abilities you'll be able to inherently learn upon character creation, and upon reaching Hero Level 2. (We say "Inherently", because you can use the 7th attribute TEC at any time to learn abilities outside your primary and subclasses.) Upon reaching Hero Level 3, you'll be able to inherently learn abilities from any class in the game.

The class system exists to help you quickly build a character with a direction in mind. It does not exist to box you into a certain play style. Just be aware that since a good amount of your abilities are learned early on, this decision does have some weight to it.

Your primary class and subclass also allow you to use their special **Force Breaks** at will, but only during your turn (unless otherwise noted.) You can only use 1 force break between long rests, and only after the 3rd round of any given combat. Since combat typically lasts 3 rounds, you'll likely only need to use them during the toughest of fights. There is a little more to this mechanic, explained in the *Advanced Rulebook*, pg. 16.

Finally, **classes offer you a form of identity**, so that if you tell someone you're a Hunter/Thief, a Guardian/Warrior, or a Druid/Geomancer, they have a general idea of what you're capable of. Enemies and NPCs might be able to know your primary class just by looking at you, while only those that are close to you would know your subclass. The labels *melee fighters, ranged fighters, mages, defenders, supports, and summoners* only exist to help organize classes. A Ninja or Low Priest could play like a defender, and an Astrologist or Druid could play as an offensive mage. Most mages have at least one Summon Spell, and many melee fighters have a few Ranged Skills and support-like abilities of their own.

LEARNING ABILITIES

Whenever you gain **+1 Primary Class Ability**, or **+1 Subclass Ability**, you may learn an ability from that class. You don't automatically know every ability from your classes, you must learn them individually. (The only exceptions are force breaks, you do automatically know them.) **You may learn abilities one of 3 ways:** By leveling up, increasing your TEC, or acquiring a trait or class feature that allows you to.

At Character Creation (Hero Level 1), you get to learn **+2 Primary Class Abilities** and **+1 Subclass Ability.** (Via Hero Level 1 Awards.)

ABILITY ARCHETYPES

Abilities are special skills your character can perform. Most characters rely on the use of their abilities, especially support and summoner type Heroes who can't always rely on strong attacks. They come in **4 different types**:

1. ALWAYS ACTIVE (AA)

Always Active abilities "**(AA)**" are passive or used at will, and **do not require an action of any type to use** (unless otherwise noted.) These can be used at any time and provide great options for roleplay outside of combat.

2. COMBAT ACTIVE (CA)

Combat Active abilities "**(CA)**" are passive or used at will, and **do not require an action of any type to use** (unless otherwise noted.) They do, however, require you to be in combat to be activated, due to limited resources or the *Adrenaline* required to perform it (such as *exhausting battery life, special ammos, chemicals, divine favors, stamina, epinephrine, demonic aid, etc.*) A Hero may request to use a combat active ability outside of combat at the cost of Vitality. The amount of Vitality required, if any, would be determined by the Game Master.

3. ACTIVATED (1-9)

Activated Abilities **take an action to use** and have CDC (*Cooldown Counter*) costs associated with them, from **(1)** to **(9)**. When you use an Activated Ability, you put CDCs on it equal to its CDC cost (if an ability has a CDC cost of **(3)**, you will put 3 CDCs on the filled-out ability card.) Whenever you cooldown, you will remove 1 CDC from this ability. When all CDCs are removed from the ability, you will be able to use it again. Outside of combat, each CDC equals 10 seconds of time you must wait before you can use it again. Many factors, such as equipment bonuses, may influence the amount of CDCs required to use an Activated Ability. (Because of this, some abilities may cost 0 CDCs to use. These abilities still take an action to use, but are immediately available for reuse thereafter.) Mana potions and the "Cooldown" action can help you use high CDC cost Activated Abilities multiple times per combat.

4. ENEMY

Enemy abilities can only be used by enemies, or Azure Battlemages. These abilities don't have CDC costs, but still **take an action to use.** Each enemy ability can only be used **once per round.**



ABILITY TYPES

Ability types specify what you need to have equipped to use certain abilities. Abilities are split into 5 types: *Basic Skills*, *Spells*, *Song Skills*, *Ranged Skills*, and *Melee Skills*. Anyone has the potential to learn any ability of any type. Furthermore, some of these abilities may have sub types, such as Offensive Spells and Support Spells.

BASIC SKILLS

Basic skill abilities are labeled as “Battle” or “Mechanical” skills. There are **no requirements** to using basic skills.

SPELLS

Spells can be broken down into *support spells*, *offensive spells*, and *summoning spells*. There are **no requirements**, but you should read about **Concentration** checks, pg. 15, *Basic Rulebook*.

SONG SKILLS

Song skills are like basic skills, except you can only use them if you have an **instrument weapon equipped** (for example, *Bladed Guitar* or *War Trumpet*), or a trait that allows you to use them otherwise.

RANGED / MELEE (EQUIPMENT) SKILLS

Equipment skills are restricted, but simple. If anything is labeled a *MELEE SKILL*, you must have a melee weapon equipped to use it. If something is labeled a *RANGED SKILL*, you must have a ranged weapon equipped to use it. A section labeled *RANGED SKILLS: BOW, CROSSBOW* means that they are ranged skills, that require you to have a bow or crossbow weapon equipped to use. If a section is labeled *MELEE SKILLS: SHIELD*, then you must have a shield equipped to use those abilities. If something is called a *MELEE SKILLS: 2H WEAPONS*, you must have a 2H melee weapon of any type equipped to use it. The more complex skills may be called *MELEE / RANGED SKILLS: DUAL 1H WEAPONS*, meaning that you must have any two 1H weapons equipped to use them, be they melee, ranged, or one of each. Either will work. *MELEE / RANGED SKILLS: 1H DIFFERENT WEAPON* would mean that you must have two different 1H weapon types equipped (such as an *1H Axe* and a *1H Pistol*, or a *1H Sword* and *1H Mace*.)

You must have the appropriate equipment equipped to use these abilities. AND keep them equipped to retain their bonuses. For example, you can't use the Berserker's melee ability “*Masochism*” to gain extra DMG on your next attack, and then switch

to a ranged weapon to use that bonus. If you do, your bonus will be lost, because you no longer have the required equipment equipped.

UNDERSTANDING ABILITIES

If an ability says **within your range**, it's implying within your currently equipped weapon's range.

If an ability **doesn't specify a range**, then you can target anything within your line of sight. Average, unobstructed line of sight (*for abilities*) is **20 spaces**.

Spell Abilities automatically hit, unless otherwise noted (see *Concentration*, *Basic Rulebook*, pg. 15) Abilities that say 2x2, 3x3, etc. are referring to spaces.

At will means at instant speed and at no action cost to the user. (**AA**) And (**CA**) abilities are almost always meant to be used at will. Some might even reiterate that fact for clarification. Otherwise, it will clearly state if it takes an action or quick action to use.

Abilities that affect a “**Hero**” *cannot* target minions. However, they may be used on other humanoid allies (*like NPCs*.)

Abilities that affect a “**Creature**” *can* target minions, as it implies it can affect any creature.

Scaling is important! If an ability deals Burning (INT/3), and you only have 1 INT, it will deal Burning 0. If an ability has Splash (AGI/5), and you have 3 AGI, it will have Splash 0 (*no Splash at all*.)

If you're unsure about how an ability works, check the *Advanced Ability Rulings* section on pg. 37.

You will want to write down your abilities on either Ability Cards, scratch paper, or even notecards, so you can easily keep track of them.

*ADVANCED CLASSES

Some classes make heavy use of advanced mechanics, found only, or mostly, in the *Advanced Rulebook*. Only classes that significantly make use of advanced mechanics are marked with an asterisk. **These classes are not restricted in any way**, it's just to show newer players that some classes are more complex than others. The most common advanced mechanics include: **Summoning**, **Class Features**, & **Combat Terrain**.



MELEE FIGHTERS

BERSERKER

Berserkers are reckless DMG dealers. With violent fighting traditions, these fighters revel in the glory of spilling blood with weapons; Even if it's their own. CON is vital to them, as HP and Vitality can fuel their abilities. Some of their best skills either drain HP, drain Vitality, or increase their vulnerability. They're not afraid to cut and hit themselves with their own weapons for adrenaline. These sacrifices allow Berserkers to boast some of the best melee abilities.

FORCE BREAK

Rampage Attack an adjacent enemy. This attack gains 5xHL DMG, and if it hits an enemy, you may do this again (*up to 3 attacks total.*) The maximum accuracy on *Rampage* attacks is 4/5/6, and cannot be rerolled by any means.

STARTING ITEMS

Carving Knife, Tomahawk x 6, Rations x 12

BERSERKER ABILITIES

MELEE SKILLS

Anger (CA) When an enemy deals a critical hit to you, your next attack, for 1 round, gains +10 DMG. This effect can stack multiple times.

Blood Sport (CA) Your second attack each turn gains +10 DMG, if your first attack hit.

Heart of Battle (CA) If you're adjacent to 2 or more enemies, weapons you have equipped with a normal accuracy of 4/5/6 now have an accuracy of 2/3/4/5/6.

Masochism (CA) Once per round, you may lose up to 5xHL Vitality. If you do, for 1 round, your next attack (*that hits/deals DMG*) will gain that much extra DMG.

True Endurance (CA) Once per combat, as an action, you may recover 20xHL Vitality and gain 20xHL HP. At the end of combat, you lose 20xHL Vitality and 20xHL HP, to a minimum of 1 each.

Unhealthy Healing (1) You may lose up to 50 Vitality to gain double that in HP.

Burning Rage (3) You may remove any amount of status effect or wound stacks from yourself. For each

stack removed, you lose 2 HP. Then, you may attack an adjacent enemy. This attack gains +10 DMG.

All Out (4) Attack an adjacent enemy. This attack gains +10 DMG and is a critical hit. For 1 round, enemy attacks cannot miss you.

BATTLE SKILLS

Undying (CA) Whenever you're defeated, roll (1+CON/3)D6. If any die in this roll is a 6, you are reduced to 1 HP instead.

Berserker's Adrenaline (CA) When combat starts, recover 20 Vitality. If you're surprised, double this amount. If you're ambushed, triple this amount. (*The GM may determine when this ability triggers.*)

Desperation (CA) Once per long rest as an action, you may double your max HP and heal to full HP. You cannot heal or gain any more HP for the rest of this combat. After combat, your max HP returns to normal. (*You must have at least 3 STR and 3 CON to use this ability.*)

Battle Roar (5) For 1 round, all attacks made against you gain Lethal. All adjacent enemies are dealt this effect as well.

MONK

With the power of fists, Staves, and discipline, Monks can inflict a variety of effects. They can heal, deal both DMG and SP-DMG, and can even inflict status effects. Monks use CON for both healing and survival, making it a primary stat for supportive Heroes. STR helps monks deal DMG, WILL helps Monks deal SP-DMG, and AGI helps monks with their overall swiftness. Because of this, Monks can be built in many ways, and can fit in just about any party. They make a perfect primary class, but because their abilities focus on fighting barehanded or using a Stave weapon type in melee, Monks don't make a very good subclass.

FORCE BREAK

Overwhelming Chi Your next attack this combat gains +CON, STR, WILL, and AGI Elemental Damage of your choice. This attack cannot miss.

STARTING ITEMS

Prayer Book, Bandage x 2, Massage Kit x 2



MONK ABILITIES

BATTLE SKILLS

Fist Fighting (AA) Your barehanded attacks have an accuracy of 3/4/5/6, have Lethal and deal 2D6 DMG. At 6 STR, this amount changes to 4D6 DMG instead.

Stave Fighting (AA) When you use a Stave weapon type, they have Lethal, and at will, may lose their range and ranged weapon type to become blunt melee weapons. If you do so, they will deal DMG instead of SP-DMG. *(Since you can do this at will, you can fluidly switch between melee and ranged, making Staves extremely versatile weapons in your hands.)*

Custom Chi (AA) Whenever you attack barehanded or with a Stave weapon, your attack gains any 2 status effects of your choice. They may both be the same, or both different. *(Burning and Frost, or Stun 2, etc.)* This effect also applies when you deal SP-DMG with the *Battle Meditation, Chi Blast, or Chi Charge Abilities.*

Battle Meditation (CA) Once per combat, you may perform 1 battle meditation at will *(and only 1.)* They cannot be used if you have any amount of head wounds. The 3 meditation options are listed below:

1. Earth - Heal target Hero within 2 spaces for (1+CON/3)D6 HP.
2. Water - Cure 1 status effect or wound from yourself.
3. Air - Deal (1+WILL/3)D6 SP-DMG to target enemy within 2 spaces.

MELEE SKILLS: BAREHANDED, 1H/2H STAVE

Pummel (CA) Once per combat as an action, you may attack an adjacent enemy up to 3 times. These attacks gain a -1 accuracy penalty.

Piercing Blow (CA) Once per combat as an action, you may attack an adjacent enemy. This attack ignores Armor and SP-Armor.

Positive Energy Transfer (2) Attack an adjacent enemy. Then, heal any Hero adjacent to that enemy for 1D6 HP.

Chi Blast (4) Deal (1+WILL/3)D6 SP-DMG to target enemy within 4 spaces.

Chi Charge (4) Move up to your speed and attack an adjacent enemy. Then *(after)*, deal (1+WILL/3)D6 SP-DMG to any adjacent enemy.

Lethal Sustenance (4) Attack an adjacent enemy. This attack gains Lethal. Then, heal all Heroes within (1+CON/3) spaces for 1D6 HP.

Whirlwind (4) Attack all adjacent enemies with 1 attack. This attack is unaffected by Blind penalties.

Negative Energy Transfer (6) Cure yourself of all status effects, then attack an adjacent enemy. If this attack is a critical hit, the attack also gains all the stacks of status effects you just cured from yourself.

NIGHT LASHER

Masters of control in both the night and the after hours, Night Lashers excel at disabling their victims with the use of Whips and Axes. Night Lashers focus heavily on wounding enemies, and then punishing them for it. While their skills can be used with both Axes and the Night Lasher's Whip, you don't have to have an axe weapon equipped to use them. If you don't, you simply use the Night Lasher's whip instead *(a weapon that benefits from Stealth.)* Night Lashers are a perfect subclass for those looking to augment their alternate fighting style.

FORCE BREAK

Asphyxiate Deal STR+AGI head wounds to an adjacent enemy (to a max of 10 head wounds.)

STARTING ITEMS

Massage Kit x 2, Binding Kit x 3

CLASS FEATURES

Night Lasher's Whip The Night Lasher's Whip is a spontaneously conjured weapon, summoned from pure, dark energy. Upon learning your first Night Lasher ability, you gain the following benefit: Whenever you attack an enemy, you may choose to attack with the Night Lasher's whip weapon instead, ignoring what you have equipped in your hand slots. The Night Lasher's whip is a 1H melee whip weapon, that has a range of 2, an accuracy of 3/4/5/6, and deals 2D6 DMG. While you're Stealth, this weapon also gains Blind 3 and ignores Armor. *(As noted on the following page, you can use Night Lasher abilities with this weapon.)*



NIGHT LASHER ABILITIES

MELEE SKILLS: 1H/2H AXE, NIGHT LASHER'S WHIP

Sick Pleasure (AA) Whenever you deal a wound to an enemy, you gain +1 HP (for each stack dealt), and your Night Lasher's Whip gains +1D6 DMG.

Edgeplay (CA) Whenever you attack with at least 1 Axe weapon, you may roll 2 accuracy D6, and choose the better of the two.

Cuffs (CA) Once per combat, you may have one attack gain +5 upper body wounds.

Gag (CA) Once per combat, you may have one attack gain +5 head wounds.

Lights Out (CA) Once per round as an action, you may attack an enemy within your range. This attack gains Lethal and Blind 3. If this attack is a critical hit, you may gain Stealth.

Shackles (CA) Once per combat, you may have one attack gain +5 lower body wounds.

Bury (3) Attack an enemy within your range. This attack gains Slow for each lower body wound that your target has.

Cold Shoulder (3) Attack an enemy within your range. This attack gains Frost for each upper body wound that your target has.

Ecstasy (3) Attack an enemy within your range. This attack gains +3 stacks of each head wounds, upper body wounds, and lower body wounds.

Execute (3) Attack an enemy within your range. This attack gains an additional +2 DMG for each head wound that your target has.

Climax (4) Attack an enemy within your range. This attack cannot miss and gains an additional +1 DMG for each wound that your target has.

Dominate (4) Test STR vs an adjacent enemy's STR three times. If you win the first test, deal 5 head wounds to that enemy. If you win the second test, deal 5 upper body wounds to that enemy. Finally, if you win the third test, deal 5 lower body wounds to that enemy.

NINJA

Ninjas are shadowy warriors, that heavily rely on ninjutsu and Stealth. As a mysterious class, few are found in plain sight. Ninjas believe in efficiency, and most try not to even give their enemies a chance to suffer. Other Ninjas believe that evasion is key, distracting enemies with their dodging skills while their allies do the dirty work. They work great as high DMG assassins, or highly evasive combatants. Ninjas are deadly when equipped with Dagger weapons.

FORCE BREAK

Disappear Gain Stealth, and no matter what actions you take, you remain Stealth for 1 round.

STARTING ITEMS

Grappling Hook x 6, Throwing Knife x 12

NINJA ABILITIES

BATTLE SKILLS

Evasion (AA) Whenever a trap or enemy ability causes you to test an attribute, you may roll 1 evasion D6 first. On a 6, you automatically pass the test.

Improved Evasion (AA) Your evasion D6 now automatically passes tests on a 5/6.

Dodge (AA) Whenever you're attacked, after accuracy is rolled, you may roll 1 dodge D6. On a 6, you negate the attack.

Improved Dodge (AA) Your dodge D6 now negates attacks on a 5/6.

Hide in the Shadows (CA) At the beginning of your turn, you may roll 3 hiding D6. If you roll a 6 on any of them, you gain Stealth.

Never Saw You (CA) As soon as combat starts, you may gain Stealth.

Shadow Ninjas (CA) Once per combat, as an action, you may have the next 3 attacks against you be negated. This effect lasts 1 round.

Sudden Disappearance (CA) Once per combat, you may gain Stealth (at will. Cannot be used until after the 1st round of combat.)

Blink (3) Gain Stealth, Airborne, and move up to 4 spaces. Then lose Airborne.

Smoke Bomb (5) Gain Stealth, and deal 1D6 stacks of Blind to all adjacent enemies.



Sudden Blur (7) Gain Stealth and attack an adjacent enemy. Then, gain Stealth, move up to your Speed, and attack an adjacent enemy.

Ninja's Mark (9) Target an enemy. Until end of combat, whenever you're Stealth, attack, and hit that target, your attack becomes a critical hit.

SAMURAI

Samurai are well rounded fighters, that swear by the Sword, Spear, Bow, and Gun. Their history of combat and warfare techniques have been passed down among generations, making this class a very traditional class. Living by a code of honor, they vow to make every attack count. Most of their abilities have a secondary effect, just in case they miss the initial attack. In addition, you may *purposely* miss any attack, even if it cannot miss (*to trigger the Bushido effect class feature.*) Because of this, they make a great primary class or subclass for any Hero that plans on using Swords, Polearms, Guns, or Bows. (*It's recommended that you flavor your Sword/Bow as a Katana/Yumi. See Flavor, Advanced Rulebook pg. 16*)

FORCE BREAK

Oni Eye For 2 rounds, your attacks (*within your weapon's normal range*) cannot miss.

STARTING ITEMS

Torch x 2, Burning Arrow x 5, Caltrops x 12

CLASS FEATURES

Bushido This is an effect that is triggered if you miss an attack using a Samurai ability. It's like a backup plan. Abilities with *Bushido* have their own unique bushido bonus effect. The bushido triggered effect doesn't cost an action but can only be triggered up to 2 times per round. (*Switching weapons does not cause you to lose bonuses provided by bushido.*)

SAMURAI ABILITIES

BATTLE SKILLS

Well Equipped (AA) You may equip and unequip Sword, Polearm, Gun, and Bow type weapons (*from your utility belt*) at will. (*Limit three times per round.*)

Third Eye (CA) Once per combat, you may negate any ability that targets you and up to 2 other targets (*you negate the ability from affecting them as well.*)

Warding Circle (CA) Twice per combat, you may allow yourself or any adjacent Hero to once reroll any 1 Attribute Test. Your target may choose to either keep the original or new roll.

MELEE SKILLS: SWORD, SPEAR

Blinding Strike (3) Attack an adjacent enemy. This attack gains Blind (1+STR/2). *Bushido*: Deal Blind (1+STR/2) to target enemy within 3 spaces.

Equilibrium Strike (3) Attack an enemy within your range. This attack gains Blind (1+AGI/3) and Stun (1+AGI/3). *Bushido*: Cure any 1 status effect or wound from target creature within 3 spaces.

Gain Advantage (3) Attack an enemy within your range. This attack gains +10 DMG. *Bushido*: For 1 round, you and up to 1 other creature within 3 spaces cannot miss your next attacks.

Gain Lethality (3) Attack an enemy within your range. This attack gains Lethal 2. *Bushido*: For 1 round, you and up to 1 other creature within 3 spaces may gain Lethal on your next attacks.

Custom Double Attack (6) Attack an enemy within your range twice. Each attack gains any status effect 2. *Bushido*: For 1 round, your next ranged attack gains Repeat. (*This ability can trigger bushido up to two times.*)

RANGED SKILLS: BOW, GUN

Energy Shot (4) Attack an enemy within your range. This attack gains +10 DMG. *Bushido*: Target Hero gains +1 Action Point.

Flame Shot (4) Attack an enemy within your range. This attack gains 1D6 stacks of Burning. *Bushido*: For 1 round, target Hero's next melee attack gains 1D6 stacks of Burning.

Oni Slayer's Shot (4) Attack an enemy within your range. You may roll 3 accuracy D6 on this attack and choose the best one. (*You may roll 6 accuracy D6 if the enemy takes up more than 1 space.*) *Bushido*: For 1 round, your next attack gains +10 DMG, or +20 DMG if the enemy takes up more than 1 space.

Shadow Shot (4) Gain Stealth, and then attack an enemy within your range. This attack gains 1D6 stacks of Blind. *Bushido*: Target Hero within 6 spaces gains Stealth.



SOLDIER

Soldiers are well prepared for almost any combat situation. These brave Soldiers know how to make use of the training and resources they've been provided. While not always crafty, Soldiers typically carry a wide array of tools and supplies with them. Usually mercenaries, most can be found implementing their supplied devices on the battlefield. Offering multiple Equipment and Battle Abilities, Soldiers make a very well-rounded combat class, that specialize in the use of multiple weapons. They make a perfect primary or subclass for just about any Hero.

FORCE BREAK

Valor You gain HL valor tokens that expire after combat. Once per round, at will, 1 valor token may be used to have one of your attacks critically hit, to gain +1 movement action, or to cure 1 status effect or wound on yourself.

STARTING ITEMS

Flask, Parachute, Crovel, Torch, Rations x 6

SOLDIER ABILITIES

BATTLE SKILLS

Always-At-Arms (AA) You may equip and unequip any weapons (*from your utility belt*) at will. (*During your turn only. Limit twice per turn.*)

Basic Training (AA) Repeater weapons have an accuracy of 4/5/6 for you, and your Shotgun weapons gain +2 Range. Great Sword and Maul weapons gain +1D6 DMG for you. Mace and Crossbow weapons have an accuracy of 3/4/5/6 for you as well.

Expose Weakness (CA) When you critically hit an enemy, you may have them become vulnerable to either DMG or SP-DMG for 1 round. Once the enemy has lost HP, this effect will end. (*Vulnerability triggers after the attack. Limit once per enemy.*)

Proper Timing (CA) When an Ability has you attack a single enemy once, it may either ignore Armor, or become a critical hit. (*Limit once per combat.*)

Special Training (CA) Once per round, as a quick action, you may attack with a 2H ranged weapon in your utility belt, as though it were equipped. This attack gains a -1 accuracy penalty.

Quick Shivs (CA) Once per round, you may have target adjacent enemy lose 5 HP.

Tripping Maneuver (3) Test AGI vs target adjacent enemy's AGI. If you win, all other creatures adjacent to the target may make an attack of opportunity against it. (*Does not work against creatures that take up more than 1 space.*)

Personal Meds (9) Gain 25xHL HP.

BATTLE / MECHANICAL SKILLS

Chainsaw Attachment (AA) You may have one attack each turn, that targets one adjacent enemy, gain either +1D6 DMG or +2 wounds.

Biotic Regulator (CA) Twice per combat, you may either negate the effect of any HP healing or gain on any 1 creature within 3 spaces, or double it.

Custom Grenade (CA) Once per combat, as a quick action, you may deal 1D6 stacks of any status effect with Splash to target enemy within 3 spaces.

Custom Torpedo (7) Deal 2D6 SP-DMG to target enemy within 5 spaces. Then, deal 1D6 stacks of any status effect with Splash to that same enemy.

TEMPEST

Tempests practice air magic, and prefer dual wielding weapons over anything else. Augmented with the speed and power of wind, they become deadly tornados on the battlefield. Tempests can also benefit from using two different 1H weapons, such as a Sword and an Axe, or a Dagger and a Pistol (*Having two different 1H weapon types equipped is required for "Dual 1H Different Weapons" skills.*) Tempests have great abilities for Heroes that prefer to fight with 2 weapons.

FORCE BREAK

Windcutter For 1 round, your ranged and melee attacks gain +6 range.

STARTING ITEMS

Whetstone x 2, Air Horn x 5, Wind Charm x 5



TEMPEST ABILITIES

MELEE / RANGED SKILLS: DUAL 1H WEAPONS

Flurry (CA) Once per combat, at will, you may attack an enemy within your range.

Parry Stance (CA) When you're attacked and hit, you may roll 1 parry D6. On a 4/5/6, you negate the attack. *(Limit one success per round.)*

Wind Mirror (CA) Once per combat, whenever an adjacent monster or pawn attacks you and hits, you may have them hit themselves instead.

Press On (1) Attack an enemy within your range. If this attack hits, you gain the ability to attack that enemy as a quick action *(until the end of combat.)*

MELEE SKILLS: DUAL 1H DAGGERS

Ambushing Stance (AA) While you have Stealth, your attacks gain Lethal.

Cutting Spree (CA) After you've attacked and hit an enemy, put 2 CDCs on this ability. Your attacks gain +1 wound for each CDC on this ability. *(To a max of +4 wounds.)*

Double Backstab (4) Gain Stealth and then attack target enemy that is adjacent to both you and another allied creature. This attack cannot miss and gains +2D6 Stealth DMG.

RANGED SKILLS: DUAL 1H PISTOLS

Bullet Storm (AA) Once per combat as an action, you may attack up to 2D6 enemies within 3 spaces, with 1 attack. This attack cannot miss or critically hit.

Unloading Stance (CA) Once per round, at will, you may attack an enemy within your range. This attack suffers a -1 accuracy penalty. *(Limit twice per combat.)*

MELEE / RANGED SKILLS: DUAL 1H DIFFERENT WEAPONS

Unorthodox Brutality (AA) Your attacks that deal DMG gain +1D6 DMG.

Unorthodox Finesse (AA) Always use the best accuracy between your two weapons when dual wielding. Your attacks also gain +2 wounds.

Unorthodox Flair (CA) Your attacks gain Lethal. Also, your critical hits may deal 2 stacks of any status effect of your choice.

WARRIOR

Warriors are straight forward attackers, and they're the most common class for those that like to be melee bruisers. With some of the easiest to use abilities in the game, Warriors focus primarily on melee weapon skills. Some abilities are just passive perks that may benefit or modify their attacks. Warriors have a nice mix of mobility, utility, and DMG. They can be ruthless aggressors, or versatile fighters.

FORCE BREAK

Mighty Strikes For 1 round, all your attacks that hit are considered critical hits.

STARTING ITEMS

Rations x 10, Torch x 10, Whetstone x 10

WARRIOR ABILITIES

BATTLE / MELEE SKILLS

Brutal Attacks (AA) Your attacks gain +2 wounds.

Weapon Expert (AA) Mace, Maul, Spear, Hand Axe, and Great Axe weapons have an accuracy of 3/4/5/6 for you.

Accurate Attacks (CA) Twice per combat, when you attack an adjacent enemy, you may give the attack an accuracy of 2/3/4/5/6.

Battle Guard (CA) Twice per combat, you may negate any *non-boss* attack that targets you.

Battle Presence (CA) Twice per combat, you may deal either Taunt or Repel to an adjacent enemy.

Defensive Stance (CA) Twice per combat, when an attack or ability causes you to lose HP, you may lose half that amount instead.

Push & Shove (CA) Twice per combat, as a quick action, you may test STR vs adjacent enemy's STR. If you win, you may make an attack of opportunity against them.

Charge Attack (1) Move up to your Speed and attack an adjacent enemy. This attack gains Lethal. You cannot use this ability if you're currently adjacent to an enemy.

Flex (1) Test STR vs target enemy's WILL within 2 spaces. If you win, you may either deal Taunt or Repel to that enemy.



Taunt (1) Test CHA, STR, or WILL against target enemy's WILL within 4 spaces. If you win, deal Taunt to that enemy.

MELEE SKILLS: 2H WEAPONS

Cleave Attack (1) Attack 2 adjacent target enemies with 1 attack.

Power Attack (1) Attack an adjacent enemy. This attack gains +10 DMG.

WEREBEAST

Werebeasts are strange, yet healthy creatures. They can develop all sorts of bizarre mutations, such as an extra pair of legs, wings, or even don a coat of toxic fur. Every Werebeast skill even gives an attribute point, meaning they will grow faster than the normal Hero. Werebeasts are a mostly modular class, that sacrifice the ability to wear certain equipment for innate flexibility.

FORCE BREAK

Beast Mode For 1 round, you cannot be reduced below 1 HP, and your attacks gain Lethal.

STARTING ITEMS

Teddy Bear, Birdfeed x 8, Rations x 12

CLASS FEATURES

Werebeast Affliction Once you learn your first **Werebeast Ability**, you are cursed with the Werebeast affliction. This means you *cannot ever* wear equipment in your Helmet, Gloves, or Boots slots. On the upside, your barehanded attacks gain +2D6 DMG, and you also gain +1 CON. (You may still equip weapons and Shields.)

WEREBEAST ABILITIES

BATTLE SKILLS

Chameleon Skin (AA) You gain +1 CON. Once per round, as an action, you may gain Stealth.

Charge Horns (AA) You gain +1 STR. Once per round, as an action, you may move up to your Speed and attack an adjacent enemy. This attack gains +10

DMG. You cannot use this ability if you're currently adjacent to an enemy.

Custom Breath (AA) When you learn this ability, choose a status effect. This is a one-time permanent decision. You gain +1 WILL, and once per round, as an action, you may deal 1D6 stacks of the chosen status effect to up to 2 adjacent enemies.

Custom Claws (AA) When you learn this ability, choose a status effect. This is a one-time permanent decision. You gain +1 WILL, and your attacks that target adjacent enemies gain that status effect 2. (This ability applies whether you're barehanded or not.)

Extra Legs (AA) You gain +1 AGI. Movement actions only cost you a quick action.

Hyper Reflexes (AA) You gain +1 AGI, +6 Initiative, and +1 Attack of Opportunity.

Piercing Razor Tail (AA) You gain +1 AGI, and your attacks that target 1 adjacent enemy gain +2 wounds. Once per round, you may deal AGI Trauma Damage to an adjacent enemy.

Protective Shell (AA) You gain +1 CON. Once per combat, you may double your Armor and SP-Armor for 1 round.

Runic Tattoos (AA) You gain +1 WILL, and once per combat, you may deal 2D6 SP-DMG to all adjacent enemies and heal yourself for 2D6 HP.

Toxic Fur (AA) You gain +1 CON, and adjacent attackers that hit you are dealt Dissolve and Poison. If you have at least 6 CON, they're dealt Dissolve 2 and Poison 2 instead. If you have at least 12 CON, they're dealt Dissolve 3 and Poison 3 instead.

Venom Glands (AA) You gain +1 STR, and your attacks that target adjacent enemies gain Poison 2. Once per long rest, as an action, you may deal 2D6 stacks of Poison to target adjacent enemy.

Wings (AA) You gain +1 STR. Once per round as an action, you may deal Knockback (1+STR/2) to target adjacent enemy. In addition, at will, during your turn only, you may gain Airborne until the end of your turn. (You cannot fly long distances with these wings, only hop and glide for a moment. Conveniently, these wings may emulate a parachute at any given time.)



DEFENDERS

GUARDIAN

Shields, Shields, and more Shields. Guardians protect their allies with Shields and through intense training, may even use Shields as weapons. They're potentially able to equip up to 3 Shields at any given time. Guardians specialize in surviving almost any endeavor and with the right skills, they can dish out some decent DMG as well. Only those who absolutely love Shields should the path of the Guardian.

FORCE BREAK

Aegis For 1 round, all Heroes gain +10 Armor and +10 SP-Armor.

STARTING ITEMS

Blessed Water x 1, Shield Amulet x 2

GUARDIAN ABILITIES

MELEE SKILLS: SHIELD

Shield Blocking (AA) Whenever you're attacked and hit, roll 1D6. On a 6, you negate the attack.

Improved Shield Blocking (AA) Your "Shield Blocking" skill now negates attacks on a 5/6.

Shield Master (AA) Your "Shield Blocking" skill now rolls 2D6 instead of just 1D6.

Shield Fighting (AA) Shields you have equipped may gain the melee weapon type *blunt*, have 4/5/6 accuracy, and deal 1D6 DMG. In addition, you may equip a Shield in each hand.

Dual Shield Combatant (AA) If you have at least 2 Shields equipped and the "Shield Fighting" skill, your Shields gain an accuracy of 3/4/5/6. At HL 3, your Shields gain an additional +1D6 DMG each.

Telekinetic Shield (AA) Target other Hero within 10 spaces may equip a Shield as a free equipment slot. They cannot have another Shield equipped. (*This Shield unequips from target Hero if you're defeated, and re-equips if you're revived.*)

Turtle Mode (AA) You may equip up to one 1H Shield as an accessory, but it takes 2 accessory slots. You cannot equip or unequip a Shield in your accessory slots during combat and must do so before hand. If you have the "Shield Fighting" skill, this counts as an equipped weapon. (*This is how you can equip and fight*

with 3 Shields.) When 3 Shields are equipped, both your total Speed and Initiative stats are halved.

Bodyguard (CA) Once per round, you may have any attack or ability that targets an adjacent Hero, target you instead. (*Enemy attacks and abilities that target multiple targets are immune to Bodyguard, if you're one of the targets already.*)

Defender (CA) Twice per combat, you may negate any *non-boss* attack that targets either you, or an adjacent creature.

Deflector (CA) Up to three times per combat, you may negate any *pawn* attack that targets either you or an adjacent creature.

Radiating Immunity (CA) Once per combat, for 1 round, you and all Heroes may become immune to one status effect of your choice.

Telekinetic Shield Slam (4) Deal 1D6 stacks of Knockback to all enemies adjacent to the recipient of your "Telekinetic Shield" skill.

JUSTICAR

Justicars are men and women of the law, that specialize in enemy control. Using innate forms of law magic, those that try to break their commands are dealt serious Almighty Damage. Any creature that is targeted by this magic has an unnatural fear and understanding of the law instilled upon them. Justicars require high amounts of WILL and devotion to the class in order for them to be effective. They relate best to town guards and utilize 2H melee weapons.

FORCE BREAK

Mass Persecution Deal (1+WILL/2)D6 Almighty Damage to up to (1+WILL/2) different enemies.

STARTING ITEMS

Whistle, Binding Kit x 2, Hand Cuffs x 10

CLASS FEATURES

Law Once per round, at will, any enemy may try to break the law during their turn. Breaking the law negates all Justicar abilities affecting them. To do so, they must test WILL 7. If they succeed, the abilities are negated, but they are dealt 15 Almighty Damage.



If they fail, they may try again as an action. It is up to the enemy whether they want to try to break the law (*risking divine punishment*) or not. (*Boss enemies may break the law at will, and the GM may decide what monsters may. Pawns can never break the law. Law effects last until broken or dismissed by the caster.*)

JUSTICAR ABILITIES

BATTLE SKILLS

Law & Order (AA) Enemies must now test WILL 9 to break the law against your Justicar abilities. (*You must be at least HL 3 to learn this ability.*)

File for Harassment (AA) Once per round as a quick action, you may make it against the law for target pawn within WILL spaces to attack.

Punitive Damages (AA) Enemies that break the law are dealt an additional +15 Almighty Damage.

Jury Duty (CA) Once per long rest, as an action, you may test WILL vs target monster's WILL within 6 spaces. If you win, they cannot take any actions on their following turn. Monsters cannot try breaking the law against this ability. (*Reminder: Monster ≠ Boss.*)

Evading the Law (3) It's against the law for target enemy within WILL spaces to move.

Mandate of Silence (3) It's against the law for target enemy within WILL spaces to use any abilities.

Restraining Order (3) It's against the law for target enemy within WILL spaces to attack target creature, or to use any abilities that target or affect that same creature.

Marshal Law (9) It's against the law for any enemies to make attacks of opportunity. This effect only lasts 1 round.

MELEE SKILLS: 2H WEAPONS

Gather Evidence (CA) Each time an enemy attacks a creature within your sight, put 1 CDC on this ability. Your attacks gain +1 Almighty Damage for each CDC on this ability.

Objection (CA) Once per combat, you may attack any attacking enemy within your range. This attack interrupts enemy attacks if it hits, and if it does, it is now against the law for that enemy to attack.

Double Jeopardy (2) Attack an enemy within your range, that has already broken the law this combat. This attack gains 15 Almighty Damage.

Pursue Allegation (2) Attack an adjacent enemy. This attack cannot miss and gains Knockback 3. If that enemy was knocked back, you may move to any spaces that enemy was knocked back through. (*Moving this way does not provoke attacks of opportunity.*)

PALADIN

Paladins are righteous defenders, that carry their own brands of justice. While they're all holy (*or unholy*) in their own way, they take on many different paths. Some choose to be holy Paladins of the flame, while others, decide to be unholy Paladins of the waves. (*Choosing to be holy or unholy does not change anything other than theme.*) Paladins are a heavy defense class that specialize in the use of Almighty Damage, melee weapons, Shields, and 1 chosen status effect.

FORCE BREAK

Invincible For 1 round, you cannot lose HP in any way. (*You can still be dealt status effects.*)

STARTING ITEMS

Blessed Water, Prayer Book, Shield Amulet

CLASS FEATURES

Path Upon learning your first Paladin ability, you must choose a path. This is a one-time permanent decision. You may only be part of 1 path at any given time. The term "P" is used in Paladin abilities often and depends on your path choice.

Path of Flames – P = Burning. You also gain +1 Burning Resistance.

Path of Waves – P = Knockback. You also gain +1 Knockback Resistance.

Path of Glaciers – P = Frost. You also gain +1 Frost Resistance.

Path of Decay – P = Dissolve. You also gain +1 Dissolve Resistance.

Path of Light (or Darkness) – P = Blind. You also gain +1 Blind Resistance.

Path of Nature – P = Slow. You also gain +1 Slow Resistance.



Path of Storms – P = Stun. You also gain +1 Stun Resistance.

Path of Plagues – P = Poison. You also gain +1 Poison Resistance.

PALADIN ABILITIES

MELEE SKILLS: SHIELD

Bleeding Faith (AA) Adjacent attackers that hit and cause you to lose HP are dealt 2 stacks of P.

Last Stand (AA) Once per long rest, as an action and a quick action, you may double both your Armor and SP-Armor stats for 1 round. Then, deal both Taunt and 1D6 stacks of P to all adjacent enemies.

Radiating Faith (AA) Once per combat as an action, you may either have all Heroes gain 2 stacks of P on their attacks, or have all Heroes become immune to P. This effect lasts 1 round.

Sudden Bash (AA) Once per combat, you may interrupt an adjacent enemy's attack and deal 1D6 stacks of P to that enemy.

Healing Shield Slam (5) Deal 1D6 stacks of both Knockback and P to all adjacent enemies. Then, you may heal yourself and all adjacent Heroes for 3D6 HP.

MELEE SKILLS

Bursts of Faith (AA) Once per round you may deal 1D6 stacks of P to target adjacent enemy.

Show of Faith (CA) Once per combat, as an action, you may test STR or WILL vs an adjacent monster's or boss' STR. If you win, deal 2D6 stacks of P to that enemy, and for the rest of combat, any Almighty Damage you deal is doubled. If you fail, all adjacent enemies may make an attack of opportunity against you.

Smite (CA) HL times per combat, whenever you attack a single adjacent enemy and hit, you may have that attack gain 10 Almighty Damage. (*Limit twice per attack.*)

Separating Strike (3) Attack an adjacent enemy. This attack gains 3 stacks of P. If this attack hits, you may also deal taunt to that enemy.

Righteous Charge (4) Move up to your Speed, then attack an adjacent enemy. This attack 10 Almighty Damage. You cannot use this ability if you're currently adjacent to an enemy.

OFFENSIVE / SUPPORT SPELL

(Un)Holy Bolt (5) Deal 10 Almighty Damage and 3 stacks of P to target enemy within 3 spaces. Alternatively, you may cure P on target Hero within 3 spaces, and heal that Hero for 3D6 HP. Once per long rest, you may also use this Activated Ability at will, for a CDC cost of 0 (*even if it has CDCs currently on it.*)

SUPPORT SPELL

Orb of Faith (2) Choose target Hero within 4 spaces. If there are CDCs on this ability, that Hero gains 2 stacks of P on their attacks and P immunity.

WARDEN

Wardens are manipulators of the biosphere and use it to protect the life within it. They believe that the planet is designed to sustain life through anything and can adapt to any environmental change. The power of the biosphere is especially strong when it's forced to defend itself... or others. Using the powers of water, ice, lightning, and earth, Wardens protect their allies, making excellent supportive defenders.

FORCE BREAK

Thornskin For 1 round, enemies lose 5xHL HP when they attack and hit Heroes adjacent to them.

STARTING ITEMS

Ice Satchel, Magic Moss, Warding Stick x 9,

WARDEN ABILITIES

BATTLE SKILLS

Stone Guard (CA) Once per combat, you may negate any attack that targets you or an adjacent creature. The attacker is dealt 10 SP-DMG and Knockback 3.

Storm Guard (CA) Once per combat, you may negate any ability that targets you or an adjacent creature. The enemy is dealt 10 SP-DMG and Stun 3.

Winter Guard (CA) Once per combat, you may negate any attack that targets you or an adjacent creature. The attacker is dealt 10 SP-DMG and Frost 3.



SUPPORT SPELLS

Healing Rain (CA) Once per combat, as an action and a quick action, you may heal all Heroes for 1D6 HP, and if any Hero has Burning, you may cure that as well. On your following turn, for just an action, you may repeat the above, healing for same amount as before. *(You can only repeat the above once.)*

Charge Weapon (1) Target adjacent Hero's weapon (or yours) gains Stun 3. It also gains +2D6 DMG if it normally deals DMG, or +2D6 SP-DMG if it normally deals SP-DMG *(but never both.)* This effect lasts until the weapon hits a creature. *(This effect cannot stack with itself and can only ever apply to 1 weapon at any given time.)*

Orb of Earthen Delight (2) Choose target Hero within 4 spaces. If there are CDCs on this ability, target Hero has Slow immunity and heals 10 HP at the beginning of each of their turns *(using your Healing Mastery.)*

Orb of Static Mist (2) Choose target Hero within 4 spaces. Once per round, if there are CDCs on this ability, you may deal either Stun 3 or Knockback 3 to any enemy adjacent to the chosen Hero.

Stoneskin (2) Choose target Hero within 4 spaces. If there are CDCs on this ability, that target Hero gains +10 Armor.

Healing Gush (3) Heal target Hero within WILL spaces for 2D6 HP. All enemies adjacent to that Hero are dealt Knockback.

Dense Fog (8) Choose up to a 3x3 square of terrain within WILL spaces. Summon a 15ft cube of dense fog on this terrain. Dense fog blocks sight.

MELEE SKILL

Winter's Fury (6) Attack an adjacent enemy. This attack gains Frost 3, cannot miss, and has Splash.

OFFENSIVE SPELL

Shocking Vines (AA) Once per round, as an action, you may deal 1D6 stacks of both Stun and Slow to target terrain within 3 spaces.

MAGES

ACIDOMANCER*

Acidomancy is the practice of mixing arcane magic with chemistry, to produce a vile, metal melting acid. Acidomancers use this magic to break down their enemies over time, or to set up devious combos with triggered effects. They primarily shine against heavily armored opponents. Wise Heroes keep one around to soften up the toughest of opponents.

FORCE BREAK

Corrode Target enemy within 3 spaces loses HP equal to either their normal Armor or SP-Armor values *(your choice)* now, and at the end of their next turn.

STARTING ITEMS

Dissolve Oil x 2, Rations x 2, Mana Potion x 6

CLASS FEATURES

Triggered Effect Triggered effects are just as they sound; effects that are triggered. Certain Acidomancer abilities have these triggered effects. After an effect has been triggered, any effect or terrain affected by the spell will expire.

ACIDOMANCER ABILITIES

SUMMON SPELL

Acid Golem (5) Summon an acid golem minion within 3 spaces.

OFFENSIVE SPELLS

Gel (AA) As an action, you may deal 1D6 SP-DMG to target enemy within 3 spaces. *(Limit twice per combat.) Triggered Effect:* The next time this enemy is attacked and hit, they're also dealt 1D6 stacks of Dissolve.

Acid Bolt (2) Deal 1D6 SP-DMG and (Dissolve x HL) to target enemy within 3 spaces.

Melt (2) Deal 1D6 stacks of both Dissolve and Burning to target enemy within 3 spaces.

Toxify (2) Deal 1D6 stacks of both Dissolve and Poison to target enemy within 3 spaces.

Acid Blast (3) Deal 10 SP-DMG and 1D6 stacks of both Knockback and Dissolve to an adjacent enemy.



CLASS FEATURES

Pustulant Glob (3) Deal 1D6 stacks of Dissolve to target terrain within WILL spaces. *Triggered Effect:* When any creature on this terrain is dealt Poison, they're also dealt (HL+2)D6 Trauma Damage.

Bile-Water Bomb (4) Deal 1D6 stacks of Dissolve to target terrain within WILL spaces. *Triggered Effect:* At will, you may deal Knockback 10 to any creature on this terrain. You may even aim this Knockback upwards, launching them into the air.

Ray of Acid (4) Deal 1D6 SP-DMG and Dissolve 4 to target enemy within 6 spaces.

Gel Splash (5) Deal 2D6 SP-DMG with Splash to target enemy within WILL spaces. *Triggered Effect:* The next time any creature hit by this spell is attacked and hit, they're also dealt 1D6 stacks of Dissolve.

Toxic Spray (5) Deal HLxD6 SP-DMG, (Poison x HL), and (Dissolve x HL) to all enemies in a 2x2 square adjacent to you.

Acid Ball (7) Deal (INT/2)D6 SP-DMG and Dissolve 3 with Splash to target enemy within WILL spaces.

Volatile Acid (6) Deal 1D6 stacks of Dissolve to target terrain within WILL spaces. *Triggered Effect:* When any creature on this terrain is dealt Stun or Burning, they're also dealt 2D6 stacks of either Stun, Burning, or Dissolve (*your choice.*)

AZURE BATTLEMAGE*

Azure Battlemages are incredibly unique mages, that possess no actual spells of their own. Rather, they learn spell abilities from their enemies. These mages possess a few blade skills as well, making them fierce hybrid fighters. However, to learn more abilities, they have to branch out and make use of every attribute they have. In addition, every ability learned from an enemy will be single target only, even if the enemy used it to target multiple targets.

FORCE BREAK

Azure Scan The GM reveals all learnable abilities that target undefeated enemy knows. You may learn any 1 of them for any Spell Slot.

STARTING ITEMS

Stun Oil x 2, Torch x 7, Icicle Stix x 12

Spell Slots Azure Battlemages learn spell slots (*abilities*) to hold spells. Each spell slot is tied to an attribute. Right after an enemy targets you, or any Hero adjacent to you with an ability, you may test ATTR 7, where ATTR = The attribute tied to the spell slot. (*For example, for an INT spell slot, you may test INT 7.*) If you succeed, you learn the ability, and it fills that spell slot (*after combat.*) It will also replace any learned ability that may have previously been in that spell slot. No matter the ability, all abilities learned in your spell slots are considered offensive/support spells, and cannot be modified by your gear or stats: like SP Mastery, items, equipment, feats, traits, or *anything* else that may alter their base statistics. In addition, multi-target abilities learned will be learned as though they were single target abilities. The attribute test scores these abilities challenge also scale with your Hero Level, just as they would for the enemies (*refer to Table 1X in the Advanced Rulebook, or ask your GM how enemy abilities work.*) Whenever you learn an enemy ability, it will not take effect until after combat. Likewise, any enemy ability you know that will get replaced by learning a new one, won't get replaced until after combat.

AZURE BATTLEMAGE ABILITIES

OFFENSIVE / SUPPORT SPELLS

CON Spell Slot (AA) You acquire one CON spell slot.

AGI Spell Slot (AA) You acquire one AGI spell slot.

INT Spell Slot (AA) You acquire one INT spell slot.

STR Spell Slot (AA) You acquire one STR spell slot.

WILL Spell Slot (AA) You acquire one WILL spell slot.

CHA Spell Slot (AA) You acquire one CHA spell slot.

Spell Splitter (2) Use any Enemy Ability that you know. This ability may target an additional target, if another target is within range.

MELEE SKILLS: 1H/2H SWORD, AXE

Custom Blades (AA) When you learn this ability, choose a status effect. This is a one-time permanent decision. Your attacks gain that status effect 2.

Mana-Splashing Blade (AA) Whenever you attack an adjacent enemy and hit, you may deal 10 SP-DMG to any other enemy within 2 spaces of your original target. (*Limit once per round.*)



Slice N Spell (CA) Whenever you critically hit an enemy, you may use any Enemy Ability or Activated Spell Ability that you know as a free action. (*Limit once per round.*)

MELEE SKILLS: 2H SWORD, AXE

Keen Edge (3) Attack an enemy within your range. This attack has Lethal and gains +10 DMG. You also gain +1 attribute test score for 1 round.

Learning Curve (5) Attack 2 adjacent target enemies with 1 attack. This attack has Lethal and gains +10 DMG. You also gain +1 attribute test score for 1 round.

GEOMANCER*

Using the power of lightning, poison, and earth, Geomancers can wreck the battlefield with offensive spells. By manipulating the harshest realities of nature, Geomancers can also *control* the battlefield. This class even has a few abilities that obliterate stationary targets, like turrets. Geomancy spells can offer great utility outside of combat, and since Geomancers have both simple and technical spell abilities, this class is perfect as a subclass.

FORCE BREAK

Agitate All combat terrain immediately deal their agitation effects, or all combat terrain renew their duration.

STARTING ITEMS

Magic Stones x 10, Poisonglow Stick x 10

GEOMANCER ABILITIES

SUMMON ABILITIES

Stone Golem (5) Summon a stone golem minion within 3 spaces.

SUPPORT SPELLS

Stonewall (7) Trace up to WILL spaces on the map, that are all visible, empty, and adjacent to each other. Summon a stonewall on that terrain. Stone walls have (INT x 5) HP, 10 Armor and 10 SP-Armor. They block both sight and movement.

OFFENSIVE SPELLS

Geomance (AA) Outside of combat you may emulate a Guiding Compass (*Item*) at will. In addition, once per combat, you may add +10 SP-DMG to any action you take that deals SP-DMG.

Lightning Jump (AA) As a quick action, you may trace up to 4 or WILL spaces from you. Deal 1D6 stacks of Stun to all enemies in those spaces, then place yourself in any empty space adjacent to the last spot traced. (*Limit once per combat. Does not trigger attacks of opportunity.*)

Earthen Fist (4) Deal HLxD6 SP-DMG, Slow 2 and Knockback 2 to target enemy within 3 spaces.

Lightning Storm (4) Deal 10 SP-DMG and Stun 2 to up to 1D6 different enemies within 4 spaces.

Poison Orb (5) Deal 10 SP-DMG and 1D6 stacks of Poison with Splash to target enemy within 3 spaces.

Poison Filled Boulder (5) Deal 10 SP-DMG to target enemy within WILL spaces. Then (*after*), deal 1D6 stacks of Poison to either that enemy, or any target terrain adjacent to that enemy.

Static Poison Spray (5) Deal HLxD6 SP-DMG, (Poison x HL), and (Stun x HL) to all enemies in a 2x2 square adjacent to you.

Thunder Wreck (7) Choose target terrain within WILL spaces. At the beginning of your next turn, if that terrain is still in sight, deal (INT x 5) SP-DMG and Stun 10 to that terrain. (*This combat terrain cannot be erased or overwritten. Unless casted while Stealth, enemies will be aware of this ability.*)

Endless Boulder Drop (8) Choose target terrain within WILL spaces. At the beginning of your next turn, if that terrain is still in sight, deal either (INT x 5) SP-DMG or Trauma Damage to that terrain. This terrain does not expire until the end of combat. (*This combat terrain cannot be erased or overwritten. Unless casted while Stealth, enemies will be aware of this ability.*)

Earthquake (9) Target up to an INT x WILL rectangle or square space of terrain within 10 spaces. Every creature (*allied creatures included*) on this terrain must test AGI 9. Those that fail lose 10xHL HP. Then, remove all combat terrain on the selected terrain.



HYDROMANCER

Hydromancers use the power of water, ice, and steam to provide offensive flexibility for any kind of mage. As manipulators of water, they can create a variety of effects, making them useful in almost any situation. Hydromancers offer a broad array of status effects and potential combos by mixing ice and water with other elements. They can also set other Heroes up with attacks of opportunity, via Knockback.

FORCE BREAK

Chilling Tsunami You may either deal Stun vulnerability and Frost vulnerability to all enemies for 1 round, or cooldown 2 and cure Burning on all Heroes.

STARTING ITEMS

Ice Satchel, Water Purifying Kit x 3

HYDROMANCER ABILITIES

SUMMON ABILITIES

Slush Golem (5) Summon a slush golem within 3 spaces.

OFFENSIVE SPELLS

Bubbles (AA) Once per round, as a quick action, you may deal either Knockback 2 or Slow 2 to target enemy within 4 spaces. (*Silently puts out fires, torches, and light bulbs outside of combat.*)

Deep Freeze (AA) As an action, you may deal 1D6+4 stacks of Frost to target enemy or terrain within 5 spaces. (*Limit once per combat.*)

Gush (AA) As an action, you may deal 5 SP-DMG and 1D6 stacks of Knockback to target enemy within 3 spaces. (*Limit twice per combat.*)

Ice Lance (AA) As an action, you may deal 3D6 SP-DMG and Frost 3 to target enemy within 5 spaces. (*Limit once per combat.*)

Coldwater Touch (2) Deal 2D6 SP-DMG, (Frost x HL), and (Knockback x HL) to an adjacent enemy.

Foulwater Blast (3) Deal 10 SP-DMG and 1D6 stacks of both Knockback and Poison to an adjacent enemy.

Ice Ray (4) Deal 1D6 SP-DMG and Frost 4 to target enemy within 6 spaces.

Steam Bolt (4) Deal 2D6 SP-DMG, Knockback 2 and Burning 2 to target enemy within 3 spaces.

Steam Spray (5) Deal HLxD6 SP-DMG, (Knockback x HL), and (Burning x HL) to all enemies in a 2x2 square adjacent to you.

Heavy Rain (6) Deal Frost vulnerability, Stun vulnerability, and Burning immunity to a 3x3 square of terrain. Upon entering this terrain, creatures are immediately cured of any Burning they may have. Upon leaving this terrain, creatures immediately lose the vulnerabilities and immunity dealt/granted by this combat terrain.

Floor Freeze (8) Target up to a 3x3 square of terrain within WILL spaces. Summon a frozen floor on that terrain. Frozen floors deal Frost (INT/3) and Slow (INT/3). They do not block sight or movement.

INVOKER*

Invokers are the most powerful, complex, and terrifying spell casters in the game. Invoking the aid of celestial, extraterrestrial, and hellish creatures through otherworldly portals requires an immense amount of INT and WILL; and can also exhaust the surrounding reality. Invokers have a few abilities that say, “through anything”, meaning that they can go through walls and be aimed where you cannot see. While this class is both dangerous and hard to understand, most abilities follow similar formats, so the learning curve is steep but short.

FORCE BREAK

Invoke Ancient Evocation You gain 1 ancient evocation token that expires after combat. At will, the token may be discarded to deal AE Elemental Damage of your choice to any target enemy, where AE is equal to the total number of CDCs you have on all abilities.

STARTING ITEMS

Lucky Satchel, Stardust Flask

CLASS FEATURES

Invocation Exhaustion Because invocations exhaust the fabrics of the surrounding reality, only 1 Invoker Ability may be used by the party each round.



INVOKER ABILITIES

OFFENSIVE SPELLS

Brightblaze (9) Trace a (WILL x 5) space straight line from you, through anything. Deal 2D6+(INT/3)D6 SP-DMG, Stun (INT/3), Burning (INT/3), and Blind (INT/3) to all enemies in that line.

Foul Fang (9) Trace a (WILL x 5) space straight line from you, through anything. Deal 2D6+(INT/3)D6 SP-DMG, Frost (INT/3), Poison (INT/3), and Knockback (INT/3) to all enemies in that line.

Vilebrood (9) Trace a (WILL x 5) space straight line from you, through anything. Deal (Dissolve x INT) to all enemies in that line.

Nightpaw (9) Deal 2D6+(INT/3)D6 SP-DMG, Blind (INT/3), and Burning (INT/3) to a 3x3 square of terrain within WILL spaces.

Toksec (9) Deal 2D6+(INT/3)D6 SP-DMG, Dissolve (INT/3), and Poison (INT/3) to a 3x3 square of terrain within WILL spaces.

Frostfire Phoenix (9) Deal 2D6+(INT/3)D6 SP-DMG, Frost (INT/3), and Burning (INT/3) to a 3x3 square of terrain within WILL spaces.

Shok Magnus (9) Deal 2D6+(INT/3)D6 SP-DMG, Stun (INT/3), and Burning (INT/3) to a 3x3 square of terrain within WILL spaces.

Storm Phoenix (9) Deal (INT/3)D6 SP-DMG to a 3x3 square of terrain within WILL spaces. You may immediately (*once*) reposition all creatures in those spaces. (*This does not trigger attacks of opportunity.*)

Glowscream (9) Deal 2D6+(INT/2)D6 SP-DMG to a 3x3 square of terrain within WILL spaces.

Dread Yak (9) Deal Frost (INT/2), Stun (INT/2), and Knockback (INT/2) to target enemy.

Ebon Grievestorm (9) Deal 2D6+(INT/3)D6 SP-DMG, Poison (INT/3), and Stun (INT/3) to target enemy. Then (*after*), deal Blind (WILL/3) with Splash to that same enemy.

Crystal Patriarch (9) Choose up to (WILL/2) or (INT/2) *different* target enemies. You may deal 2D6 SP-DMG, or 2D6 stacks of either Burning, Frost, Poison, or Slow to each target (*choose and roll for each target.*)

PYROMANCER

Pyromancers are one of the most powerful and colorful spell casters in the game. Similar to the Hydromancer, they can create a variety of effects purely from fire. They can shoot an assortment of different colored fires, while constantly dealing Burning to the enemy. With high SP-DMG and an emphasis on Burning, they make a straightforward spell casting class; Deal SP-DMG and start fires.

FORCE BREAK

Heatwave You may either deal Burning and Poison vulnerability to all enemies for 1 round, or warmup 2 and cure Frost on all Heroes.

STARTING ITEMS

Everglowing Lamp, Firecrackers x 5

PYROMANCER ABILITIES

SUMMON SPELLS

Fire Golem (5) Summon a fire golem minion within 3 spaces.

OFFENSIVE SPELLS

Flare (AA) As an action, you may deal 1D6 SP-DMG to target enemy within 3 spaces. At HL 3, this deals 2D6 SP-DMG instead. (*Limit twice per combat.*)

Inflame (AA) As an action, you may deal 1D6 stacks of Burning to all adjacent enemies. You may also warmup 1 *and/or* cure Frost on yourself and any adjacent Heroes. (*Limit once per combat.*)

Beckon the Flames (CA) Once per round, as a quick action, you may deal 1D6 stacks of Burning to target enemy that already has at least 1 stack of Burning.

Orb of Ignition (2) Choose target enemy within 4 spaces. If there are CDCs on this ability, that enemy is dealt Burning Y at the end of your turn, where Y is double the amount of CDCs on this ability.

Heat Bolt (3) Deal 2D6 SP-DMG and Burning to target enemy within 3 spaces.

Frostfire Bolt (4) Deal 2D6 SP-DMG, Burning 2, and Frost 2 to target enemy within 3 spaces.

Greenfire Bolt (4) Deal 2D6 SP-DMG, Burning 2, and Poison 2 to target enemy within 3 spaces.



Redflame Bolt (4) Deal 2D6 SP-DMG and Burning 4 to target enemy within 3 spaces.

Fireball (7) Deal (INT/2)D6 SP-DMG and Burning 3 with Splash to target enemy within WILL spaces.

Firewall (8) Trace up to WILL spaces on the map, that are all visible and adjacent to each other. Summon a firewall on that terrain. Firewalls deal Burning (INT/2). They do not block sight or movement.

Soul Scorch (9) You may warmup up to 2 times. Then, deal Y Fire Damage to target enemy within 10 spaces, were Y is equal to the amount of CDCs you have on all other Offensive Spell Abilities. (*Fire Damage is pure Elemental Damage, not SP-DMG. Neither SP Mastery nor SP-Armor apply here.*)

SORCERER

With the power of dark magic, sorcerers are a versatile casting class, offering utility, terrain effects, status effects, and just pure SP-DMG. This class works well as either an offensive mage or manipulative support. Sorcerers can easily set themselves or others up with the "Vulnerability" ability, which is best used at instant speed when holding an action. This is the perfect class for scheming spell casters.

FORCE BREAK

Elemental Disjunction Choose a status effect, then choose another status effect. For 1 round, whenever anything deals the first status effect you chose, it instead, deals the second status effect you chose. (*Burning now deals Frost, or Stun now deals Poison, etc.*) You may cancel this effect at will.

STARTING ITEMS

Wand of Magic Bolt or Scroll-Makers Kit x 5

SORCEROR ABILITIES

OFFENSIVE SPELLS

Conduit (AA) You gain +5 SP Mastery if you have at least 1 Stave or Focus weapon type equipped. Staff and Rod weapons also deal an additional +1D6 SP-DMG for you.

Muck Ball (AA) As an action, you may deal 10 SP-DMG, Blind 3, and Dissolve 3 to target enemy within 2 spaces. (*Limit once per combat.*)

Netherfire Knife (AA) As an action, you may deal 1D6 SP-DMG, Burning 2 and Blind 2 to an adjacent enemy. At HL 3, this deals 2D6 SP-DMG instead.

Magic Bolt (1) Deal 1D6 SP-DMG to target enemy within 2 spaces.

Arcane Beam (3) Deal 10 SP-DMG to target enemy within WILL spaces.

Color Spume (4) Choose a 3x3 square adjacent to you. Add 1D6 stacks to every status effect each enemy in that square currently has.

Netherfire Ray (4) Deal 1D6 SP-DMG, Burning 2 and Blind 2 to target enemy within 6 spaces.

Relocate (4) Two target creatures, both within (WILL+INT) spaces, switch positions on the map. (*This ability does not trigger attacks of opportunity nor affect creatures that take up more than 1 space.*)

Portal Drop (5) Choose target monster within 4 spaces. Place that monster on any space within 8 spaces. Then, deal 10 SP-DMG to that monster. (*This ability does not trigger attacks of opportunity nor affect creatures that take up more than 1 space.*)

Vulnerability (5) Target enemy within (WILL+INT) spaces loses all immunities and resistances, and becomes vulnerable to either DMG, SP-DMG, wounds, or status effects. After this enemy has been hit by an attack, ability, trait, item, or loses HP in any way, this effect ends. (*Limit once per enemy.*)

Magic Ray Shower (6) Deal 1D6 SP-DMG to up to 1D6 different enemies within 6 spaces.

Summon Smoke Pillars (8) Summon smoke on WILL target terrain, that are all empty and visible. Smoke deals Blind (INT/2). It blocks sight, but not movement.



TINKER

Tinkers use mechanical devices to aid them in combat, stabilizing most of their tools onto the weapons they're holding. They have mechanical equipment skills, some terrain effects, and a couple ways to support as well. Some relish the idea of mixing magic and technology, while others despise it. Tinkers focus mostly on crowd control and can offer either a simple or a technical play style.

FORCE BREAK

Overload On your turn, gain +2 Action Points. For 1 round, you may use any ability with CDCs already on it (*this will just add even more CDCs on each ability used, equal to their normal CDC cost.*) You can't do this if the ability will have over 10 CDCs on it.

STARTING ITEMS

Hacking Kit x 2, Mechanical Fireflies x 10

TINKER ABILITIES

SUMMON SPELL / MECHANICAL SKILL

Clockwork Golem (5) Summon a clockwork golem minion within 3 spaces.

MECHANICAL SKILLS

Oil Discharger (AA) As an action, you may deal Burning vulnerability and 1D6 stacks of Slow to a 3x3 square of terrain within 6 spaces. Upon leaving this terrain, creatures keep the Burning vulnerability dealt by this combat terrain for 1 round. (*Limit once per combat.*)

Static Net Launcher (AA) As an action, you may deal 1D6+2 stacks of both Stun and Slow to target enemy within 8 spaces. (*Limit once per combat.*)

Twin Acid Blasters (AA) As a quick action, you may deal 1D6 stacks of Dissolve to target enemy within 4 spaces. (*Limit twice per combat.*)

Heal Bots (CA) At the beginning of your turn, all Heroes within 3 spaces may gain HP equal to your Craft Mastery.

Shield Bot (CA) Once per combat, you may negate any attack that targets any creature within 3 spaces.

Jolting Dart (6) Deal 1D6 stacks of Stun to target monster within 6 spaces. Once per combat, at will, you

may interrupt any 1 attack or ability that target uses. (*Use this ability to attach a dart to a monster, and when they attack or use an ability, you may interrupt it. (Reminder: Monster ≠ Boss.)*)

Static Stream (6) Trace up to WILL spaces from you. Summon a static cloud on that terrain. Static clouds deal Blind (INT/3) and Stun (INT/3). It blocks sight, but not movement.

MECHANICAL RANGED SKILLS: 2H WEAPONS

Flame Thrower (AA) Once per round, as an action, you may attack an enemy within your range. This attack gains Burning (INT/2), and if it's a critical hit, gains Splash as well. This attack cannot have Lethal. You may also convert all of this attack's DMG into SP-DMG. If you do, you may have either your SP Mastery, Craft Mastery, or RAD apply here as bonus SP-DMG (*but only one of them may ever apply to this attack.*)

Flashbang Grenade Launcher (AA) As an action, you may deal 1D6 stacks of both Blind and Stun to target enemy within 6 spaces. This effect has Splash. (*Limit once per combat.*)

Tesla Cannon (AA) Once per round, as an action, you may attack an enemy within your range. This attack gains Stun (INT/2), +4 range, and if it's a critical hit, you may have it deal Taunt or Repel as well. You may also convert all of this attacks DMG into SP-DMG. If you do, you may have either your SP Mastery, Craft Mastery, or RAD apply here as bonus SP-DMG (*but only one of them may ever apply to this attack.*)

OFFENSIVE SPELL / MECHANICAL SKILL

Magitek Bolt (3) Deal 2D6 SP-DMG to target enemy within 3 spaces. You may add *both* your Craft Mastery and SP Mastery to this ability as bonus SP-DMG (*as opposed to just adding your SP Mastery.*)



SUPPORTS

ALCHEMIST

Alchemists support the party by producing potion tokens. These potions can help the party heal their wounds, or be used as grenades against enemies. Since most Alchemist abilities build off each other, the more they know, the more potent and flexible their potions are. Alchemists also use their own adrenaline (*extracted during combat by their own devices*) to produce potion tokens, so that they can make them at an incredibly swift rate. The only drawback, is that their adrenaline and potion tokens quickly expire (*after combat.*) Alchemists are a modular class, that can make a strong offensive or defensive supports.

FORCE BREAK

Hidden Stash You may gain HL+1 potion tokens, *or* all Heroes may gain 1 potion token.

STARTING ITEMS

A.U. x 3, Antidote x 8, Cherry Bomb x 9

CLASS FEATURES

Free Ability Upon learning your *first* Alchemist Ability, you may learn one of the following Alchemist Abilities for free: *Potion Brewing, Mass Production, Medicine Cabinet, or Blood Brewing.*

Potion Tokens As a quick action, any Hero may discard a potion token to heal 1D6 HP, or another function that potion tokens may be capable of (*determined by what abilities the Alchemist knows.*) When using potion tokens, the user uses the original Alchemist's SP Mastery and Healing Mastery stats. Potion tokens can only be given out during combat, because of their short pot life. This means they also expire and become useless at the end of combat.

ALCHEMIST ABILITIES

MECHANICAL SKILLS

Potent Potions (AA) Potion tokens now heal 10 HP when discarded to heal, and your Acidic Brew and Molotov Cocktail abilities now deal 10 SP-DMG (*if you know them.*)

Rocket Fueled Potions (AA) Potion tokens gain +4 range when targeting an enemy.

Acidic Brew (CA) Potion tokens may be discarded to deal 1D6 SP-DMG and (Dissolve x HL) to target enemy within 3 spaces.

Custom Brews (CA) Potion tokens may be discarded to deal 1D6 stacks of any status effect to target enemy within 3 spaces.

Medicinal Potions (CA) Potion tokens may be discarded to cure 1 status effect or wound.

Molotov Cocktails (CA) Potion tokens may be discarded to deal 1D6 SP-DMG and (Burning x HL) to target enemy within 3 spaces.

Potion Brewing (CA) Once per round, you may give 1 potion token to target Hero within 4 spaces.

Riot Formula (7) Deal 10 SP-DMG, and 1D6 stacks of each Burning, Frost, and Stun to target enemy within 3 spaces. This effect has Splash.

Mass Production (9) You may give up to (INT/2)+2 potion tokens, divided however you choose, to any number of target Heroes within 4 spaces.

MECHANICAL MELEE SKILLS: SHIELD

Medicine Cabinet (CA) Once per round, you may give both yourself and up to one adjacent Hero 1 potion token each.

Blood Brewing (CA) Whenever you're dealt a critical hit, you may give yourself 2 potion tokens.

Unstable Presence (CA) Once per combat, when you're critically hit, you may deal 2D6 stacks of both Stun and Dissolve to all adjacent enemies. All pawns (*even friendly ones*) adjacent to you are also defeated.

ASTROLOGIST

Astrologists are masters of astral alignment. Using the powers of the sun, the moon, and the stars, they weave powerful offensive spells and strong supportive spells together. They have flexible protection, long ranged spells, and even have one of the strongest force breaks in the game. Astrologist's are an offensive support class that focus on INT.

FORCE BREAK

Meteor Deal 20+(INTxD6) SP-DMG to target enemy. This force break requires an action and a quick action to use.



STARTING ITEMS

Star Charm, Stardust Flask

CLASS FEATURES

Moonglow Each time you spend at least 1 normal action to use an Astrologist ability inside of combat, you gain 1 moonglow token, that expires after combat. (You may only have a max of 10 moonglow tokens at any time.) You may discard 2 tokens at will to cure any one Hero of any 1 status effect or wound. In addition, you may discard 3 tokens at will to negate an attack or ability that targets any one Hero.

ASTROLOGIST ABILITIES

OFFENSIVE SPELLS

Blazing Sun (AA) Once per round as an action, you may deal 1D6 stacks of Burning to target enemy within 8 spaces.

Sun's Curse (1) Target *non-pawn* enemy within 8 spaces loses 2D6 HP. For 1 round, the next attack that hits this enemy is considered a critical hit.

Sun/Moon Spear (2) Deal 1D6 SP-DMG and either Burning or Frost to target enemy within 4 spaces.

Sharp Sun (4) Deal 3D6 SP-DMG to target enemy within 8 spaces.

Black Moon Beams (5) Deal 1D6 stacks of either Blind or Frost to up to 1D6 different enemies.

Starfall (9) Deal 2D6 SP-DMG to up to 1D6 different enemies.

SUPPORT SPELLS

Blue Moon Barrier (AA) You gain +5 SP-Armor for each focus weapon type you have equipped. Also, you may now lose 1 Vitality per minute to allow all friendly creatures within 10 spaces to breath underwater. (This ability doesn't grant Moonglow Tokens.)

Full Moon (AA) Once per combat as an action, you may have target other creature within 8 spaces gain Stealth. In addition, for 1 round, all Spell Abilities allies use may gain +2 Range.

Moon's Blessing (1) Target Hero within 8 spaces gains +1 accuracy on their attacks for 1 round.

Moon Shield (2) Choose target Hero within 4 spaces. If there are CDCs on this ability, that target Hero gains +10 SP-Armor.

Orb of Moons (2) Choose target Hero within 4 spaces. If there are CDCs on this ability, that target Hero gains +10 Healing Mastery.

OFFENSIVE / SUPPORT SPELL

Sun & Moon (CA) Once per combat as an action, you may deal 1D6 SP-DMG to target enemy within 8 spaces, then you may heal target Hero within 8 spaces for 1D6 HP. If you have 2 Orb weapons equipped, these amounts change to 2D6 instead.

BARD

With the influence of music, Bards primarily focus on supporting and empowering the party, *including themselves*. Bards are even known to ward off harmful spells by disrupting their vibrations, making them a mage's worst nightmare. Most Bard abilities are Always Active (AA) or Combat Active (CA), meaning that you don't have to waste actions of any sort triggering them. (Thematically, if you know multiple songs, it's assumed you intertwine them into one song, so that they're always active.) Initially, War Trumpets and Bladed Guitars are the only weapons that count as instruments. However, you'll eventually find or be able to buy weapons of any type, designed to function as an instrument. For these reasons, Bards have plenty of weapon options in combat. Overall, Bards are a hyperactive class. **SE = Song Effect stat.**

FORCE BREAK

Lullaby All enemy pawns skip their next turn, and for 1 round, they cannot make attacks of opportunity.

STARTING ITEMS

Peaceful Lute, Talking Skull, Airhorn x 3

BARD ABILITIES

SONG SKILLS

Disruptive Vibrations (AA) You may negate any enemy attack or ability that deals SP-DMG for any number of targets. Alternatively, this ability may negate any trap that the GM allows. (Limit twice per long rest.)



BATTLE BROTHER

Song of Heroism (AA) Once per round, target Hero within 4 spaces may either gain +SE DMG on an attack that deals DMG to a single target, or gain +1 on any STR test score.

Song of Mending (AA) Once per round, target Hero within 4 spaces may either gain +SE HP, or gain +1 on any CON test score.

Song of Sorcery (AA) Once per round, target Hero within 4 spaces may either gain +SE SP-DMG on an attack or ability that deals SP-DMG to a single target, or gain +1 on any INT test score.

Song of Summons (AA) Once per round, target Minion within 4 spaces may gain +SE DMG or SP-DMG on an attack that deals the same type of damage, or any Hero may gain +1 on any CHA test score.

Song of Swiftiness (AA) Once per round, target Hero within 4 spaces may either gain +SE Speed until the end of their turn, or gain +1 on any AGI test score.

Song of Warding (AA) Once per round, target Hero within 4 spaces may either gain +SE Armor and +SE SP-Armor against an attack, trap, or ability that targets them, or gain +1 on any WILL test score.

Counter Spell (CA) Twice per combat, you may negate any enemy attack or ability that deals SP-DMG, for any number of targets.

Encore (CA) At the start of each combat, you gain 2 Encore tokens that expire at the end of combat. At will, you may use an Encore token to allow any Hero to reroll any attribute test. They must be within SE spaces, and must take the new roll as their result.

Presto (CA) All Heroes in your party may roll 1 additional D6 when rolling for initiative. If you have 10 or more SE, they may roll 2 additional D6 instead. Multiple instances of this ability cannot stack with itself (but it may stack with other bonuses.)

Madrigal of Frostfire (4) For 1 round, up to 3 target Heroes within 3 spaces gain Frost 3 and Burning 3 on their next attack.

Hymn of Self Brutality (9) All monsters must test WILL 3+HL. Those that fail immediately attack themselves. (They attack themselves with the last attack they used. Otherwise, the GM may decide which weapon attack they use.) Their attacks cannot miss and cannot critically hit. Then, those that failed are also dealt Trauma Damage equal to your SE.

Battle Brothers and sisters are teamwork specialists that utilize both ancient and modern battle tactics. Most of their skills require them to be adjacent to other Heroes, as they specialize in setting other Heroes up for the kill. Battle Brothers are the best allies a fellow warrior could ask for, but they do offer some aid to other types of Heroes as well. A strong friendship with a Battle Brother is just what Heroes need to survive some of the thickest fights.

FORCE BREAK

Bravado For 2 rounds, target other Hero's attacks cannot miss and gain Lethal 2.

STARTING ITEMS

Massage Kit x 3, Happy Token x 10

BATTLE BROTHER ABILITIES

BATTLE SKILLS

Bro (AA) Once per round, anytime an adjacent Hero must test an attribute, you may test that attribute for them. If you do, this test gains +1 attribute test score. (That adjacent Hero will still be the target of the trap/ability/attribute test; they will just use your score instead.)

Battle Banner (CA) Once per combat, as a quick action, you may summon a Battle Banner on target empty adjacent terrain. All Heroes that remain within 3 spaces of the banner gain the following effect: "Any Activated Abilities may cost 1 less or 1 more CDC." The Battle Banner has 1 HP and does nothing else. Its effect cannot stack with other Battle Banners, and it expires after 1 round.

Battle Buddy (CA) Choose another target Hero. When you're adjacent to that Hero, you both gain +1 attribute test score. (Choose when rolling for initiative. As a quick action, you may change targets.)

Frostflaming Fist Bump (CA) Once per round (at will), you and target adjacent Hero may each choose to either cooldown 1 or warmup 1. (You must target another Hero with this ability, otherwise it will not work. Limit twice per combat.)



Not my Friend (CA) Once per round, whenever an adjacent Hero is defeated, roll (WILL/2)D6. On a 6, that Hero is reduced to 1 HP instead.

Tactical Massage (1) Cure yourself and target adjacent Hero of any 1 (same) status effect or wound. (You must target another Hero for this to work.)

Inspire Thy Friend (1) For 1 round, target adjacent Hero may gain +10 DMG on their next attack that hits, deals DMG, and targets a single target.

Conceal Thy Friend (2) Target adjacent Hero gains Stealth.

Launch Thy Friend (3) Target adjacent Hero may gain Airborne and move up to your STR in spaces. Then, that Hero loses Airborne and may attack an adjacent enemy. This attack gains +10 DMG.

Attack & Defend (4) Target adjacent Hero may attack an enemy within their range. This attack gains +10 DMG. If this attack hits, you may both gain either +10 Armor or +10 SP-Armor for 1 round.

Friendship's Resolve (4) For 1 round, you and target adjacent Hero combine your Armor and SP-Armor values. (You must remain adjacent to each other for this ability to remain active.)

Hype Man (5) Target adjacent Hero gains +5 Song Effect and +5 Minion Damage for 1 round. If you have at least either 5 CHA or 5 WILL, these amounts change to +10 SE and +10 Minion Damage. (You must remain adjacent to each other for this ability to remain active.)

CAPTAIN

Captains are team leaders and coordinators that utilize co-op attacks to overwhelm their enemies. Using verbal commands, they can also incite their companions to perform timely actions on the spot, where necessary. Captains specialize in both assisting allies and using them as personal weapons.

FORCE BREAK

Invoke Loyalty For 1 round, any other Hero may use 1 action point during their turn to give you a loyalty token. On your next turn, at will, you may cooldown 1 or warmup 1 for each loyalty token you have, and those Heroes that gave you a loyalty token may gain +2 Action Points. (Then these tokens expire.)

STARTING ITEMS

Hand Mirror, Parachute, Whistle, Rations x 12

CLASS FEATURES

Co-op Attacks When the Captain uses an ability that allows another Hero(es) to co-op attack with them, that means they pool their attacks together, to overwhelm the enemy's defense with 1 combined attack. If Hero A and Hero B deal 10 DMG each (20 DMG total), and co-op attack Monster C with 5 Armor, Monster C will lose 15 HP.

CAPTAIN ABILITIES

BATTLE SKILLS

Evasive Maneuvers (AA) You gain 4+HL evasive D6. Whenever any Hero is the target of an attack, ability, or trap, you may roll any amount of your evasive D6 at will. On a 6, the effect is negated for the chosen Hero. Once an evasive D6 is used, you cannot use it again until after a long rest.

Assistance (CA) Once per combat, when an adjacent enemy is attacked and hit, you may join in the attack, co-op attacking that same enemy. This attack cannot miss.

Captain's Boon (CA) Once per round, you may give any other Hero +1 accuracy on their attack.

Leading the Way (CA) Once per combat, when you attack an enemy and hit, target able Hero may join in the attack, co-op attacking the same enemy. Their attack cannot miss.

Maintain Morale (CA) Whenever an enemy defeats a Hero (Including yourself), all other Heroes may gain 10xHL HP and +1 Action Point. (Limit once per long rest, per party.)

Order Timely Assault (CA) You may have target able Hero within 4 spaces attack target enemy. (Limit once per combat.)

Call for Support (3) Target able Hero within 4 spaces may remove up to 3 CDCs from any ability, and then use any 1 Activated Support Spell Ability.

Co-operative Strike (3) Attack target enemy within your range. Target able Hero co-op attacks the same enemy with you. These attacks cannot miss.

Order Assault (3) Target able Hero within 4 spaces may remove up to 3 CDCs from any ability, and then use any 1 Activated Offensive Spell Ability.



Attack Pattern Alpha (5) Target other able Hero may attack target enemy within your range. Then (*after*), if that attack hit, you and that Hero may co-op attack that same enemy. These co-op attacks gain Lethal.

Order Ranged Barrage (6) Up to 3 *other* Heroes with ranged weapons may immediately attack any enemy they choose within their ranges.

Rush (9) All able Heroes co-op attack target enemy within your range. (*Limit once per long rest.*)

CONJURER

As the most flexible spell casters in the game, Conjurers have access to healing, SP-DMG, a minion, and other creative support spells. Some are also well known for their ability to animate conjured weapons. Conjurers offer a lot of utility with their spells, and even make strong healers. They're a simple and useful class for any Hero.

FORCE BREAK

Conjured Currency Gain 2xHL conjurer tokens, that expire at the end of combat. Twice per round, at will, you may use a conjurer token to either give any *other* Hero +1 Action Point, cure any Hero of any 1 status effect or wound, heal any Hero for 10 HP, or give any Hero Airborne for 1 round.

STARTING ITEMS

Lucky Satchel, Stardust Flask

CONJURER ABILITIES

SUMMON SPELL

Nightmare Wolf (5) Summon a nightmare wolf minion within 3 spaces.

SUPPORT SPELLS

Haste (CA) Once per combat, target other Hero may gain +1 Action Point and +1 Quick Action Point. (*Limit 1 Haste per Hero, per combat.*)

Healing Breeze (1) Heal target Hero within 4 spaces for 1D6 HP.

Treat Affliction (1) You may cure target Hero within 4 spaces of any 1 status effect or wound.

Regenerate (2) Each time you remove a CDC from this ability, all Heroes gain HP equal to your Healing Mastery.

Shroud (3) Target other creature within 4 spaces gains Stealth.

Cleansing Water (5) You may cure target Hero within 5 spaces of all status effects and wounds.

Portal (6) Place target *willing* creature on any visible empty space within 10+WILL spaces. (*This does not trigger attacks of opportunity. Outside of combat, this range doubles, and can affect up to 8 target creatures.*) As an additional cost to cast this spell, you lose 1 Vitality for each space each target has moved.

Healing Gust (7) Heal all Heroes for HLxD6 HP.

OFFENSIVE SPELLS

Animate Dragon Sword (CA) Once per round, you may roll 1D6. On a 4/5/6, you may deal 3xHL SP-DMG to target enemy within 2 spaces. On a 6, you also deal Burning 4.

Animate Glacial Hammer (CA) Once per round, you may roll 1D6. On a 4/5/6, you may deal 3xHL SP-DMG to target enemy within 2 spaces. On a 6, you also deal Frost 2 and Knockback 2.

Animate Night Scythe (CA) Once per round, you may roll 1D6. On a 4/5/6, you may deal 3xHL SP-DMG to target enemy within 2 spaces. On a 6, you also deal Blind 4.

ENCHANTER

Enchanters are a rare breed, as they focus their arcane energy on friendly enhancements and hostile manipulation, as opposed to simple conjuration and evocation. Their abilities bestow themselves onto weapons, armors, enemies, and Heroes. While some of their abilities only target pawns or monsters, they tend to pay themselves back in terms of efficiency.

FORCE BREAK

Weapons Unleashed For 1 round, all Heroes may ignore all Blind penalties and all Heroes' weapons each gain Lethal. (*Heroes that wield 2 weapons gain an overall of Lethal 2, as each weapon gains Lethal.*)

STARTING ITEMS

Stardust Flask, Stun Oil x 2, Blind Oil x 3



ENCHANTER ABILITIES

SUPPORT SPELLS

Enchant Armor: Protection (CA) Once per combat, you may target any Armor Equipment within 3 spaces. For 1 round, that armor awards the wearer either +10 Armor or +10 SP-Armor.

Enchant Pawn: Suicide (CA) Once per combat, you may roll an amount of D6 equal to your CHA. For each 6 rolled, you may have a target pawn within 6 spaces defeat itself.

Enchant Weapon: Element (CA) Once per combat, you may target any Weapon Equipment within 3 spaces. For 1 round, that weapon gains any status effect 3 (of your choice) on attacks.

Enchant Pawn: Attack (1) Target pawn within 3 spaces attacks any target you choose, that they're able to attack. They cannot attack themselves. Add your Minion Damage to their attack.

Enchant Enemy: Arcane Trap (2) Target an enemy within 3 spaces. For 1 round, at will, you may once deal 3D6 or 10 SP-DMG to that enemy.

Enchant Hero: Healing Words (2) Target a Hero within 3 spaces. For 1 round, at will, you may once heal that Hero for 3D6 or 10 HP.

Enchant Hero: Vampiric Thirst (3) Target a Hero within 3 spaces. That Hero gains 10 HP whenever they attack and hit an enemy. (This effect lasts 1 round, or until they've gained 50 HP from this effect.)

Enchant Monster: Fear & Lust (3) Deal either Repel or Taunt to target monster within 4 spaces.

Enchant Enemy: Faerie Swarm (5) Target an enemy within 3 spaces. For 1 round, all Heroes gain 10 HP whenever that enemy uses an ability (before it resolves. The enemy will be aware of this effect.)

Daze (6) All creatures adjacent to target monster within 3 spaces may make attack of opportunities against it, in the order that you choose.

Enchant Enemy: Doom (6) Target an enemy within 6 spaces. Until the end of combat, each time that enemy is attacked and hit, you may deal 1D6+2 Almighty Damage to it. (A creature may only be affected by 1 instance of this ability at any time.)

Enchant Monster: Attack (6) Target monster within 6 spaces attacks any target you choose, that they're able to attack. They cannot attack themselves. Add your Minion Damage to their attack.

HIGH PRIEST

High Priests study and beckon the powers of the divine to both heal and give allies temporary HP. They're mostly defensive support mages that depend on their INT to bolster most of their abilities. High Priests can be the strongest healers in Estaria, but they also offer a few offensive spells just in case.

FORCE BREAK

The High Life Choose one: Use the revive action on all defeated Heroes (within 20 spaces), heal all Heroes for 20 HP, cure all Heroes of all status effects and wounds, or heal target Hero to full HP.

STARTING ITEMS

Blessed Water, Purging Rod

HIGH PRIEST ABILITIES

SUMMON SPELLS

Celestial Hound (5) Summon a celestial hound minion within 3 spaces.

SUPPORT SPELLS

Overhealer (AA) If you have a Cane or Tome weapon equipped and heal a creature to full HP (by any means), they may also gain (INT x 3) temporary HP.

Reviving Light (AA) Your revive action may now target Heroes that are within 10 spaces from you.

Holy Triad (CA) Once per combat as an action, you may heal up to 3 Heroes for 3D6 HP.

Tri-Barrier (CA) Once per combat as an action, up to 3 target Heroes may gain (INT x 3) temporary HP.

Healing Spark (1) Heal target Hero within 2 spaces for 2D6 HP.

Solar Shield (2) Choose target Hero within 4 spaces. Once per round, if there are CDCs on this ability, you may negate any non-boss attack made against this Hero. If you do, deal INT Almighty Damage and 1D6 stacks of Blind to the attacker.

Healing Beam (3) Heal target Hero within WILL spaces for 10 HP.

Healing Light (4) Heal up to 1D6 target Heroes for 2D6 HP.



OFFENSIVE / SUPPORT SPELLS

Holy Ray (6) Deal (INT/3)D6 Almighty Damage or SP-DMG, Burning 2, and Blind 2 to target enemy within 6 spaces. Alternatively, you may heal target creature within 6 spaces for 3D6 HP instead.

Holy Nova (7) Deal 3D6 Almighty Damage to all enemies within 2 spaces, and heal all Heroes within 2 spaces for 10 HP.

Celestial Barrage (8) Roll 1D6. Deal 1D6 SP-DMG to up to that many different enemies. Then, roll another 1D6. Up to that many different Heroes gain (INT x 3) temporary HP.

LOW PRIEST

Low Priests focus on demonic powers that let them manipulate flesh. They use these powers to give allies temporary HP and control the battlefield with walls of meat. They're defensive support mages that depend on their WILL to bolster their abilities. Although disgusting in nature, Low Priests can prevent harm from ever reaching a friendly creature's own skin.

FORCE BREAK

The Low Life For 2 rounds, the first time each Hero is defeated, they're reduced to 1 HP instead.

Alternatively, you may remove all wound stacks from any 1 Hero and deal them to any 1 enemy instead.

STARTING ITEMS

Purging Rod, Rations, Voodoo Doll x 6

LOW PRIEST ABILITIES

SUMMON SPELLS

Flesh Golem (5) Summon a flesh golem minion within 3 spaces.

SUPPORT SPELLS

Flesh Molder (AA) When you use an Activated Spell Ability, you may also gain 10 temporary HP.

Second Skin (CA) Once per combat, as an action, you may cure yourself and up to 1 adjacent Hero of all status effects and wounds.

Meat Shield (1) Target Hero within 4 spaces gains (WILL x 3) temporary HP.

Constant Molding (2) Whenever you remove a CDC from this ability, you may give any Hero (WILL x 3) temporary HP.

Orb of Gore (2) Choose target Hero within 4 spaces. If there are CDCs on this ability, *monsters* that attack this Hero must roll 2 accuracy D6, and use the lower of the two as their result.

Meat Party (4) Up to 1D6 target creatures gain (WILL x 3) temporary HP.

Wall of Flesh (7) Trace up to WILL spaces on the map, that are all visible, empty, and adjacent to each other. Summon a flesh wall on that terrain. Flesh walls have (WILL x 10) HP, block sight, and block movement.

OFFENSIVE / SUPPORT SPELLS

Suddenly Fat (AA) Once per round, you may target 1 monster or 1 Hero within 4 spaces. Heroes gain (WILL x 3) temporary HP, while monsters are dealt 1D6 stacks of Slow. (*Limit twice per combat.*)

Carcass Shield (CA) Once per combat, you may negate any attack or ability that targets only you. When you do, you may also deal Repel to that enemy.

Tissue Graft (4) Target enemy within 4 spaces loses (WILL x 3) HP, and target Hero within 4 spaces gains (WILL x 3) temporary HP.

Flesh Nova (7) Deal 2D6 SP-DMG to all enemies within 2 spaces, and all Heroes within 2 spaces gain (WILL x 3) temporary HP.



THIEF

Thieves primarily focus on getting the party (or themselves) rich. Taking advantage of distracted enemies, thieves have skills that allow them to snag some extra cash while in combat. Many of their skills simply produce gold and equipment from an unknown source, and never costs the Thief or anyone actual resources. These supports also have a few escape and Stealth abilities to aid them in combat. Thieves are mostly an escape and utility-based class.

FORCE BREAK

Blood Money Attack an enemy within your range. This attack cannot miss, ignores both Armor and SP-Armor, and you gain gold equal to the amount of either DMG or SP-DMG that you deal.

STARTING ITEMS

Trap Disarm Kit x 2, Knockpick x 10

CLASS FEATURES

Loot D6 Some abilities allow you to acquire *Loot D6*, that can only be rolled outside of combat. Think of it as bonus treasure. On a 1/2/3, you find worthless junk. On a 4, you may find your choice of 1 A.U., M.U., or T.U. On a 5, you find 25 gold. On a 6, you may roll 1 standard search roll. (Thieves have special tricks, powers, or pouches that hold their *Loot D6*, so the *D6* themselves do not take up inventory spaces. Naturally, equipment and items produced by *Loot D6* do though.)

THIEF ABILITIES

BATTLE SKILLS

Forage (AA) You gain 1D6 *Loot D6* after every combat (that you win, and that includes 4 or more enemies. *Limit once per combat, per party.*)

Junker (AA) Whenever you roll a 1/2/3 on your *Loot D6*, you now gain 1 junk, a consumable item worth 0 gold. Junk may be used to gain +1D6 DMG on your next attack. This effect cannot stack with itself and only you can use this item or benefit from it.

Kickback (AA) You automatically gain 1 *Loot D6* when another Hero opens and loots a treasure chest. (*Limit once per unopened chest. Naturally they must be in sight for this to work. GM may regulate this.*)

Mugging Attacks (CA) When you attack and hit a monster or boss, you gain 1 *Loot D6*. Only works once per creature. (*Limit 5 times per combat.*)

Heal Baiting (CA) The first time another Hero heals you, removes a status effect stack or wound stack from you, or revives you, they gain 50xHL gold. Only works while in combat with a boss (*limit once per combat, per party.*)

Robbing the Dead (CA) Whenever any Hero defeats a monster or boss, you and that Hero both gain 10 gold. (*Naturally you gain 20 gold if you defeated the creature.*)

Steal (CA) As a quick action, you may target an adjacent monster or boss, and gain 1D6 *Loot D6*. If you targeted a boss, you gain double the amount rolled. (*Limit once per combat. An enemy can only be targeted by this ability once.*)

Take (CA) As a quick action, you may target an adjacent monster or boss, and gain either 2D6 A.U., M.U., or T.U. If you're adjacent to a boss, you may gain 4D6 instead. (*Limit once per combat. An enemy can only be targeted by this ability once.*)

Decoy (2) Choose target adjacent Hero. If this ability has CDCs on it and you're adjacent to the chosen Hero, you cannot be the target of enemy attacks or abilities that target a single creature (*unless the enemy cannot pursue anyone else; For example, if you were to block a narrow hallway. Multi-target attacks and abilities still affect you.*)

Blink Attack (4) Gain Stealth and Airborne, move up to 4 spaces, then lose Airborne. Attack target enemy within your range.

Thief's Release (5) Cure yourself of up to 2 status effects or wounds. Then gain Stealth and you may move up to your Speed.

Unraveling Strike (6) Cure yourself of 1 status effect or wound, gain Stealth and Airborne, move up to your speed, then lose Airborne. Attack an enemy within your range. This attack gains all the stacks of the status effect or wound you just cured yourself of.



RANGED FIGHTERS

BALLISTA

Ballistas are ranged powerhouses, large enemy slayers, and well-known boss killers. This class focuses on ranged skills, and the ability to turn any 2H ranged weapon into a siege weapon. They have abilities that focus on utilizing the “Siege Mode” mechanic, as well as abilities that work great outside of Siege Mode. Because their abilities work with any ranged weapon, they make the perfect primary or subclass for any kind of ranged fighting character.

FORCE BREAK

Utterly Annihilate (AA) Attack target enemy within your range that takes up more than one space. This attack gains +1 accuracy and +10xHL DMG.

STARTING ITEMS

Trophy Belt, Pencil Sharpener x 5

CLASS FEATURES

Siege Mode Upon learning your first Ballista class ability, you gain the capability to enter *Siege Mode* with any one 2H: Staff, Gun, Bow, or Crossbow weapon (*thematically, by either a magical or mechanical means.*) It takes an action and a quick action to either enter or exit *Siege Mode* (*if defeated or dealt Knockback, you'll automatically exit Siege Mode.*) While in *Siege Mode*, double the DMG or SP-DMG D6 your weapon deals (*double the D6 values, before you add your SP Mastery or RAD.*) In addition, your weapon gains +3 range while in *Siege Mode*. However, you cannot move while in *Siege Mode*, nor equip/unequip new weapons and/or Shields. (*Unless otherwise noted or allowed by your GM, you cannot enter Siege Mode with Legendary or Unique weapons. Your attacks cannot have or gain Repeat in Siege Mode.*)

BALLISTA ABILITIES

RANGED SKILLS

Ballistic Shield (AA) You may equip up to one 1H Shield as an accessory, but it takes 2 accessory slots.

Dual Cannon (AA) While in *Siege Mode*, as an action, you may attack 2 enemies within your range, with 1 attack. They must be adjacent to each other.

Easy Targeting (AA) While in *Siege Mode*, when you attack an enemy (*within range*) that takes up more than one space, you cannot miss.

Quick Engage (AA) It only takes a quick action for you to enter *Siege Mode* (*though It still takes an action and a quick action to exit Siege Mode.*) While you have a ranged weapon equipped, you may also roll an additional 1D6 when rolling for initiative.

Called Shot (CA) While *not* in *Siege Mode*, as an action, you may attack an enemy within your range. If this attack hits, all DMG D6 or all SP-DMG D6 rolled may equal 6. (*Limit once per combat.*)

Distraction Shot (CA) Once per combat, you may interrupt a monster's attack. Then, any one creature adjacent to that monster (*your choice*), may make an attack of opportunity against them.

Collateral Damage (1) Attack an enemy within your range. This attack may also target a pawn adjacent to either you or your original target.

Double Barrel (2) Attack 2 enemies within your range, with 1 attack. They must be adjacent to each other.

Siphon Shot (2) Attack an enemy within your range. This attack cannot miss or critically hit. Right after this attack hits, you may decide if you want to gain 10xHL HP. If you do, this ability will gain 2 more CDCs.

Hot Shot (4) Attack an enemy within your range. This attack gains Lethal and Burning 3. Even if the attack misses, you may also deal either Taunt or Repel to that enemy (*limit once per enemy. If you target a boss with this ability, they get to test WILL 8, and if they pass, they negate the effect of your Taunt or Repel.*)

Boss Slayer (6) Attack a boss within your range. This attack is a critical hit and gains (AGI+INT+STR+WILL) DMG.

God Slayer (9) Attack an enemy within your range. If this enemy takes up more than 4 spaces, this attack has Lethal 2. Then, if this attack hit a boss, you may also deal Almighty Damage to that boss, equal to the amount of DMG or SP-DMG your attack dealt.



DECIMATOR

Decimators have one basic philosophy; To decimate the enemy in every way they can. As wasteland raiders, they Dissolve, Burn, Poison, and ruin their enemies with both DMG and SP-DMG. While Decimators are known for their fierce ranged destruction, a few of them have found a way to bring the pain in close combat. They're a hybrid DMG/SP-DMG dealing class that excel with gun and blunt weapons, but do not require them.

FORCE BREAK

Decimate Attack an enemy within your range. This attack is a critical hit and gains Dissolve (Y/2), Burning (Y/2), and Poison (Y/2). (See Class Features.)

STARTING ITEMS

Oxygenator, Flask, Torch x 2

CLASS FEATURES

Hybrid Scaling Decimators can channel destruction through raw mental or physical power. Therefore, when using Decimator abilities, "Y" may be equal to either your STR or your INT score. In addition, you may have your SP Mastery stat equal your MAD stat, when using Decimator Abilities. You choose both above options at the time of activating each Decimator Ability.

DECIMATOR ABILITIES

RANGED / MELEE SKILLS

Wasteland Warrior (AA) Mace, Maul, Pistol, and Sniper Rifle weapons have an accuracy of 3/4/5/6 for you. Shotguns gain +1D6 DMG for you as well.

Turn to Waste (AA) Whenever you defeat a pawn with an attack, you may deal 1D6 stacks of either Dissolve, Burning, or Poison to any creature adjacent to that pawn. (Limit once per attack.)

Greenfire Toxicity (CA) Once per combat as an action, you may attack an enemy within your range, twice. The first attack gains Burning 2 and Poison 2. The second attack gains Dissolve 2 and Poison 2.

Decimator's Strike (1) Attack an enemy within your range. If your target has at least 5 stacks of either Burning, Poison, or Dissolve, this attack will ignore both Armor and SP-Armor.

Blast Attack (8) Attack an enemy within your range. This attack cannot miss, and gains Poison (Y/3), Dissolve (Y/3), Burning (Y/3), and has Splash.

Decimator's Mark (9) Target an enemy within 10 spaces. Your attacks against that enemy may (at will) gain either Dissolve 2, Burning 2, or Poison 2. You also gain +1 accuracy when attacking that target.

Trinity Attack (9) Attack up to 3 target enemies within your range, with 1 attack. This attack cannot miss or critically hit. It also gains Dissolve 3, Poison 3, and Burning 3.

OFFENSIVE SPELLS

Acid Burn (1) Deal 1D6 stacks of both Dissolve and Burning to target adjacent enemy.

Acid Trip (3) Trace up to Y spaces from you. Deal 1D6 stacks of Dissolve to all enemies in those spaces, then place yourself in any empty space adjacent to the last spot traced. (Does not trigger attacks of opportunity.)

Greenfire Twins (4) Deal 2D6 SP-DMG, Burning 2, and Poison 2, to up to 2 target enemies within 1+(Y/2) spaces.

Wasteland Effect (7) Deal 1D6 stacks of each Dissolve, Poison, and Burning to all terrain adjacent to you.

Spread the Wastes (9) Trace up to 1+(Y/2) spaces from you. Deal 1D6 stacks of each Dissolve, Poison, and Burning to that terrain. Then, deal 3D6 SP-DMG to any enemy adjacent to the last spot traced.



DECK MASTER*

Deck Masters rely on building fiendish decks with the right cards to fit their fighting style. While an exceptionally versatile class, they're also random. In fact, for whatever random reason, the effects of these cards only apply during combat (*perhaps this is due to a dark contract or pact with a demon or deity.*) The Deck Master can work well as a complimenting subclass, or a card slinging primary class.

FORCE BREAK

Heart of the Cards Name a card that you have in your deck, then draw 4 cards. (*These cards will not trigger their effects.*) Then, attack an enemy within your range. This attack cannot miss, and gains +15 Almighty Damage for each time you drew the chosen card.

STARTING ITEMS

Pendant, Playing Cards

CLASS FEATURES

Card Drawing Upon learning your first Deck Master ability, you will choose 6 cards from the list below, and build a deck with it (*write it down on paper, listing the 6 chosen cards as #1-6, in any order.*) When a Deck Master ability has you draw a card, you will roll 1D6 to see which card you draw. Upon drawing a card, their effect will immediately take place. In addition, as a quick action, you may draw a card from your deck at any time. Drawing multiple cards that last 1 round can stack their underlined effects, but not their duration.

1. 1 Of Wizards – +5 SP-DMG on your next attack that deals SP-DMG, for 1 round.
2. 2 Of Twins – Up to 2 target enemies may lose 5 HP.
3. 3 Of Thunder – Deal Stun 3 to target enemy.
4. 4 Of Foreboding – Gain +1 Attribute test score for 1 round.
5. 5 Of Fortification – Target Hero gains +5 Temporary HP. If they already have temporary HP, it's amount increases by 5.
6. 6 Of Sensations – +5 DMG on your next attack that deals DMG, for 1 round.
7. 7 Of Secrets – Target Hero may add or remove 1 CDC from any ability.
8. 8 Of Unholy Aid – Deal 5 Almighty Damage to target enemy.
9. 9 Of Nuns – Target Hero gains 10 HP.

10. 10 Of Temperament – You may either cooldown 1 or warmup 1.
11. 11 Of Eyes – Deal Blind 3 to target enemy.
12. 12 Of Twilight – Target enemy loses 5 HP and target Hero gains 5 HP.

DECK MASTER ABILITIES

BATTLE SKILLS

Card Slinger's Deck (AA) While you have nothing equipped in your hand slots, you may attack with the card slinger's deck, as though it were equipped as a 2H ranged weapon. The card slinger's deck has a range of 3, accuracy 4/5/6, and may deal either 2D6 DMG or 2D6 SP-DMG. Your critical hits with this weapon ignore Armor and SP-Armor.

Bladed Cards (AA) DMG attacks with your card slinger's deck gain +1D6 DMG.

Glowing Cards (AA) SP-DMG attacks with your card slinger's deck gain +1D6 SP-DMG.

Slinger's Skill (AA) Your card slinger's deck now has 6 range and an accuracy of 3/4/5/6 for you.

Double Draw (CA) Once per round, when you use a quick action to draw a card, you may draw 2 cards instead.

Draw Speed (CA) Once per round, you may draw a card (*at will.*)

Jokers (1) Choose up to 2 target enemies. Each time those enemies attack or use an ability, you may put 1 CDC on this ability. At the beginning of your next turn, (*after your natural cooldown*), remove all CDCs from this ability and draw a card for each CDC removed.

Act (2) Draw a card, then attack an enemy within your range. This attack cannot miss.

Split (2) You and target Hero with 3 spaces each get to draw a card from your deck.

Trips (3) Draw a card. The underlined effect (*underlined number*) on this card is tripled.

4 Kings (4) Roll 1D6. On a 1 or 2, nothing happens. On a 3, Cooldown 3 or Warmup 3. On a 4, Draw 4 cards. On a 5, you may cure any target Hero of all status effect and wounds. On a 6, your next attack this combat is a critical hit.

Cheat (6) Draw any 1 of the 12 cards of your choice, even if it's not in your deck. Do this twice. Then, you may attack an enemy within your range. This attack cannot miss and ignores both Armor and SP-Armor.



GUNNER

Gunners of all variety are found throughout Estaria, although they aren't as common as knights and warriors. Many in Estaria still consider guns less efficient than a simple blade, but Gunners see the real potential in these weapons. Using special bullets and skills, Gunners can both take down enemies and support their allies at range. They're a flexible backline class with multiple playstyles.

FORCE BREAK

Ammo Box You gain 3 *Ammo Tokens* that expire after combat. At will, ammo tokens may be discarded to either add or remove 3 CDCs from any Gunner ability.

STARTING ITEMS

Omnigun

GUNNER ABILITIES

RANGED SKILLS: GUN

Firearms Training (AA) Gun type weapons gain +1D6 DMG for you.

Body Shots (CA) As an action, you may attack an enemy within your range, and aim at the upper body. This attack cannot miss. (*Limit twice per combat.*)

I Didn't Miss (CA) Once per combat, when you critically miss an attack, you may critically hit instead.

Ricochet (CA) Once per combat, as an action, you may attack an enemy within your range. Then, repeat the above 1+(AGI/4) times from the previous target's position each time. (*After the first attack, you attack a different target as though you were positioned exactly where your previous target was.*)

Medical Munitions (2) Heal target Hero within your range for 1D6 HP and cure them of any 1 status effect or wound.

Suppressing Fire (2) Target an enemy and end your turn. For 1 round, the target enemy cannot make attacks of opportunity, and allied creatures that attack that enemy gain +1 accuracy on their attacks.

Ready Headshot (3) Attack an enemy within your range and aim at the head. This attack is a critical hit. This ability takes an action and a quick action to use.

Stimulant Shot (3) Cure target Hero within your range of any 1 status effect or wound. That Hero also gains +1 Action Point.

Nest (3) If there are CDCs on this ability, you gain +INT ranged weapon range, +1 ranged weapon accuracy, Knockback immunity, and cannot move. As an action, you may remove all CDCs from this ability.

Custom Shot (4) Attack an enemy within your range. This attack gains any (status effect x HL) and cannot miss.

Cover Fire (6) End your turn. For 1 round, whenever an enemy within your range attacks, you may attack them at instant speed. This interrupts attacks (*if your attack hits*), and you may do this up to 2 times.

Flux Burst (9) Attack an enemy within your range. This attack suffers -2 accuracy but gains +2D6 stacks of both Stun and Dissolve. In addition, if you're Stealth, this attack ignores Armor and SP-Armor.

HUNTER

Hunters know how to survive in the wild and make use of basic ranged weapons. With the ability to shape and manipulate their bolts and arrows, Hunters work best at dealing ranged attacks. Their preferred weapons are Bows and Crossbows, and they specialize in ranged DMG. A few Hunters are even known to weave dryadic spells into their arrows.

FORCE BREAK

Fight or Flight For 1 round, you may gain Lethal 2 and +5 ranged weapon range. *Alternatively*, you may cure yourself of all status effects and wounds, gain Stealth, gain Airborne, and then move up to double your Speed. Then lose Airborne.

STARTING ITEMS

Carving Knife, Magic Moss x 2, Safety Tent x 2

HUNTER ABILITIES

RANGED SKILLS: BOW, CROSSBOW

Bowman (AA) Bow and Crossbow type weapons gain +1D6 DMG for you. When you use a Hunter ability with a Shortbow weapon, it may cost 1 less CDC.



SUMMONERS

DRUID*

Druids protect and care for all nature, including the toxic and mutated parts of Estaria. They inspire both wildlife and flora alike to fight by their side, bonding with them in the experience. Some Druids are also known to utilize the primal essence of balance, drawing forth Fae energies that both harm and heal. Using hybrid spells (*both offensive and support*), minions, and a few combat terrain abilities, Druids can provide an array of useful abilities for any adventure. Their flexible array of spells makes them an excellent class for any Hero focused on teamwork.

Spell Arrows (AA) Upon attacking, you may change all your attack's DMG into SP-DMG. When you do, add your SP Mastery to this attack, not your RAD. In addition, once per long rest, you may gain HL+2 *Spell Arrow Tokens* that expire at your following long rest. At will, you may discard 1 of these tokens to gain +1 accuracy on any attack. (*Limit once per attack.*)

Apollo's Arrow (CA) Once per combat, you may deal 5xHL Almighty Damage to target enemy within your range. This ability interrupts attacks and abilities.

Hunt (CA) Once per combat, you may choose any enemy within sight. Your attacks gain +1 accuracy against that enemy until end of combat.

Barbed Arrow (2) Attack an enemy within your range. This attack gains +1 accuracy and +4 wounds.

Knockdown Arrow (3) Target enemy within your range must test STR 5+HL, and if they fail, all other creatures adjacent to that enemy may make attacks of opportunity against it. (*Limit once per enemy.*)

Laser Arrow (3) Attack an enemy within your range. This attack cannot miss or critically hit. It also ignores Armor and SP-Armor.

Poison Drenched Arrow (3) Attack an enemy within your range. This attack gains Poison 2xHL.

Custom Arrow (4) Attack an enemy within your range. This attack gains any (status effect x HL) and cannot miss.

Arrow Hail (6) Attack target enemy within your range. This attack cannot miss or critically hit. It also gains Frost (INT/2) and has Splash (AGI/5).

BATTLE SKILLS

Combat Camouflage (AA) Bow and Crossbow weapons gain +2D6 Stealth Damage for you. Also, once per combat, as a quick action, you may gain Stealth.

Two Blades Ready (CA) Once per combat, you may attack (*at will*) with two 1H Sword, Dagger, or Hand Axe weapons in your utility belt, as though they were equipped. This attack cannot miss, and interrupts attacks and abilities.

FORCE BREAK

Natural Selection You, target Hero other than yourself with the highest STR, and target Hero other than both of you with the highest CON, each gain +1 Action Point. (*You choose in ties among Heroes.*)

STARTING ITEMS

Magic Moss x 6, Teal Fire Powder x 10

DRUID ABILITIES

SUMMON SPELLS

Frost Faery (5) Summon a frost faery minion within 3 spaces.

Loyal Bear (5) Summon a loyal bear minion within 3 spaces.

Loyal Wolf (5) Summon a loyal wolf minion within 3 spaces.

Nymph Archer (5) Summon a nymph archer minion within 3 spaces.

OFFENSIVE / SUPPORT SPELLS

Rotting Shrubbery (AA) As a quick action, you may summon a rotting shrubbery on target empty terrain within WILL spaces. This shrubbery has 50 HP and blocks sight, but not movement. Once per Hero's turn, if they're adjacent to this shrubbery, they may, at will, gain either Slow 2 or Poison 2 on their next attack for 1 round. Alternatively, they may test AGI 8. If they pass, they gain Stealth. (*Limit once per combat, and only 1 shrubbery of yours may exist at any given time.*)



Toxic Healing Tree (AA) As a quick action, you may summon a toxic healing tree on target empty terrain within WILL spaces. This 12ft, 800lbs tree has 50 HP, blocks both movement and sight, and heals for 10 HP (*using your Healing Mastery.*) Once per Hero's turn, if they're adjacent to this tree, they may, at will, be healed by it. Alternatively, they may gain either Dissolve 2 or Poison 2 on their next attack for 1 round. (*Limit once per combat, and only 1 tree of yours may exist at any given time.*)

Fae Bolt (2) Deal 1D6 SP-DMG to target enemy within 3 spaces. Then, heal any Hero adjacent to that enemy for 1D6 HP.

Fae Beam (3) Trace a WILL space straight line from you. Deal 1D6 SP-DMG to all enemies in that line, and heal all Heroes in that line for 1D6 HP.

Fae Pollen (4) Deal 1D6 stacks of either Frost, Poison, or Burning to target enemy within 4 spaces. That enemy will be dealt another 1D6 stacks of the chosen status effect at the beginning of each of your following 2 turns. (*Creatures cannot be targeted by this spell more than once per day.*)

Ride the Stampede (4) Trace up to an 8 space straight line from you. Deal HLxD6 Trauma Damage to all enemies in that line. Then, place your Hero in any empty space adjacent to any part of that line. (*Does not trigger attacks of opportunity.*)

Fae Fire Shower (8) Roll 1D6. Deal 1D6 SP-DMG to up to that many different enemies. Then, roll another 1D6. Heal up to that many Heroes for 1D6 HP.

Flower Burst (8) Roll 1D6. Deal that many stacks of either Burning, Frost, Slow, Poison, or Dissolve to up to (WILL/2) target terrain. (*Choose only 1 status effect.*)

ENGINEER*

As a practical class, Engineers rely mostly on machines to do the work for them. Their famous "Gun Turret" ability allows them to mow down pawns and monsters alike, in addition to laying down consistent gunfire on tougher enemies. Some Engineers go as far as to attach guns on their shoulders, using their devices to aid them more on the move. Engineers are a strong, modular class that excel when focused on as a primary class.

FORCE BREAK

Overclock You and your Gun Turret minion each gain +2 Actions Points, *or* all Heroes may add or remove up to 2 CDCs from each Mechanical or Gun ability that they have. (*Make the choice for each ability separately.*)

STARTING ITEMS

Radar, Repair Kit x 2, Knockpick x 3

ENGINEER ABILITIES

SUMMON SPELL / MECHANICAL SKILL

Gun Turret (5) You may summon a Gun Turret minion within 3 spaces.

MECHANICAL SKILLS

Cryo Ray Attachment (AA) Once per round, you may roll 1D6. On a 3/4/5/6, you may deal INTx3 SP-DMG and Frost 3 to target enemy within 6 spaces. Then put 2 CDCs on this ability. You may only use this ability if it has no CDCs on it.

Hydro Jet Attachment (AA) Once per round, you may roll 1D6. On a 3/4/5/6, you may deal INTx3 SP-DMG and Knockback 3 to target enemy within 6 spaces. Then, put 2 CDCs on this ability. You may only use this ability if it has no CDCs on it.

Melting Ray Attachment (AA) Once per round, you may put 2 CDCs on this ability and then roll 1D6. On a 3/4/5/6, you may deal Dissolve Y and Burning Y to target enemy within 6 spaces, where Y equals the number of CDCs on this ability (*You may still use this ability if it has CDCs on it. The more it has on it, the stronger it gets.*)

Minigun Attachment (AA) As a quick action, you may deal 2D6 Trauma Damage to target enemy within 3 spaces.



Quick Deploy (AA) You may use the Gun Turret ability as a Quick Action. The Gun Turret minion may cost 0 Minion Mastery for you to summon and control, but you cannot control any other combat minions. *(You must know the Gun Turret ability to learn this ability.)*

Dual Cannons (CA) Your Gun Turret minion may now attack twice per turn.

Flame Launcher (CA) Your Gun Turret minion's attacks gain +5 DMG and Burning 2. At will, it may convert all its DMG to SP-DMG.

Pyrotechnics (CA) Once per combat, you may deal 1D6 stacks of *either* Burning or Stun to any 1 enemy adjacent to *either* you or your Gun Turret minion. This effect interrupts attacks.

Tesla Coil (CA) Your Gun Turret minion's attacks gain +5 DMG and Stun 2. At will, it may convert all of its DMG to SP-DMG.

Neon Lasers (5) Deal 1D6 stacks of both Poison and Dissolve to any target enemy within 6 spaces. Your Gun Turret minion may do the same.

Rocket Barrage (8) Roll 1D6. Deal HLxD6 Trauma Damage to that many different target enemies. You may add your Craft Mastery to this ability as bonus Trauma Damage.

JESTER[®]

The Jester is one of the more technical classes in the game. Using mechanical weapons disguised as toys, mechanical traps, and even their charm, Jesters may control the battlefield with both terror and laughter. They typically set up their toys first, then jump in for the stabbing spree. Jester abilities also make great use of the CHA attribute, so they're a great class for any social Hero.

FORCE BREAK

Showstopper Defeat yourself and lose up to 10xCHA Vitality. For every 10 Vitality lost this way, you deal 2D6 Trauma Damage to all adjacent enemies *(this force break reduces your HP to 0. Also, this force break and this defeat both cannot be interrupted, negated, or prevented in any way.)*

STARTING ITEMS

Poison-Makers Kit x 2, Disguise Kit x 3

JESTER ABILITIES

SUMMON SPELLS / MECHANICAL SKILLS

Jack in the Box (1) Summon a Jack in the Box minion within 3 spaces. You may do this as a quick action.

Jill in the Box (1) Summon a Jill in the Box minion within 3 spaces. You may do this as a quick action.

Confetti Blaster (5) Summon a confetti blaster on any space adjacent to you. This confetti blaster is invulnerable, does not block movement or sight, and any creature may stand on it *(but cannot attack or destroy it.)* At will, you may defeat your confetti blaster to interrupt any monster's attack or ability, that is currently adjacent to or on your confetti blaster. They're also dealt 1D6 stacks of Stun.

Dancing Mannequin (9) Summon a dancing mannequin on any empty space within 4 spaces. Dancing mannequin immediately deals Taunt to all adjacent enemies and grants all adjacent Heroes Stealth. *(Via mechanical or magical means such as smoke.)* After that, it does nothing, and only has 1 HP.

BATTLE SKILLS

Last Laugh (CA) Once per combat, when you're defeated, you may deal double your MAD *(as Trauma Damage)* to all adjacent enemies. Then, you must resume being defeated at 0 HP. *(This may work in tandem with your force break.)*

Laugh it Off (CA) 1+(CHA/4) Times per long rest, at will, you may cure yourself of 1 status effect or wound.

Perform (1) Test CHA vs target enemy's WILL within 3 spaces. If you win, you may either deal Taunt or Repel to that enemy.

Bile-Water Pistols (3) Deal Knockback 3 and Dissolve 3 to target enemy within 3 spaces.

Squeak Hammer (3) Deal Knockback 3 and Stun 3 to an adjacent enemy. Then, deal Taunt to that enemy.

Throw your Voice (3) Choose target Hero within 5 spaces. Then, test CHA vs target enemy's WILL within 5 spaces of that target Hero. If you win, that target Hero deals Taunt to that target enemy.



MELEE SKILLS: DAGGER

Stabbing Spree (CA) Once per combat, as a quick action, you may attack up to 3 adjacent pawns. *(Roll accuracy for each attack.)*

Sidesplitting Stab (5) Attack an adjacent enemy. This attack cannot miss, deals CHA upper body wounds and gains +10 DMG.

NECROMANCER*

Masters of minions, death, and the blight, Necromancers defeat their enemies through indirect means. Necromancers specialize in summoning numerous lesser minions to diversify their army and swarm their enemies. They also have a few life and death-based abilities that provide survivability. They're a high risk/high reward class but require a lot of micromanagement. In addition, investing all of your abilities and attributes into maintaining minions might leave you as an easy target, as enemies are never guaranteed to prioritize attacking your minions over you. Newer players are heavily encouraged to avoid this class at first.

FORCE BREAK

Festering Blight Roll 1D6. Deal Poison 3, Blind 3, and 10 Trauma Damage to up to that many different enemies. You can only target enemies that are adjacent to at least one of your minions.

STARTING ITEMS

Bag of Bones, Talking Skull, Bone Charm x 8

NECROMANCER ABILITIES

SUMMON SPELLS

Bone Defender (5) Summon a bone defender minion within 3 spaces.

Ghouls (5) You may summon up to 2 ghoul minions in any empty spaces within 4 spaces.

Skeletal Warrior (5) Summon a skeletal warrior minion within 3 spaces.

Skeletal Sniper (5) Summon a skeletal sniper minion within 3 spaces.

Spider Swarms (5) You may summon up to 2 spider swarm minions in any empty spaces within 4 spaces.

Netherfire Mage (5) Summon a netherfire mage minion within 3 spaces.

Static Ice Mage (5) Summon a static ice mage minion within 3 spaces.

Toxic Mage (5) Summon a toxic mage minion within 3 spaces.

OFFENSIVE / SUPPORT SPELLS

Dark Ritual (AA) Once per combat as an action, you may defeat target pawn within 3 spaces and gain 10xHL HP. Then roll 1D6. You may then add or remove that amount of CDCs from any ability that you have. You cannot use this ability if there are any enemies adjacent to you.

Drain Life (3) Deal 2D6 SP-DMG to target enemy within 4 spaces. You gain HP equal to the SP-DMG dealt *(before it's mitigated by SP-Armor.)*

SUPPORT SPELLS

Blightmaster (AA) Once per round, if you have a Shrunken Head weapon equipped, you or a friendly creature may gain 3 stacks of both Poison and Blind on any attack.

Revel in Death (CA) HL+1 Times per combat, you may gain 10 HP *(at will.)* You can only do this if at least 3 enemies have been defeated this combat.



ADVANCED ABILITY RULINGS

If an ability triggers an effect upon removing CDCs from it, you'll want to put CDCs on it first. Like the Conjuror's *Regenerate* ability. You would spend 1 action to activate the ability, putting 2 CDCs on it. Then, when you remove a CDC from it (*via cooldowns*), the effect will trigger for free, requiring no further actions from you. (These effects are only triggered when you remove a CDC from it via cooldown.) Other forms of CDC removal do not trigger these effects. Warmup is a good way to keep these abilities active.

Some abilities have passive/static effects, that remain active as long as CDCs are on the ability.

Once combat ends, you'll naturally cooldown 1 every 10 seconds. *(Basically, you'll remove all CDCs from all abilities once combat is over.)*

If an ability has another creature perform an action, such as attack, move, or use an ability, they do so immediately during your turn (*at no action cost for them*), and then your turn resumes under your control. If it gives them Action Points or Quick Action Points, those are saved and available for the target to use on their upcoming turn.

If an attack says it cannot miss, you will still roll 1 accuracy D6 to see if you critically hit. You cannot critically miss on an attack that cannot miss.

SP Mastery does not apply to Elemental Damage.

Outside of combat, Immunities only hold up for so long. You can have Burning Immunity, but that doesn't mean you'll be able to walk through fire for a sustained amount of time. Immunities are more the ability to shrug off sudden flashes of an element, as opposed to basking in it.

When you Warmup, it only affects abilities with CDCs already on them. *(Same applies with Cooldown.)*

Keywords like: Activated Ability, Pawn, Monster, Boss, Enemy, Action, Quick Action, At Will, Target Terrain, Interrupt, Negate, once per Combat, Round, Turn, Long Rest, Gain/Lose/Heal HP, etc. can dramatically change how an ability works.

(Assuming you're using a game mat) If an ability has you trace a straight line, and you choose to trace a line diagonally, you may. It is up to the GM which targets this ability will affect, or how it will operate.

If you're uncertain about how an ability works, consult your GM. They're the final say. Otherwise, trust your common sense. It's usually right!

WALL DIMENSIONS

Unless otherwise noted, walls are **12ft tall and 5ft thick**. If a creature attacks a wall that's within their normal range, they cannot miss. Walls can never be critically hit. *(This logic may apply to similar objects like doors.)* The GM may determine a wall's weight and any other specifics that need to be decided.

MINION LIST

This section explains each minion in alphabetical order. Some of these minions can even use class abilities. When minions use your stats to use these abilities, they also use your attribute scores, and benefit from any equipment, traits, and bonuses your Hero has. The title of each minion describes their name, the class they belong to, and the amount of your Minion Mastery stat it takes to control them.

To clarify, **you must have enough minion mastery to control your minion, or you cannot summon them.** So, if you only have 2 Minion Mastery (MM) and learn the Acid Golem Ability, that takes 4 MM, you won't be able to use it. If you summon a Bone Defender minion, that takes 2 MM, you will be able to use it *(although you won't be able to summon anything else, as it's currently using all 2 of your Minion Mastery.)*

Minions are an advanced mechanic. Read plenty more about them on pages 14-16 of the *Advanced Rulebook*.

ACID GOLEM – Acidomancer – 4 MM

A magic melee minion that has 10 + (15xHL) HP, accuracy 3/4/5/6, and deals 10 SP-DMG. Its attacks also gain Dissolve 2, and once per combat, it may use the "Acid Blast" ability, using your stats.

BONE DEFENDER – Necromancer – 2 MM

A melee minion that has 10 + (10xHL) HP, 5xHL Armor, accuracy 5/6, and deals 5 DMG. Once per combat, bone defender may use the Warden's "Stone Guard" ability, using your stats.

CELESTIAL HOUND – High Priest – 3 MM

A melee minion that has 10 + (10xHL) HP, accuracy 3/4/5/6, and deals 10 DMG. Once per combat, it may use the "Healing Beam" ability, using your stats.

CLOCKWORK GOLEM – Tinker – 4 MM

A melee minion that has 10 + (10xHL) HP, 5xHL Armor, accuracy 3/4/5/6, and deals 10 DMG. Critical hits may also deal Taunt.



FIRE GOLEM – Pyromancer – 4 MM

A magic melee minion that has 10 + (10xHL) HP, accuracy 3/4/5/6, and deals 10 SP-DMG. Its attacks also gain Burning 2, and once per combat, it may use the “Redflame Bolt” ability, using your stats.

FLESH GOLEM – Low Priest – 4 MM

A melee minion that has 10 + (20xHL) HP, accuracy 5/6, and deals 15 DMG. Once per combat, it may use the “Meat Party” ability, using your stats.

FROST FAERY – Druid – 3 MM

A magic ranged minion that has 10 + (3xHL) HP, accuracy 5/6, deals 10 SP-DMG, and has a range of 3. Its attacks also gain Frost 2. In addition, this minion may use 2 action points to heal target creature within 3 spaces for 10 HP, using your stats.

GHOUL – Necromancer – 1 MM

A pawn melee minion that has an accuracy of 3/4/5/6 and deals 5 DMG.

GUN TURRET – Engineer – 5 MM

A ranged minion that has 10 + (20xHL) HP and cannot miss attacks. However, it can't move or critically hit. It deals 10 DMG, and has a range of 4.

JACK IN THE BOX – Jester – 1 MM

A minion that has 1 HP and cannot move or attack. Once per combat, *at will*, it may use the ability “Squeak Hammer” using your stats. When you (*the owner*) attacks an enemy adjacent to this minion, your attack gains 1D6 DMG and Poison 2.

JILL IN THE BOX – Jester – 1 MM

A minion that has 1 HP and cannot move or attack. Once per combat, *at will*, it may use the ability “Bile-Water Pistols” using your stats. When you (*the owner*) attacks an enemy adjacent to this minion, your attack gains 1D6 DMG and Dissolve 2.

LOYAL BEAR – Druid – 4 MM

A melee minion that has 10 + (15xHL) HP, accuracy 3/4/5/6, and deals 10 DMG. Its attacks also gain Knockback, and once per round, *at will*, it may become the target of any attack or ability that targets only you (*it must be adjacent to you to be able to do this.*)

LOYAL WOLF – Druid – 3 MM

A melee minion that has 10 + (10xHL) HP, accuracy 3/4/5/6, and deals 10 DMG. Once per round, *at will*, it may become the target of any attack or ability that targets only you (*it must be adjacent to you to be able to do this.*)

NIGHTMARE WOLF – Conjurer – 5 MM

A melee minion that has 10 + (15xHL) HP, accuracy 2/3/4/5/6, and deals 10 DMG. Its attacks also gain Blind 2 and Lethal. Once per combat, it may use the “Shroud” ability.

NETHERFIRE MAGE – Necromancer – 2 MM

A magic ranged minion that has 10 + (5xHL) HP, accuracy 3/4/5/6, deals 5 SP-DMG, and has a range of 3. This minion's critical hits also deal Blind 3 and Burning 3.

NYMPH ARCHER – Druid – 3 MM

A ranged minion that has 10 + (3xHL) HP, accuracy 3/4/5/6, deals 5 DMG, and has a range of 5. Its attacks may gain *either* Poison 2 or Slow 2.

SLUSH GOLEM – Hydromancer – 4 MM

A magic melee minion that has 10 + (10xHL) HP, accuracy 3/4/5/6, and deals 10 SP-DMG. Its attacks may gain *either* Knockback 2 or Frost 2, and once per combat, it may use the “Coldwater Touch” ability, using your stats.

SKELETAL SNIPER – Necromancer – 2 MM

A ranged minion that has 10 + (5xHL) HP, accuracy 4/5/6, deals 10 DMG, and has a range of 10.

SKELETAL WARRIOR – Necromancer – 2 MM

A melee minion that has 10 + (10xHL) HP, accuracy 3/4/5/6, and deals 10 DMG.

SPIDER SWARM – Necromancer – 1 MM

A pawn melee minion that has an accuracy of 3/4/5/6 and may either deal Poison 2 or Stun 2 (*This minion does not benefit from your Minion Damage stat. Its critical hits deal Poison 3 or Stun 3 instead.*)

STATIC ICE MAGE – Necromancer – 2 MM

A magic ranged minion that has 10 + (5xHL) HP, accuracy 3/4/5/6, deals 5 SP-DMG, and has a range of 3. This minion's critical hits also deal Stun 3 and Frost 3.

STONE GOLEM – Geomancer – 5 MM

A melee minion that has 10 + (10xHL) HP, 10xHL Armor, 10xHL SP-Armor, accuracy 4/5/6, and deals 10 DMG. Once per combat, it may use the “Earthen Fist” ability, using your stats.

TOXIC MAGE – Necromancer – 2 MM

A magic ranged minion that has 10 + (5xHL) HP, accuracy 3/4/5/6, deals 5 SP-DMG, and has a range of 3. This minion's critical hits also deal Poison 3 and Dissolve 3.

