

Warrior Classes

Warrior Ability // *Defensive Martial Arts (IC): Your arms and hands count as shields as long as you are wearing armor.*

Knight

N/A

- Rank 1
 - **Improved Strength (IC):** You have +1 to your carrying size and can carry one-handed. You can invoke any weapon for AV=0 damage and use two-handed weapons in one hand.
 - **Knockback (IC):** Body Tag (Legs). Tag a player on the legs with a weapon and call "Knockback"; if successful, the player must take three steps backwards.
 - **Tradecraft Choice (@lvl in this class):** Blacksmithing -or- Historian
- Rank 2
 - **Rallying Cry (IC):** Aura, 1 mana. Invoke with a weapon and call "Rallying Cry"; all allies in the aura heal 1HP and all enemies in the aura take Fear. [E]
 - Choose One:
 - **Impenetrability (PA):** Your armor resists AV=0 attacks. [R]
 - **Fellowship (PA):** While using a shared ability such as Drill Sergeant or Banding, you and the people you are sharing to or being shared from gain Resistance to Mental Effects for the duration of the share.
 - **Drill Sergeant (BE):** 1 mana. Select three 1st-Rank warrior skills. At the beginning of the encounter call "Drill Sergeant: [skill name]" and pay a mana. Other members of your party may also pay a mana to gain that skill for the encounter.

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Mercenary

Max AV: Half Plate (AV3)

- Rank 1
 - **Threat Vitals (IC):** Body Tag. Tag a player in the vitals with a weapon and call “Threat: Vitals”. If hit, the player must run in fear for a 20 count. [A]
 - **Endure (IC):** If you would take damage on a limb, you can call “Endure” to take the damage as a hack to that limb instead. You cannot endure on an already-hacked limb. [P]
 - **Tradecraft Choice (@lvl in this class):** Enforcer -or- Area Search
- Rank 2
 - **Avoid (IC):** When a standard skill is used on you, you can call “Avoid: [skill name]” to prevent that skill from taking effect. You can only avoid one skill at a time. [P]
 - Choose One:
 - **Missile Weapon Resistance (PA):** You resist damage and standard skills from thrown weapons, arrows, and boulders. [R]
 - **Missile Magic Resistance (PA):** You resist damage and effects from thrown standard spells (even if you don’t want to). [A, R, P]
 - ???

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Cleric

Max AV: Half Plate (AV3)

- Rank 1
 - **Jumpstart Heal (IC):** Body Tag. You may tag a player with your hand and call “Jumpstart Heal”; if not interrupted, they will heal 1HP or a hack in a 20 count. Jumpstart Heal is interrupted if the player takes damage or is hit with an “interrupt” by another player. [D, M]
 - **Might Strike (IC):** Your weapons deal holy and magic damage passively. [D, M]
 - **Tradecraft Choice (@lvl in this class):** Priest -or- Literary Arts
- Rank 2
 - **Spellturning Shield (IC):** Your shields resist magic and UB. Any magic or UB that hits your shield is still “active” and may affect anyone who is hit by the rebound off your shield. [D, R]
 - Choose One:
 - **Exorcism Ritual (OC):** 10min Ritual. Destroys undead and sends outworld outsiders back to their native plane. The lvl of your exorcism is equal to your lvl in Cleric. [M, S]
 - **Smite (IC):** 1 mana. Invoke with a weapon and call “Smite” to make your next strike Warded and Damage Boosted. If the target is an undead or outsider, it also does a turn effect (as Turn Undead). [D, M, S]
 - ????

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Viking

N/A

• Rank 1

- **Hack (IC):** Strike a player on a limb and call “Hack” to render that limb useless. Hacks are always AV=0 and require magical healing to fix.
- **Impale (IC):** Body Tag. Tag a player in the vitals with a weapon and call “Impale”. If hit, that player is stationary and cannot move from that spot until they have received magical healing. They can still fight while impaled.
- **Tradecraft Choice (@lvl in this class):** Carpenter -or- Enforcer

• Rank 2

- **Giant Strength (PA):** You have +2 to your carrying size and can carry one-handed. You can use two-handed weapons in one hand and invoke any weapon in one hand for either AV=0 or 5 damage. If invoking a weapon in both hands, you can deal 5 AV=0 damage. You may also pick up and throw boulders for 1UB damage.
- **Choose One:**
 - **Triumph: Boost (IC):** When you drop an opponent, you may invoke with a weapon and call “Triumph: Boost” to make your next strike deal boosted damage (whether you hit or miss).
 - **Battle Cry (IC):** Aura, 1 Mana. Invoke with a weapon, spend a mana, and call “Battle Cry” to cause all players within 10’ to run in fear for a 20 count.
 - **Corsair (OC):** You can sail large ships.

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Sentinel

N/A

• Rank 1

- **Brace (BC):** Remain stationary, invoke with a weapon and call “Brace”. As long as you remain stationary, the next attack that would deal you damage is debuffed. If you move, your brace is interrupted and you must re-brace. [P]
- **Vitals Pacify (IC):** Body Tag. Tag a player in the vitals with a weapon and call “Vitals Pacify”. If hit, that player is Pacified and cannot deal damage for a 20 count.
- **Tradecraft Choice (@lvl in this class):** Peacekeeper -or- Diplomat

• Rank 2

- **Morale Awaken (BE):** 1 Mana (Enc). At the beginning of an encounter, you can invoke with a weapon and call “Morale Awaken”. For the rest of the encounter, you can Awaken all members of your party (they cannot awaken you).
- Choose One:
 - **Tumble (IC):** When you would take damage in the torso, you may call “Tumble” to prevent the damage and take it as a Knockback-Snare instead. You cannot Tumble while immobilized or snared. [P]
 - **Fortify Area (BE):** You can set up fortifications in an area that you and your allies currently control. Fortifications can either negate an ongoing terrain effect for your allies or give a negative terrain effect to your enemies.
 - **Check Status (BC):** Aura. Invoke and call “Check Status: [status]” to detect the presence of that status within the aura. You may detect charms/allures, infects, fatigue, -1 counters, disguises, ???
Check Status has a 20 count cool down before you can use it again. All entities in range are aware that their status has been checked.

Semi-Martial Classes

Semi-Martial Ability // Improvised Equipment (OC): 10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.

Bard

Max AV: Half Plate (AV3). Cannot wear helms.

- Rank 1
 - **Skill Share (BC):** At the beginning of an encounter, pick a party member. You may share to that player one standard class skills or spell that you have been trained in, if they are high enough level to use it. They can use the shared skill/spell for the rest of the encounter. You cannot skill share tradecrafts.
 - **Combat Craft (IC):** You can use tradecrafts in-combat at full level; call “Combat Craft: [Tradecraft and Lvl]” to do so.
 - **Tradecraft Choice (@lvl in this class):** Performing Arts -or- Teacher
- Rank 2
 - **Bardic Lore (OC):** Pick three tradecrafts; you have lvls in each tradecraft equal to your level in Bard. You may not pick the same tradecraft multiple times.
 - Choose One:
 - **Temporary Charm (IC):** Body Tag. Tag another player with your hand and call “Temporary Charm” to charm the target for a 20 count. You may only charm one person at a time. [E]
 - **Glimveil (OC):** 10min Ritual. Casts a minor illusion. Can be used to make yourself look unlike yourself for an encounter, to conceal a location for an encounter, or to conceal an object not on your person. [M]
 - **Bardic Sense (BC):** Once/Day/Bard Rank. Call “Bardic sense” to sense oddities in an encounter. The GM will tell you what, if anything, you sense. [A]

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Assassin

Max AV: Chainmail (AV2).

- Rank 1
 - **Martial Arts (IC):** Your hands count as weapons and your forearms count as shields for the purposes of combat. You still take skills that target your arms and hands.
 - **Acrobatics (C):** Have Climbing and Leap. Climbing allows you to tag a tree or wall, call "Climbing", and perform a 5-count to ascend that object. Once ascended you are out of reach of melee weapons. Leap allows you to call "Leap" and cross obstacles such as rivers or low walls for a 5-count. You can only carry while leaping or climbing if you could run with what you are carrying.
 - **Tradecraft Choice (@ lvl in this class):** Innkeeper -or- Alchemist
- Rank 2
 - **Hide & Stealth:** To Hide, remain stationary and perform a 5-count. At the end of the count, put your spread hand over your face to show that you are Hidden. As long as you remain stationary and do not make any actions, other players cannot see you (but can still hear you). With Stealth, you can move while Hiding at a heel-toe walk.
 - Choose One:
 - **Slay Vitals (IC):** 1 mana. Strike another player in the vitals with a weapon and call "Slay: Vitals" to instantly kill the target.
 - **Weapon Mastery (PA):** You deal AV=0 damage with all weapons of one weapon class.
 - **Lie (PA):** You are resistant to any attempts to detect your alignment, motive, truth, or status. You may say what you wish instead of the real answer, and it will read as true. [R]

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Thief

Max AV: Chainmail (AV2)

• Rank 1

- **Unglue Search/Loot (BC):** 1 Mana or 10min Ritual. You may glue all of a player's items to their spirit with a 10 minute ritual to prevent those items from being stolen by anyone without unglue. You may unglue another player's searchable items by tagging them (body tag) with both hands and calling "Unglued Search: [item type]" followed by a 5-count. You may unglued loot a larger item in-combat by paying a mana to loot a single item instantly, or unglue all of a target's items with a 10min ritual.
- **Vitals Disable (IC):** Body Tag. Tag a player in the vitals with a weapon and call "Vitals Disable: [skill or spell name]". If hit, the called skill is disabled and the player cannot use it for the rest of the encounter. You may only choose one skill or spell to disable per encounter, but can disable it on multiple players.
- **Tradecraft Choice (@ lvl in this class):** Area Search -or- Trader

• Rank 2

- **Improved Search (BC):** You may unglued search for individual item types instantly instead of with a 5-count. You may also take all searchable from a target by calling "Unglued Universal Search" followed by a 20 count.
- Choose One:
 - **Effects Resistance (BC):** 1 Mana (Enc). You resist all standard skills used on you. Once effects resistance is turned on, it cannot be turned off for the rest of the encounter. [R]
 - **Trapfinding (OC):** 10min Ritual. You can detect and disarm traps of a BR equal to or less than your lvl in Thief. You resist effects (but not damage) from traps.
 - **Evasion (PA):** While evading combat you resist auras, blasts, and cones.

Semi-Martial Classes

Semi-Martial Ability // Improvised Equipment (OC): 10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.

Duelist

Max AV: Chainmail (AV2). Cannot use shields.

- Rank 1
 - **Duel (BC):** If both you and a nearby opponent are outside of striking distance of any other opponents, you may indicate them and call “Duel” to begin a duel with them. While in a duel you cannot leave 15’ of one another and other players cannot directly interfere. The duel ends when one player drops. Either player may leave the duel with a stationary 20 count. [A]
 - **Disarm (IC):** Body Tag (Arm). Tag a player in the arm with a weapon and call “Disarm” to cause them to drop all items they are holding in that hand. The items must hit the ground before they can be picked back up again.
 - **Tradecraft Choice (@ lvl in this class):** Performing Arts -or- Rhetoric
- Rank 2
 - **Bow Out (IC):** When in a duel, you may call “Bow Out” at any time to instantly leave it. You may also call “denied” to prevent any duel modifications your opponent adds to the duel. [A]
 - Choose One:
 - **Spellturning Weapons (IC):** Your weapons resist spells and UB. Any magic or UB that hits your weapon is still “active” and may affect anyone who is hit by the rebound off your weapons. [A, R]
 - **Good Feeling (OC):** Before the GM makes a roll about your or your party’s situation, you can call “I’ve Got A Good Feeling About This” to gain a bonus to the roll. For each Good Feeling you use, the GM may impose a Bad Feeling (and penalty) on another roll later that day by calling “You’ve Got A Bad Feeling About This” before making the roll.
 - **Duel Elite (BC):** When starting a duel, you may call “Duel Elite: Lose all [class] skills” to cause your opponent to duel you without any of their skills from that class. They regain their class skills once the duel has resolved. [A]

Semi-Martial Classes

Semi-Martial Ability // Improvised Equipment (OC): 10min Ritual. You can improvise equipment with a gold value equal to your lvl in semi-martial. This equipment only lasts for an encounter, after which it is unusable.

Ranger

Max AV: Half Plate (AV3).

- Rank 1
 - **Snare (IC):** Body Tag (Leg). Tag a player in the leg with a weapon and call “Snare”. If hit, the player cannot move their leg from that spot for a 20 count. Repeated snares on the same leg do not reset the count.
 - **Scouting (IC):** You can see Hidden players.
 - **Tradecraft Choice (@ lvl in this class):** Tracking -or- Forester
- Rank 2
 - **Favored Enemy (IC):** Pick one class of creatures (see Monster section in rulebook). You deal boosted damage versus creatures of that class.
 - Choose One:
 - **Accuracy (IC):** Remain stationary, invoke a weapon, and call “Accuracy” followed by a 5-count. After the count, as long as you remain stationary, your next strike with that weapon is warded. [P]
 - **Improved Senses (PA):** Pick one of your senses to advance. You can perform a 10min Ritual between encounters to choose another sense.
 - **Familiar (OC):** 30min Ritual. Make a permanent bond with a willing creature. [A]

Mage Classes

Mage Ability // Staff Touch (IC): *Magelore items count as an extension of your hand.*

Diviner

Cannot wear armor.

- Rank 1
 - **Iceball (IC):** Blue Ball (UB). Throw the ball at a player and call “Iceball” to pause them in place for a 20 count. The player cannot be interacted with while frozen. [M]
 - **Light Ray (IC):** White Packet (AV=0). Throw the packet at a player and call “Light Ray” to prevent the player from dealing damage for the next 20 count. [M]
 - **Oracle (OC):** 10min Ritual, Cumulative Mana Cost (Day). Enter a trance state to ask a question of the world or a specific deity. [M]
- Rank 2
 - **Diviner Sorcery (V):** You can create and cast Diviner Sorceries. See section on Sorcery. [M]
 - Choose One:
 - **Identify (OC):** 10min Ritual. Learn the traits of a targeted person, object, or location. [M]
 - **Crown of Light (IC):** Aura, 1 Mana. Invoke and call “Light Aura” to prevent all players within 10’ from dealing damage for the next 20 count. You may also invoke, call “Light Touch” and strike with your hand (UB) to pacify an individual target for no mana cost. [M]
 - **Dispel Magic (IC):** Invoke and call “Dispel Magic: [spell name]” to cancel all instances of the named spell within 10’ of you. You may only dispel one named spell at a time. [M]

Mage Classes

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Wild Mage

Cannot wear armor.

- Rank 1

- **Treeform Ball (IC):** Green Ball (UB). Throw the ball and call “Treeform Ball” to change the target into a tree. While in treeform a player raises both their arms as branches, cannot make actions, and cannot be targeted by most abilities. If conscious, the tree formed player may revert back into their normal form at any time by calling “Revert”. Other players may force revert a shape changed player by tagging them with both hands, spending a mana, and calling “Force Revert”. Wild Mages may revert others for no mana cost. [M]
- **Empathic Ray (IC):** Green Packet (AV=0). Throw the packet and call “Empathic Ray: [Wound or Heal]” to either deal 5 AV=0 damage to the target or heal one damage to the target. Either way, you go unconscious each time you cast the spell; you will wake up in a 20 count as long as no one interrupts you and you don’t take further damage. [M]
- **Animal Shape (OC):** 10min Ritual. You can turn a single target into one of the five standard creature choices for this region. They do not retain their abilities while in this form, but can revert any time as long as they are conscious. [M]

- Rank 2

- **Wild Mage Sorcery (V):** You can create and cast Wild Sorceries. See Sorceries section. [M]
- Choose One:
 - **Crown of Vines (IC):** Aura, 1 Mana. Invoke and call “Earthbind Aura” to immobilize both feet of all players within 10’ for the next 20 count. Earthbound creatures also lose flying and swimming for the duration of the 20 count. You may also invoke, call “Earthbind Touch” and strike with your hand (UB) to earthbind an individual target for no mana cost. [M]
 - **Regeneration Touch (IC):** Invoke, tag another player, and call “Regeneration Touch” to cause the target to regenerate for a 20 count. [M]
 - **Animal Charm (IC):** 1 Mana Touch. Touch a non-magical animal, beast, or vermin with a maximum BR of 10 and call “Charm Animal” to charm that animal for the rest of the encounter. [M, E]

Mage Classes

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Healer

Cannot wear armor.

- Rank 1
 - **Medicine Ball (IC):** White Ball (UB). Throw the ball and call “Medicine Ball” to heal 1 damage or an injury dealt to the target. You can also cast “Medicine Ball: For Damage” to deal 1 UB damage to creatures such as undead that are harmed by healing. [M]
 - **Stun Ray (IC):** Patterned White Packet (AV=0). Throw the packet and call “Stun Ray” to render a target stunned and drop them for the next 20 count. While stunned, they are effectively at 0HP (as a knockout). After the 20 count, the effect wears off and they may stand back up. Damage and interrupts do not interrupt a stun count, but death does. [M, E]
 - **Resurrect (OC):** 10min Ritual. Perform a ritual on a dead player with a spirit still in their body to bring them back to life. [M]
- Rank 2
 - **Healer Sorcery (V):** You can create and cast Healer Sorceries. See section on Sorcery. [M]
 - Choose One:
 - **Crown of Cleanse (IC):** Aura, 1 Mana. Invoke and call “Cleanse Aura: [effect]” to cleanse all players within 10’ of all instances of that effect gained during this encounter. You may choose charms, fear, infects, or poisons. You may also invoke and call “Cleanse Touch: [effect]” and strike with your hand (UB) to cleanse an individual for no mana cost. [M]
 - **Rebirth (IC):** Two-Handed Body Tag, 1 Mana. Invoke, tag a dead player on the body with both. Hands, and call “Rebirth” to instantly bring them back to life. Spirit must be in body. [M]
 - **Resist Mental Effects:** You resist mental effects. [M, R]

Mage Classes

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Necromancer

Cannot wear armor.

- Rank 1
 - **Terror Ball (IC):** Black Ball (UB). Throw the ball and call “Terror Ball” to deal 1UB Terror damage to the target. Terror damage resists magical healing. [M]
 - **Death Ray (IC):** Black Packet (AV=0). Throw the packet and call “Death Ray” to instantly kill the target. Death Ray is a death effect, not damage. [M]
 - **Summon the Dead (OC):** 10min Ritual. Perform a ritual on a bodiless spirit to summon the spirit’s body back to it and return the spirit to the body. Also repairs damage to the body. Also gain Spirit Guide, which allows you to see creatures in the Spiritscape. [M, S]
- Rank 2
 - **Necromancer Sorcery (V):** You can create and cast Necromancy Sorcery. See section on Sorcery. [M]
 - Choose One:
 - **Crown of Fear (IC):** Aura, 1 Mana. Invoke and call “Fear Aura” to cause all players within 10’ of you to run in fear for a 20 count. You may also call “Fear Touch” and strike with your hand (UB) for no mana cost to cause an individual player to run in fear. [M, E]
 - **Turn Undead (IC):** Body Tag or 1 Mana Aura. Invoke, tag an undead, and call “Turn Undead” to cause them to flee (as Fear). You may make this a 10’ aura for 1 mana. [M, S]
 - **Summons (IC):** Two-Handed Body Tag, 1 Mana. Invoke, tag a dead player on the body with both hands, and call “Summons” to instantly summon their spirit into their body. [M, S]

Mage Classes

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Pyromancer

Cannot wear armor.

- Rank 1
 - **Fireball (IC):** Red Ball (UB). Throw the ball and call “Fire Ball” to deal 1 UB damage to the target. [M]
 - **Flame Ray (IC):** Red Packet (UB). Throw the packet and call “Flame Ray” to deal 5 AV=0 damage to the target. [M]
 - **Magetorch (BC):** Your hand works like a torch. As a 10min Ritual, you can extend the range of your light for a distance equal to your level in Pyromancer as long as you are not holding something in that hand. [M]
- Rank 2
 - **Pyromancer Sorcery (V):** You can create and cast Pyromancy Sorcery. See section on Sorcery. [M]
 - Choose One:
 - **Crown of Flames (IC):** Aura, 1 Mana. Invoke and call “Inferno Aura” to deal 1 magical fire damage to all players within 10’. You may also invoke, call “Burning Touch”, and strike a player with your hand (UB) to deal 1 magic fire damage to an individual player for no mana cost. [M]
 - **Fire Control/Resistance (PA):** You resist magical and natural fire damage, and your attacks deal magic and fire damage. [M, R]
 - **Bellows (IC):** Invoke, call “Bellows”, and perform a 5-count. At the end of the 5-count, the next spell you cast is damage boosted (if it deals damage in the first place). [M]