

Illionor Warrior Classes

Knight — Unchanged

Mercenary — Unchanged

Cleric — Unchanged

Viking — Unchanged

NO Sentinel — Add Kenshi (*Below*)

Kenshi

Restrictions: Cannot use shields; cannot be learned by mages.

| | | |
|-----------------------|-------------------|-------------------------|
| 1. Duel | | |
| 2. Recall | | |
| 3. Dueling Techniques | | |
| 4. Peacekeeper | | 4. Diplomat |
| Juggernaut Archetype | Warpath Archetype | Guardian Archetype |
| 5. Ignore Interrupt | 5. Defy Death | 5. Intercept |
| 6. Sentry | 6. Battle Lore | 6. Sense Motive |
| 7. Honor Fight | | 7. Spellturning Weapons |
| | 8. Morale Awaken | |
| | 9. Channel | |
| | 10. Mastery | |

2. Recall (OC): You may prevent other players from leaving the encounter - or recall players who have already left within a 5c of their leaving - by calling “[Player Name]: Recall” and indicating a player within 15’. They may not attempt to leave the encounter again until a 20c has passed.

5B. Defy Death (IC): When you would drop or die, you may call “Defy Death” to remain conscious for another 20c; during that 20c, you resist dropping and may continue to fight. Once the 20c ends, you die. [A]

6C. Sense Motive (OC): You may call “Sense Motive: Player Name” to a player within 10’ of you to tell whether that player is Hostile, Neutral, or Friendly towards you. Sense Motive has a 20 count cooldown before you can use it again. [A]

7A. Honor Fight (IC): 1/Mission/Rank in Kenshi. While in a duel, you may invoke with a weapon and call “Honor Fight” to add this modifier to the duel. Whichever player loses the duel cannot be healed or self-heal for the rest of the encounter. [A]

9. Channel (IC): Cu. Cost (Enc). Intercept a single-target spell within reach, an area spell, or a multi-target spell that hits you; invoke; and call “Channel” to prevent the spell from affecting all other simultaneous targets. You may then arc the spell to hit a single opponent within 15’ by calling “Arc: [Spell Name] [Player Name] and indicating them, or else take a Full Wound. [A, M]

Illionor Semi-Martial Classes

Bard — Unchanged

Assassin — CHANGES

- Assassin 3: No Martial Arts; Instead, **Unglued Loot/Glue**.
- Assassin 5B: No Throwing Training; Instead, **Vitals-Hack**.
- Assassin 5C: No Backstab; Instead, **Vitals-Disable**.

NO Thief — Add Archer (*Below*)

NO Duelist — Add Martial Artist (*Below*)

Ranger — CHANGES

- Ranger 7B: No Ambush; Instead, **Trace**.
 - **Trace (BC)**: Tag, Cu. Cost (Enc). Tag a player or object in the encounter and call “Trace”. You know the direction and distance, but not condition, of the target traced. To maintain the trace, you must spend additional cumulative mana each encounter starting at 0. [M]

Archer

Restrictions: Max AV is Leather (AV1).

| | | |
|---|-------------------|------------------|
| 1. Archery Training | | |
| 2. Wildwend | | |
| 3. Banding | | |
| 4. Carpenter 4. Forester | | |
| Warmaker Archetype | Watcher Archetype | Roving Archetype |
| 5. Pierce | 5. Crit | 5. Multishot |
| 6. Fortify Area | 6. Watchpost | 6. Trapfinding |
| 7. Warding 7. Weaving | | |
| 8. Ambush 9. Arcane Archery 10. Mastery | | |

1. Archery Training (PA): You can block strikes with a bow without it becoming unstrung, and can shatter your bow as a shield to block breath weapons..

2. Wildwend (OC): While in wilderness, you may tune to the mana type of the biome you are in; while tuned you have Healing Factor; Lmtd. Wildstep out of combat and for that biome only; and, if you have Arcane Archery, gains you the slot for that spell at no mana cost. [M]

5A. Pierce (IC): Remain stationary, invoke with a bow, and call "Pierce"; as long as you remain stationary, your next shot with the bow or thrown weapon deals 1UB Damage.

5B. Crit (IC): Invoke and call "Crit"; as long as you remain invoking, your next shot with a bow or thrown weapon deals boosted damage.

5C. Multishot (IC): You may throw up to three arrows or ranged weapons at a time by calling "multishot" followed by the same calls you would normally use for damage and delivery.

6B. Watchpost (OC): 10min Ritual. While on watch you know if anyone has passed into or out of the area within a move, and know if any scouting abilities (ie, Lay of the Land, Ambush, etc) have been used on your party.

7A. Warding (IC): 1 Mana (Enc). Shots with your arrows are passively warded. [M]

7B. Weaving (IC): 1 Mana (Enc). Shots with your arrows are passively magic. [M]

9. Arcane Archery (IC): 1 Mana (Enc, Per Spell). Invoke, call "Arcane Archery: [spell name]" and throw an arrow to cast a spell in place of that arrow. You may choose from any basic ray spell in the standard classes; each ray type used costs one mana for the encounter, with additional mana for each additional ray spell. [M]

Martial Artist

Restrictions: Max AV is Leather (AV1).

| | | |
|-----------------------------|----------------------|--------------------|
| | 1. Reflexes | |
| | 2. Endurance | |
| | 3. Martial Arts | |
| 4. Doctor 4. Area Search | | |
| Flowing Archetype | Watchful Archetype | Grounded Archetype |
| 5. Disarm | 5. Vitals-Pacify | 5. Brace |
| 6. Meditation | 6. Check Status | 6. Gut Sense |
| 7. Evasion 7. Tumble | | |
| | 8. Vitals Protection | |
| | 9. Transcendence | |
| | 10. Mastery | |

1. Reflexes (IC): You resist skill tags on your limbs.

2. Endurance (OC): You do not tire while running, and are able to cover long distances faster; take -1 fatigue from travel.

6A. Meditation (OC): 10min Ritual. The next time you gain xp, you reduce 3xp towards clearing a death effect. [S]

9. Transcendence (PA): Gain +1 Floating HP/Mana; you can transmute it from one to the other with a 10min ritual. You heal death effects at -1xp per stone, and cannot be forced from or trapped in your body. [S]

Illionor Mage Classes

Diviner — CHANGES

- Diviner 3 and 5B: Swap **Identify** to 3 Diviner and **Oracle** to 5B Diviner.
- Diviner 6B: No Farspeaking; Instead, **Divination Sense**.
 - **Divination Sense (OC)**: You can sense when something is watching or sensing you, and whether it is hostile, neutral, or friendly towards you. [M]

Wild Mage — CHANGES

- Wild 5A: Remove Wild Shift; Instead, **Tree Step**
 - **Tree Step (IC)**: Tag, Cu, Cost (Enc). Tag any tree in the encounter and call “Tree Step” to teleport to any other tree in the encounter visible from the first tree. To do so, put your fist on your head to cross the field and move directly to the other tree, then tag the tree you are entering from. [M]

Healer — Unchanged

Witch — Unchanged

Pyromancer — Unchanged