

AP	V max	V now	Deathstrikes	
Base 0	Base 10	-	-	-

A	Description
	Savvy - you know people and information in a major area.
	Shield fighting - Can turn an ally's missed defense roll into a success if within touch range.
	Attack of Opportunity - when a creature leaves melee range, can roll an attack as a reaction one per turn.
	Counter - when successfully parrying an attack, can attack as a reaction once per turn.
	Sneak Attack - when enemy is suprised, triple damage.
	Ruk'kan Killer - Ease attack rolls by 1 against creatures that have cast forms in the last round.
	Focus - increase range or damage of a form by 1, at the cost of 1 vitality. Can use once you know a form cast is successful.
	Communicant - you can read lips and between the lines. Ease 2 for insight and Oratory
	Sharp Shooter - ignore armor points with ranged weapons
	War Caster - Ease 2 on Fortitude checks to maintain concentration.
	Great Weapon Master - if wielding a 2h weapon, can attack two adjacent foes
	Resilient - Max vitality +2.

## Skill Tracker

A	Skill	TN	Improvements						Trained	Mastered
-	-	Base 9	+1	+2	+3	+4	+5	+6	-	-
	Melee Attack								+1 to attack when trained; +1 damage per improvement	1h - riposte/counter. 2h - AoO
	Ranged Attack								+1 to attack when trained; +1 damage per improvement	When you use an action to aim a ranged attack, ease TN by 2; OR Learn Sharpshooter
	Defense								Mitigate damage	can attack from Far range or greater
	Brawler								grab and control creatures (if successful, ATK and DEF are pushed by 2 for the grappled creature, must use action to attempt escape)	target must successfully escape twice to get loose
	Power								bodily strength - lifting, pushing, bracing, bending	advantage, or increase Vitality by 4
	Perception								Glean information about surrounding area or situation	you cannot be surprised while awake
	Insight								Glean intention from other's words or actions.	ease TN by 2 if you've met the target before
	Clarity								+1TN to resist mental form effects.	advantage against effects to one of the following: control you, modify memory, scry you
	Animal Training								Charm or induce an animal companion to perform simple actions, 1 animal at a time.	advantage on the check
	Climber								Climb any reasonable surface with texture or holds.	Advantage on either urban or wilderness climbing checks.
	Scout								Detect traps, hidden doors and dangers in an unknown area.	advantage on finding hidden enemies in a searched area.
	Disguise								Take on alternate identities. Imitating a specific person requires a day to prepare.	Advantage on deception checks while wearing an appropriate disguise.
	Sleight of Hand								Stealing small items, cheat or overcome betting games, conceal something that requires hand movement	first failed check on unaware targets does not alert them.
	Hunting and Gathering								ability to acquire food and water in any environment, enough for a group.	on a failed check you still find enough food/water for 1.
	Investigate								Uncover hidden and subtle information.	-
	Jump								Increase jump distance 3-fold	ignore fall damage below a Near Distance (40')
	Knowledge								Roll to recall details on a topic or area of expertise.	advantage on the rolls.
	Tinker								Manipulate non-magical locks, traps or other devices.	can dismantle and re-activate traps and other devices
	Herbalism								find and use plants for tinctures, potions and salves that can be applied for different uses. 1 alchemist supply makes 1 use.	Cooking - can cook herbs in meals, takes 1 hr. Party gets the effect and tincture effect doubled. But must be consumed. Consumes 1 ration per teller..
	Oratory								Persuade or deceive with words	Ease checks against non-hostile targets by 2.
	Performance								Entertain, distract, intimidate or charm.	advantage when there is a crowd.
	Profession								any working skill with any required tools and knowledge.	advantage on skill-related checks.
	Fortitude								Roll to ignore extreme environmental effects or the effects of ingested materials.	If you rolled a 1 during a rest, you rolled a 2..
	Finesse								physical speed and acumen.	Advantage during chases, or double free movement on turn (20').
	Stealth								attempt to remain unseen while moving, easier when still or hiding.	advantage when in a crowd or forest.
	Swimming								swim twice as fast	ignore armor swimming penalty
	Tracking								find clues to pursue a target in the wild.	choose a sense (sight, smell, hearing) and gain advantage on checks relying on that sense.

Form Tracker

F	A	Effect	TN	Improvements						Trained	Mastered	Distance					Duration					Damage					Targets					AoE	Silence	
-	-	-	Base 8	Aug 1			Aug 2			-	-	T	C	N	F	D	I	R	M	10	H	D	0	1	2	3	4	1	2	3	4	5	Close	No dmg
		Armor							+1 AP for every 2 TP invested?		-						-						-					-						
		Blast: Fire							1 residual damage start of next round		-						-						-					-						
		Blast: Ice							push next roll by 1		-						-						-					-						
		Blast: Earth							push next roll by 1		-						-						-					-						
		Blast: Lightning							AoE (Touch) - Save or take damage		-						-						-					-						
		Blindness									-						-						-					-						
		Confusion									-						-						-					-						
		Deafness									-						-						-					-						
		Detect Resonance									-						-						-					-						
		Detect Thought									-						-						-					-						
		Dispel									-						-						-					-						
		Fear									-						-						-					-						
		Fog									-						-						-					-						
		Glamour							charm		-						-						-					-						
		Hypnotize							make docile		-						-						-					-						
		Illusion - Auditory									-						-						-					-						
		Illusion - Visual									-						-						-					-						
		Impersonation									-						-						-					-						
		Invisibility									-						-						-					-						
		Light									-						-						-					-						
		Nondetection									-						-						-					-						
		Paralyze									-						-						-					-						
		Telekinesis									-						-						-					-						

A access  
F failed - can't use until long rest

T touch  
C close  
N near  
F far  
D distant  
I instant  
R 1 round  
M 1 minute  
10 10 minutes  
H 1 hour  
D 1 day

**Creating a Form**

Gain access to a spell effect

Optionally include augments for 2 TP each

Category	Item	Cost (TP)
Unlock	base spell effect	3
Distance	touch	0
	close	2
	near	4
	far	6
	distant	8
Duration	instant	0
	1 round	2
	1 min	4
	10 min	6
	1 hr	8
	1 day	10
Damage	0	0
	1	2
	2	4
	3	6
	4	8
Targets	1	0
	2	2
	3	4
	4	6
	5	8
AoE	Close size	8
Silence	Non-combat	5

**Example**

Gain access to Detect Thoughts with augments for the Near zone and 1 damage

*You send a powerful wave of telepathic energy into the mind of someone Near, dealing 2 damage.*

Category	Item	Cost (TP)
Unlock	Detect Thought	3
Distance	near	4
Duration	instant	0
Damage	1	2
<b>Total</b>	-	<b>9</b>

**Improving a Form after Creation**

Improve TN by 1 per TP, limit 6. Get 1 Augment for every 3 Improvements

Notice:

Augments are cheaper while creating a form, but you need to save up a lot of TP and spend them all at once to buy Augments this way. Improvements can be bought 1 TP at a time, but with a limit of 6 you can only purchase 2 Augments this way.

Imp (1 TP ea)	TN	Augments
Creation	8	Num Included
1	9	-
2	10	-
3	11	+1
4	12	-
5	13	-
6	14	+2