



Workbook

Classes

What is the class called?

WIELDER/STRIKER/BLAZONER

Where does this class get its power?

Channels magic through weapon

What sort of things do you want this class to do?

How does this class work with other classes?

How can players express themselves within this class?

What difficult choices does this class make?

What kind of Assist Pool does this class have?

## WEAPON / IMPLEMENT

VERSATILE (1) - Can change weapon into needed shape using whichever tag is needed for scene. Reverts to normal afterwards. "You and your weapon have an intuitive bond, changing to suit your needs for the remainder of the scene"

I've Got Your Back (3) - Can defend ally from attack 5 spaces from Adv Pool

Larger Than Necessary

Deceivingly Small (1): Your weapon is deceptively large, hitting things even though it looked like you might be off to attack 2 extra dice.

What kinds of skills does this class have?

Tactics  
2 Weapon  
Athletics  
Spirits

What kinds of Spell Pieces does this class have?

Blade	Striking	Forceful
Sharp	Dodging	
Arrow	Charging	
Rod/Staff	Impact	
Blunt	Piercing	

What kinds of abilities or specialties will this class have?

Implant gains abilities, speed, intelligence, etc

HP increases

AP size increase

