

THE COMMONER

CLASSIFICATION: Support

INSPIRATION: Original

A lust for adventure, a great destiny, mastery of a Weapon... they do not possess any of these things. All this commoner has is a few neat skills, and a willingness to help.

RECOMMENDED ATTRIBUTES:

Strength	1	Agility	1	Influence	3
Wits	2	Arcane	-1	Luck	3

The Commoner is the most mundane class in the whole system. They can be no more than civilians who are skilled at their career or no less than an impoverished talentless bum who is half decent with a pitchfork. Due to the Commoners' less than exceptional skillset, they operate more as a Utility or Support unit rather than one of the previously listed class archetypes: Warrior, Rogue, Mage, or Hybrid.

Despite the Commoner's lack of feats, they do have several abilities to take advantage of. They can increase their healing capabilities, protect their allies, and commune with other Commoners. They are seen as helpless, inconsequential, and above all else, incapable. However, there are a select few who start their journey as Commoners and end their journey as heroes.

The Commoner is the most frequent class that the Party will encounter. The Commoner is designed so GMs can turn almost any minor NPC that a Party might encounter into a full-fledged Commoner. They can do this by selecting certain abilities and one of their options from their Civilian Backgrounds. Some examples are

- **Guard:** Self Sacrifice, Respecting Authority, Adaptability (Civilian Background: Military)
- **Merchant:** Oh Gimmie A Break!, Pitiful Demeanor, Adaptability (Civilian Background: Merchant)

- **Priest:** Optimistic Healer, Peace of Mind, Adaptability (Civilian Background: Religious)
- **Thief:** Survival Instincts, Oh Gimmie A Break!, Adaptability (Civilian Background: Criminal)

When a GM is making a Commoner NPC for an engagement, their best tool is going to be Adaptability. This ability allows those who have it to get one custom ability created by the GM that coincides with their background. Here are some examples of Adaptability abilities using the previous NPC examples:

- **Guard:** Protector: Gain +1 Forward towards Guard actions as well as always count as having 1 Armor.
- **Merchant:** Silver Tongue: Gain +2 on Convince tasks when you offer the target something in return, like a consumable or currency.
- **Priest:** Supporting Path: Whenever you apply healing or additional benefits to an ally, you also gain the effects.
- **Thief:** Sleight of Hand: Whenever you deal unarmed or intimate damage, steal 1 small item from the target.

PLAY THIS CLASS IF YOU...

- ...like challenging yourself with a weaker kit.
- ...like playing the underdog.
- ...like supporting the team.
- ...like proving yourself to your peers.

