

# CORE CLASS – CLERIC



## ***Class Abilities***

**Heal 1 – 3 AP, Pay X life:** target player gains X life. The AP cost can be leveled down to zero.

**Protect 1 – 3 AP, Tap:** Prevent the next 2-damage that would be dealt to target creature or player. The AP cost can be leveled down to zero.

**Smite 1 – 3 AP, discard a card:** Deal 3-damage to target undead (Vampire, Skeleton, Zombie, Shade or Spirit, etc..). If the discarded card was a healing spell, you may copy this ability once and target a second undead creature.

## ***Cleric Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: devout, detect spell, first aid. Distribute +1 bonus across any of the following attributes: Range or Life.

## CLERIC ARCHETYPE 1 – HEALER

**Requirements**      **Cleric Level 3, You must have demonstrated a willingness to sacrifice.**

**Alleviate 1 – 3 AP, Pay X Life:** Remove X -X/-X counters from target creature. The AP cost can be leveled down to zero. When you do, that player gains X life where X is the number of counters removed this way.

**Hallow 1 –** Cast a healing spell: Your healing spells do can damage to undead. You may divide the damage however you choose between 1-target undead or living creatures.

**Revive 1 – 4 AP:** As an additional cost pay X life where X is either more than or equal to an amount of life that will bring 1-target player up to zero+ life or equal to the toughness of target creature in your graveyard. Either that player is revived or that creature comes into play as if it were just cast. You can use this ability to pay negative life to raise a creature or ally but you immediately become incapacitated at the start of the next phase.

## ***Healer Bonus Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Concentration, Herb Craft, Riding.

## CLERIC ARCHETYPE 2 – NECROMANCER

**Requirements**      **Cleric Level 3, Training by a Necromancer or you are a former undead**

*Harm* 1 – 4 AP, Pay X Life: For every two life you pay, you deal one-damage to target living creature. Activate this ability only once per turn and only as a sorcery.

*Reanimate* 1 – 4 AP: As an additional cost, pay X life where X is equal to the converted mana cost of target creature in your graveyard. That creature is now a zombie in addition to its other types and gains a +1/+1 counter. When it dies, remove it from the game. Activate this ability only as a sorcery and only once per turn.

*Drain Essence* 1 – Tap: Sacrifice 1-target creature you control. Gain X life where X is equal to the total Power or Toughness. If you sacrifice a zombie in this way, target creature gains -2/-2 until end of turn. Activate this ability only as a sorcery or in response to taking lethal damage.

### ***Necromancer Bonus Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Attunement, Notoriety, Psychology.

## CLERIC ARCHETYPE 3 – ORACLE

**Requirements**      **Cleric Level 3, You require the blessing of an oracle**

*Unweaken* 1 – 3 AP, Discard a card: Suppress 1 -X/-X counter(s), bonus(es) or effect(s) until end of turn where X is the discarded card's mana cost until end of turn. If you discard a creature card in this way, you may draw a card.

*Curse* 1 – 4 AP: Put 2 curse counters on target creature. When that creature dies, its controller loses life equal to the number of curse counters on that creature. Spells you and your allies cast that target creatures with curse counters cost 1 colorless mana less per curse counter.

*Read the Bones* 1 – 4 AP: Target opponent reveals the top 1 card(s) from their library only to you and themselves. Mark these cards with a clear sleeve. Whenever any sleeved cards are drawn, target opponent takes 1-damage unless he or she discards that card. If they do not discard that card, you may look at that card whenever you wish. After revealing cards and sleeving them in this way, the opponent may choose to shuffle their library.

### ***Oracle Bonus Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Lore, Runes, Herb Craft.



## **CLERIC ARCHETYPE 4 – PALADIN**

**Requirements**      **Cleric Level 3, You need a divine cause and faith in a deity**

*Holy Light 1 – 3 AP:* Choose one: Remove 1 creature card from a player's graveyard from the game; target nonwhite, nonartifact creature takes 2 Holy damage; 1-healing spell you cast this turn has Split Second. Activate this ability as a sorcery and only once per turn.

*Slay Unnatural 1 – 2 AP:* You deal double damage to 1 of the following creature types (you pick a creature type when you select this ability and one each time you level up this ability): Construct, Demon, Devil, Djinn, Dragon, Elemental, Giant, Horror, or Werewolf. Activate this ability only during combat. (Let the GM know your choices)

*Marked for Justice 1 – 3 AP:* Target creature is considered marked. Allies get their choice of +one to Power, Toughness, or Range when targeting or attacking the marked creature. Activate this ability as a sorcery and you may only have 1 marked target at a time.

### ***Paladin Bonus Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Devout, Perception, Riding.



## CORE CLASS – FIGHTER

### *Class Abilities*

**Cleave** 1 – 3 AP: When you kill a creature during combat, you may activate this ability to move to another enemy creature within 1 spaces and attack it with your full power. You gain -2/-2 each time this ability is activated until end of turn.

**Defensive Stance** 1 – 2 AP: When blocking, gain -0/+1 until end of turn. You may only activate this ability once during each combat step.

**Blade Squall** 1 – 3 AP, Tap: Your throwing dagger(s) hit 1-target creature(s) dealing 1-damage to each. You may level this ability down to 0 AP.

### *Fighter Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills:

Security, Survival, and Notoriety. Distribute +1 bonus across any of the following attributes: Power or Mana.

## FIGHTER ARCHETYPE 1 – BARBARIAN

**Requirements** Fighter Level 3, You must have tribal roots or have grown up in a tribe

**Rage** 1 – 3 AP, Discard up to 1 cards: For each card you discard in this way, you get +3/+3 until end of turn and gain a -one/-one counter during the beginning of the end step. For each enchantment discarded in this way, you may prevent one -one/-one counter from being placed on you. Activate this ability only during the declare attackers step and only once per turn.

**Totem Scream** 1 – 4 AP: You create a spirit token that is an exact copy of yourself with power and toughness equal to your base power and toughness. It has “When you attack, it also attacks a different creature if able” and “When you activate your Rage ability, your spirit token gains those benefits as well.” When damage overcomes its toughness, you lose life equal to the difference and the token dies. You may only have one spirit token in play at a time and you may only activate this ability once during the entire combat.

**Ability Sunder** 1 – 2 AP: 1-Target creature(s) you’re attacking loses 1 of the following abilities until end of turn: Banding, Bushido, Double Strike, Fear, First Strike, Hexproof, Indestructible, Infect, Intimidate, Rampage, Shroud, Trample, and/or Wither. If you control your Totem Scream spirit token, it gains the lost ability until it dies.

### *Barbarian Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Perception, Survival, Movement.



## FIGHTER ARCHETYPE 2 – GLADIATOR

**Requirements**      **Fighter Level 3, You must have a history of slavery**

*Crowd Favorite 1* – When attacking a creature, you and your allies may each discard one card to give you +0/+1 until end of turn for each card discarded in this way. Your allies each draw a card. If each ally's discarded cards have the same card type or color, put a +one/+one counter on yourself at the beginning of the end step.

*Endure 1* – Pay up to 1 life: Prevent two points of physical combat damage to yourself for each life you paid. Activate this ability only after attackers are declared and only if you are attacking or blocking.

*Chain Breaker 1* – 3 AP or 3: Destroy target aura enchanting you or a creature you control then choose one: +3/+3 until end of turn, get a +1/+1 counter, or draw one card. Activate this ability only as a sorcery and only once each turn.

### ***Gladiator Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Rope Mastery, Tactics, Throwing.

## FIGHTER ARCHETYPE 3 – MANIAC

**Requirements**      **Fighter Level 3, You must permanently lose something important**

*Final Moment 1* – 0 AP: If you have 7 or less health, you gain Trample and Rampage 1.

*Maniacal Defense 1* – 3 AP: When you kill a creature and it is placed into the graveyard, place X Mania counters on yourself where X is equal to the destroyed creature's toughness. Whenever you take combat damage, remove a mania counter for each damage taken and prevent that damage. Activate this ability only when you kill a creature and only once per kill. The AP cost on this can be leveled down to zero AP.

*Complete Disregard 1* – When attacking, you may proceed to your chosen target. You receive -zero/-one until end of turn for each creature that blocked you in addition to the damage they dealt while blocking. You also stay conscious while at -4 life or higher.

### ***Maniac Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Discovery, Escape, Notoriety.

## **FIGHTER ARCHETYPE 4 – MONK**

**Requirements**      **Fighter Level 3, You must become enlightened through meditation**

*Graceful Charge 1* – Discard 1 Card: For each card discarded this way, target nonplayer creature cannot block this turn and you gain +1/+1 until end of turn. Whenever you discard an enchantment in this way, you may tap those Nonplayer creatures as well. Activate this ability during the declare attackers step of your turn.

*Chi Blast 1* – 3 AP, Tap: You make a melee attack at range up to 2-spaces away that gets -3/-zero per space the attack travels after the first – 1<sup>st</sup> spaces. The attack travels in a straight line and hits the first target along the path, including allied creatures. This attack ignores artifact toughness bonuses but is halved rounded down against enchantment or spell based toughness bonuses.

*Chakra 1* – Remove any counters from you or creatures you control or sacrifice an enchantment you control: For each counter removed or enchantment sacrificed, you gain a Chakra counter. During your upkeep, you may remove one Chakra counter to choose 1: Until end of turn you have your choice of First Strike, Haste, Hexproof, Trample, Vigilance; or you may gain +1/+zero for every two lands you control; or you may modify a numeral in your Chi Blast ability by +/- one.

### ***Monk Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Concentration, Devout, Stability.





## CORE CLASS – ROGUE

### *Class Abilities*

**Sneak Attack 1** – 4 extra AP per space of movement: As long as you are attacking target creature from “the back”, you add one 4<sup>th</sup> of your stealth or sleight of hand bonus rounded down to the total damage during the damage step. This does not increase your power.

**Study Target 1** – 3 AP: After studying 1-target for one round, you take one-half damage rounded up from that target’s physical attacks. This

effect doesn’t stack. Activate this ability any time your target is attacking or dealing damage. Note: Some spell effects can undo this benefit. For example, if the creature dies and is brought back from the graveyard, you would have to re-study the target.

**Shadow Step 1** – Two AP, Discard a card: you may move up to 2-spaces including through any occupied space. If you discard an instant in this way, lower cost of this ability by two AP. Activate this ability during non-combat phases.

### *Rogue Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Sleight of Hand, Stealth, Traps. Distribute +1 bonus across any of the following attributes: Power and Intelligence.

## ROGUE ARCHETYPE 1 – ASSASSIN

**Requirements**      **Rogue Level 3, You need to be hired to assassinate someone**

**Stab 1** – 3 AP, Tap: Target adjacent creature gains a bleed counter and takes 0-damage. Players with bleed counters lose one life per turn during their upkeep. Nonplayer creatures take one damage during their owner’s upkeep. When a bleed counter is on the battlefield, all spells and abilities with “Prevent Damage” and “Gain Life” gain “*Instead* – remove X bleed counters where X is the amount of life gained or damage prevented. If X is X, pay X as normal.”

**Shadow Blade 1** – Four AP: When attacking an adjacent creature or activating the Stab ability, you may deal damage ignoring the toughness based bonuses granted by 1 of the following: artifacts, enchantments, +X/+X counters, triggered creature abilities, activated creature abilities, or static creature abilities. When you select this ability and whenever you level it up, you choose a new category.

**Pre-emptive Strike 1** – 4 AP, Tap: After all attacks are declared by an opponent, you may choose one of their attacking creatures. When you do, you gain haste, you move to attack that creature, and it cannot block. After your attack damage is dealt, the opponent’s declare attacker’s phase is resumed. The attacked creature may change targets or withdraw from attacking and untaps. If it attacks you, it gets -1/-zero until end of turn. Activate this ability only if you are untapped. “Haste” means you don’t pay movement costs during movement phases but cannot move outside of your range without paying one AP per space. Activate this ability only once during an opponent’s declare attackers step.

### *Assassin Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Deception, Gauge, Perform.

## ROGUE ARCHETYPE 2 – NINJA

**Requirements**      **Rogue Level 3, You require training in the stealth arts**

*Shuriken 1* – Up to 1 AP: For each AP spent, target creature takes One-damage. If you have an active Shadow Clone when you activate this ability, put a copy of this ability on the stack, choose a new target, and use your Shadow Clone as the origin point for those Shuriken. Activate this ability only as a sorcery and only once during your turn. This ability only copies itself once even if you control two shadow clones.

*Smoke Bomb 1* – When choosing and leveling up this ability, choose a smoke bomb type below. You start combat with 1 smoke bomb(s). Each smoke bomb has “3 AP, sacrifice Smoke Bomb and reveal a card. Activate this ability only if you are targeted or are taking damage.”

- If the revealed card is white, prevent 2 damage dealt to and by you this turn;
- If it is blue, you may move 2-spaces for free and physical non-Last Strike attacks miss you;
- If it is black, adjacent creatures get -2/-zero until end of turn;
- If it is red, deal 2 fire damage to each adjacent creature;
- If it is green, one target creature is considered blocked this turn.
- If it is colorless or a color you don't have, line of sight is blocked through 1 space(s) until end of turn.

Note: When blocking the line of sight with the colorless bomb, this will not fizzle already cast spells. It also does not provide protection against enemies who have other ways of seeing.

*Shadow Clone 1* – Discard a card: Put a token in play that is a black shade creature with base Power and Toughness 2/2 and it has

- “3: Switch places with owner. Spells and attacks that target the player now target the clone and vice versa.”
- “Disadvantage: When this creature takes damage from a light source, sacrifice at the end of turn.”

If you discarded a creature card in this way, target nonplayer creature you control may permanently become a black shade creature and gains the shadow clone abilities.

### *Ninja Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Communicate, Gather Information, Streetwise.



## ROGUE ARCHETYPE 3 – PIRATE

**Requirements**      **Rogue Level 3, You must have spent time on a pirate ship**

*Sea Mastery 1* – When choosing this ability or leveling it up, pick one of the following abilities and increase one number in any of your chosen abilities:

- **Shipwalk & Shorewalk** – You cannot be blocked when fighting near rivers, lakes, oceans, or while on a ship or dock.
- **Call Wind** – 4: Gain +zero/+2 against ranged physical attacks. You may also use this ability to propel a ship forward at a slow pace. If there is loose dirt or sand nearby, this ability can give target creature -1/+1 until end of turn. Activate this ability only once per turn and only activate one of its variations at a time. Other reasonable uses for this ability may be used pending GM approval.
- **Deep Breath** – When in water, you can hold your breath for 1 minute for each point you have in your Life or Toughness attribute, whichever is higher.
- **Summon Kraken** – 10 AP: When in combat near an ocean, you may summon a nine/nine Kraken that has “When this creature attacks, you may prevent all of its damage. If you do, it destroys a random part of the ship its target is on” and “Upkeep: four AP.” You may only summon the kraken once per entire combat and only if you’re at sea. The kraken takes 4 rounds to arrive.

*Flintlock Pistol 1* – 3 AP, Tap: Deal 2-damage to target creature. Ignore equipment based-toughness bonuses. Your pistol counts as an artifact equipment with mana cost and equip cost of 3 and it has “Reload 3 AP.” Activate this ability only once per turn and only if the gun is loaded. It must cost a minimum of 1 AP to reload.

*Skeleton Crew 1* – 2 AP: Put a 1/2 black skeleton creature token onto the battlefield that has “When this creature comes into play, you may attach target equipment you control to it for free.” You may only have 2 of these tokens on the battlefield. When on a ship, you pay zero AP for these tokens. Activate this ability only as a sorcery and only once per turn.

### ***Pirate Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Appraisal, Rope Mastery, Show Off.

## ROGUE ARCHETYPE 4 – THIEF

**Requirements**      **Rogue Level 3, You need to have stolen three items and not get caught**

*Borrowed Time* 1 – 3 AP: Put a creature from your hand into play. That creature gains haste until end of turn. During the start of your next upkeep, pay that creature's mana cost. If you don't, sacrifice that creature and take X-Damage where X is equal to the creature's power plus 3.

*Steal Resources* 1 – 4 AP: As a sorcery and once per turn, target adjacent enemy player reveals a random card from their hand or the one on top of their deck (their choice): If it is a(n)

- Creature, you pay 0 AP to attack or move this turn;
- Instant, the next instant you cast costs X less where X is the discarded spell's mana cost;
- Sorcery, the next sorcery you cast has flash;
- Enchantment, the next enchantment you cast costs zero AP;
- Artifact, the next artifact you cast has indestructible and haste until end of turn.

*Feint and Escape* 1 – Discard a card: 1-target creature you control is removed from combat. It neither deals nor receives combat damage. Declared movement stands. If the discarded card was a creature card, your creatures may move in a retreating direction 2-spaces and up to 2 of them may untap.

### ***Thief Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Escape, Security, Sleight of Hand.





## CORE CLASS – SOLDIER

### *Class Ability*

**Formation 1** – When three or more creatures you control form a straight line, all creatures in that line gain your choice of 1 of the following abilities as long as the line isn't broken. During your upkeep, you may change your ability choice: First Strike, Haste, +1/+zero, and/or 1 space of free movement in a unified direction.

**Reinforcements 1** – Discard a creature card: Put up to three 1/1 white spirit soldier creature token(s) into play under your control. You may only have three of these tokens in play from this ability at a time. Play this ability only as a sorcery.

**Shield Barrier 1** – Skip your combat step: When three or more creatures you control form a straight line, during 1 target ally's turn, the barrier may be assigned as a blocker and each creature in the barrier gains +zero/+2. This ability may be used for multiple shield barriers so long as at least three creatures are in each barrier. Activate this ability only during your turn and before your combat step. Note: this ability is not banding and you are responsible for paying your blocking and movement AP costs, not the ally.

### *Soldier Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Leadership, Movement, Organize. Distribute +1 bonus across any of the following attributes: Toughness and Range.

## SOLDIER ARCHETYPE 1 – ARCHER

**Requirements** Soldier Level 3, You require archery training

**Aim 1** – 3 AP: Put 1 aim counter on target creature or remove one aim counter from target creature to deal full combat damage with a ranged attack this turn.

**Coordinated Barrage 1** – Tap between three and up to 3 creature(s) you control: Deal damage equal to the number of creatures tapped this way to all creatures in 2-target adjacent spaces.

**Reach 1** – 3 AP: 2 creatures you control each gain reach until end of turn.

### *Archer Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Perception, Survival, Throwing.

## **SOLDIER ARCHETYPE 2 – KNIGHT**

**Requirements**      **Soldier Level 3, You need to have a definable code of honor**

*Commanding Voice 1* – When you attack, 2-creatures you control gain vigilance until end of turn.

*Stand Ground 1* – If 1-adjacent enemy creature moves, discard a card and tap: you deal damage equal to your power to that creature. If the discarded card is an instant, you untap.

*Slam 1* – Skip your combat step: You may slam up to 1 nonplayer creature(s) that is adjacent to your chosen movement path knocking them back one space. Those creatures must attack you if able during its controller's next combat step. The owner of those creatures does not pay AP for their attack phase or movement unless they move and/or attack with other creatures. Note: There must be a reasonable space to knock creatures back to or the effect fizzles.

### ***Knight Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Etiquette, Riding, Stability.

## **SOLDIER ARCHETYPE 3 – SAMURAI**

**Requirements**      **Soldier Level 3, Learn to draw power from your ancestors and train**

*Ancestral Armor 1* – 4 AP: Put 2 Ancestor counters on a creature you control. As long as that creature has an Ancestor counter on it, it is a Samurai in addition to its other types. That creature gains "Remove up to 1 Ancestor counter from this creature to prevent one-damage to target Samurai you control for each counter removed. Activate this ability only once per turn." Activate Ancestral Armor only as a sorcery and only once during your turn.

*Hagakure 1* – Discard a card: 1 creature you control becomes a Samurai in addition to its other types and gains "whenever this creature is blocked or becomes blocked, it gains +1/+1 until end of turn." This effect does not stack. If you discard a creature card in this way, put a 0/1 colorless spirit creature token into play with Flying and Defender.

*Release Burden 1* – Sacrifice a spirit creature you control: Untap up to 2 Samurai you control. They each gain +2/+1, First Strike and Vigilance until end of turn. Activate this ability only once per turn.

### ***Samurai Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Devout, Notoriety, Stability.



## **SOLDIER ARCHETYPE 4 – SCOUT**

**Requirements**      **Soldier Level 3, You require formal scouting training**

*Be Prepared 1* – Discard a card: look at the top 3 cards of target opponent's library. Put them back in the same order. If you discarded an instant or sorcery in this way, you may scry 3 on 1-target ally's library.

*Aether Trap 1 – 2:* Put an Artifact Trap token into play under your control that has the ability “2: Sacrifice this token: target nonflying attacking creature activates this trap” and choose one of the following:

- **Dart Trap**      The attacking creature takes 2-damage
- **Tangle Trap**      The attacking creature cannot move more than 2 spaces this turn
- **Land Trap**      The attacking creature loses landwalk or unblockable until end of turn

*Hit and Run 1 – 0 AP:* You may move up to 3-spaces after combat damage is dealt. You may only activate this ability if you have attacked this turn.

### ***Scout Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Gather Information, Perception, Streetwise.



## CORE CLASS – TOWNSFOLK

### *Class Ability*

**Angry Mob 1** – When the sum total of allied players and creatures is 10 or more, then whenever a player attacks, each nonplayer creature you control gains “Menace” until the Angry Mob is reduced below its requirement.

**Rumble 1** – Once during your turn, discard a card after the combat phase: There is an additional combat phase followed by an additional main phase. Untap 1 target creature you control that attacked this turn and it gains haste until end of turn. You do not need to pay AP for the extra attack phase and you are not obliged to attack with creatures you untapped. As all creatures gain haste, you also don’t pay for movement.

**Mob Torch 1** – You have a torch that counts as an artifact with mana cost and equip cost of 3. The mob torch has “2 AP: Deal 2-damage to target adjacent undead or black creature” and it has “You have immunity from Fear and Intimidate.” If Angry Mob is active, then the Mob Torch gives all creatures within the mob +1 to their Range.

### *Townsfolk Starting Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Cooking, Etiquette, Persuade. Distribute +1 bonus across any of the following attributes: Toughness and Mana.

## TOWNSFOLK ARCHETYPE 1 – BARD

**Requirements**      **Townsfolk Level 3, You need to have entertained three audiences and get paid**

**Singing 1** – 4 AP during your upkeep: Choose one:

- Chant – 1 Target player gains haste and pays zero AP for their attack phase if they choose to attack.
- Chorus – Creatures 1 player casts have flash, haste, and gain “cannot be countered unless you pay 1.”
- Lullaby – X target nonplayer creatures with combined mana costs 4 or less cannot attack or block.
- Shanty – Up to 2 creatures in target player’s graveyard gain Unearth X where X is its mana cost.
- Song – 2 nonplayer creatures 1 target player controls gain Prowess.

You may only have one active song per turn. Cancel or begin new songs during your upkeep. With regard to the Lullaby, the GM will set certain token’s mana costs as opposed to the default of zero.

**Instruments 1** – 3 AP during your upkeep: 1-target player’s instant and sorcery spells now have replicate. The replicate costs are equal to each spell’s own mana cost. Yes, you can target yourself with this ability.

**Swashbuckling 1** – 3 AP during your upkeep: You can block up to 2 creatures attacking you. When attacking or blocking, you deal 1-damage to enemy creatures that are adjacent to you during the Last Strike damage step.

### *Bard Skill Ranks & Attribute Bonuses*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Attunement, Detect Spell, Lore.



## TOWNSFOLK ARCHETYPE 2 – BLACKSMITH

**Requirements**      Townsfolk Level 3, You must have been an apprentice of a blacksmith

*Spellbound Steel* 1 – 3 AP, discard a card: Put one of the following artifacts into play with equip and mana costs of 3:

- Armor with prevent up to 1 cold, lightning, or earth damage (pick which element upon creation).
- Shield with the ability Aegis (When equipped, you have shroud from the front three spaces)
- Hammer with “Imprint 1: remove an instant or sorcery from your hand from the game with converted mana cost 1 or less. Whenever equipped creature deals combat damage to a creature, you may cast the imprinted spell by paying its AP cost.” You may only have one spell imprinted at a time.
- Wristband with “2: Wristband becomes a 0/1 artifact creature with flying until end of turn” and “If this creature dies, sacrifice Wristband.”

Activate this ability only during your turn and you may only have 1 of these active at a time.

*Tempered Body* 1 – You take  $\frac{1}{2}$  fire damage rounded up from fire based creatures, spells, and abilities. When leveling up this ability, only increase the denominator.

*Tempered Spells* 1 – 3 AP: Your spells cost an additional 2 AP to counter. Permanents you control require an additional 2 AP to destroy using spells and abilities. It costs opponents an additional 2 AP to target your library, graveyard, or hand.

### ***Blacksmith Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Appraisal, Crafts, Runes.

## TOWNSFOLK ARCHETYPE 3 – MERCHANT

**Requirements**      Townsfolk Level 3, You need to successfully sell five items

*Discount 1* – Activate this ability only once per turn. Discard a card and choose one: 1-target ally may

- Pay up to 3 less colorless mana and AP to cast a spell;
- Pay up to 3 less colorless mana and AP for an activated ability they control;
- Gain 2 AP and untap up to 2 basic lands.

*Exchange Rate 1* – Players may transfer a maximum of 5 leftover AP to you before their next turn. You may exchange only AP accumulated in this way for the following benefits:

- X AP: You may move 1 space per AP spent to a maximum of 3 AP spent this way.
- 5 AP: You and 1-target ally draw 1 card(s).
- 8 AP: You may pay nonspell AP costs for 1-target ally on their turn using any available AP you have.
- 10 AP: You may return a creature card from your graveyard and an ally's graveyard to their owner's hands.

The AP accumulated in this way does not reset or deplete in between turns or phases. However, this AP is separate from the ten AP allotment per turn. Use different dice to keep track of the separate AP pools.

*Resource Pool 1* – 4 AP, Tap: You may pay non-AP, non-mana, and non-tapping costs for 1-target ally this turn when they play a spell or use an ability they control. When you pay costs for a spell, it must be something you can pay (Note: Your character card cannot fuel the costs of these abilities such as "Sacrifice" or "Return to hand.").

### ***Merchant Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Appraisal, Etiquette, Persuade.



## TOWNSFOLK ARCHETYPE 4 – LIBRARIAN

**Requirements**      Townsfolk Level 3, you must have worked in a library at some point before

*Forbidden Knowledge* 1 – 3 AP, discard a card: Choose one of the following:

- You may adjust your max range down by at most 1.
- You may modify any numeral on a spell you're casting up or down 1. X is zero and can be modified.
- When you cast a spell that specifies a color, you may change that color word to at least 1 other color.
- You may switch the power and toughness of 1 creature you control.
- When you cast an aura spell onto target creature you control, copy that aura and put a token of it into play attached to a different creature you control that has "At the beginning of your next upkeep, remove this aura from the game."

*Catalog* 1 – Up to 3 AP: Scry X where X is the total amount of AP spent in this way. If X is four or more, you may put 1 of those cards into your hand. If X is five or more you may also draw 1 additional card during your next draw step.

*Forgotten Bestiary* 1 – 3 AP: Summon a 1/1 knowledge spirit as a sorcery. Whenever the knowledge beast deals combat damage to a nonplayer creature and that creature dies this turn due to combat damage, you may write one of that card's creature types into your Forgotten Bestiary. When you have written the same creature type three times, the bestiary gets an emblem that says "The wielder of this book gains +one/+one when attacking, blocking, or when blocked by the \_\_\_\_\_ creature type."

### ***Librarian Skill Ranks & Attribute Bonuses***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Lore, Organize, Lore.



## CORE CLASS – WIZARD

### *Class Ability*

**Feedback 1 – 3 AP:** When a spell you control targets up to 1 creature(s), place a feedback counter on target creature(s). When a spell you control deals damage to a creature with a feedback counter on it, that creature takes 1-extra damage and the feedback counter is removed.

**Magical Endurance 1 – 3 AP:** You may put between three and 4 target card(s) in your graveyard on top of your library then shuffle your library and then draw one card. Activate this ability only as a sorcery and only once during your turn.

**Spell Penetration 1 – Discard a card, 2 AP:** Choose one: 1-Target creature loses Shroud and/or Hexproof until end of turn; 1-target creature loses indestructible until end of turn; spells you cast that deal damage ignore 1 toughness granted by an artifact or enchantment until end of turn; the next spell you cast this turn cannot be countered unless the counterspeller pays an additional 2.

### *Wizard Skill Ranks & Attribute Bonus*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Attunement, Concentration, Runes. Distribute +1 bonus across any of the following attributes: Life and Intelligence.

## WIZARD ARCHETYPE 1 – SHAMAN

**Requirements**      **Wizard Level 3, Be the subject of a spirit ritual**

**Bend Magic 1 –** Remove a spell you control from the stack with converted mana cost up to 3: Then, gain control of target non-player creature an opponent controls until end of turn whose converted mana cost is up to 3 or less. Activate this ability only as a sorcery. Increase both numerals when leveling up.

**Blood Magic 1 –** Choose one: Pay 4 life to regenerate target nonplayer creature you control; Pay 4 life to bring target nonzombie from your graveyard to your hand; Pay 4 life to put a +1/+zero counter on target nonplayer creature you control.

**Transform 1 –** Discard a creature card: You become that creature for up to 3 turns. You retain your mental abilities and all attributes except power and toughness. Your physical capabilities are now that of the creature and your power and toughness becomes your choice of your PT or its PT. Activate this ability only as a sorcery. Cancel this effect during your upkeep.

### *Shaman Skill Ranks & Attribute Bonus*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Animal Handling, Devout, Discovery.



## **WIZARD ARCHETYPE 2 – ELEMENTALIST**

**Requirements**      **Wizard Level 3, You must survive an extreme weather event and study magic**

*Elemental Bolt 1* – Discard a card, Tap: If you discarded a

- Red card, deal 1-fire damage to target creature. That creature gains a burn counter. Creatures with burn counters take one damage during their controller's upkeep and deal one damage to their controller.
- Blue card, deal 1-ice damage to target creature. That creature gains an ice counter. Creatures with ice counters cost 1 extra AP to move to their first space in their intended path and lose haste.
- Green card, deal 1-wind damage to target creature. That creature is pushed back 1-space.
- Nonred, nonblue, or nongreen card, deal 1-earth damage to target creature. That creature receives a stun counter. Nonplayer creatures with stun counters require an additional AP to attack or block per stun counter. Stun counters can be removed by that creature's controller paying the mana cost + X AP where X is the number of stun counters on that creature.

*Elemental Aura 1* – Two AP during your upkeep: Choose one:

- Fire Aura: any creature that ends its turn within one space of you takes 1-damage.
- Ice Aura: creatures moving near you lose haste, walk abilities, and it one additional AP to move near you.
- Wind Aura: any creatures that ends its turn within 1-space of you is pushed back 1-space.
- Earth Aura: When you take physical combat damage, you take 1-less damage.

You may only have one aura active at a time. Activate this ability as a sorcery.

*Elemental Creature 1* – Discard a card, Tap: If you discarded a

- Red card, put a 3/1 fire elemental token into play that has first strike and haste.
- Blue card, put a 1/3 water elemental token into play that has hexproof.
- Green card, put a 0/4 wind elemental token into play that has flying and defender.
- Nonred, nonblue, or nongreen card, put a 2/2 earth creature token with trample into play.

### ***Elementalist Skill Ranks & Attribute Bonus***

Distribute +3, +2, and +1 bonus evenly across the following three skills: Detect Spell, Runes, Survival.

## WIZARD ARCHETYPE 3 – ILLUSIONIST

**Requirements** Wizard Level 3, You require training by a master illusionist

*Illusory Camouflage 1* – Return 1 attacking creature you control to your hand: Put another creature from your hand into play on the same space tapped and attacking. That creature gains your choice of a +1/+zero or +zero/+1 counter and has “Sacrifice this creature at beginning of the next end step.” If you play a color change spell during a turn when you activate this ability, your creature loses “Sacrifice this creature at the beginning of the next end step.”

*Recurring Illusion 1* – 2 AP, Discard a card: Put a 1/2 Illusion creature token into play. Whenever you target this creature with a color changing spell or ability, put a +one/+one counter on this creature, it gains “Shroud” until end of turn, and you may change its creature type. You may only have 1 of these in play a time. Activate this ability only 1 time each turn.

*Mirror Image 1* – When targeted by a spell, ability, or you are attacked, you may pay 4 AP and put 1-copy of yourself onto the battlefield on an adjacent space or as close to adjacent as possible. The GM will roll an appropriate dice to determine if their spell, ability, or attack is successful. For example, if you have four copies of yourself the GM will announce which copy is one, two, three, and four and say “On a three I succeed.” If the GM succeeds, the spell, ability, or attack is successful. If it is not, all copies are sacrificed and you choose which space your character is in of the remaining copies. If you play a color change spell after this ability is activated, before the end of the turn you may pay one AP and shuffle 1 card from your graveyard into your library.

### *Illusionist Skill Ranks & Attribute Bonus*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Perception, Psychology, Traps.

## WIZARD ARCHETYPE 4 – SORCERER

**Requirements** Wizard Level 3, Find a unique book with ancient knowledge

*Spell Book 1* – At the start of combat, instead of drawing your hand, you may search your library for an amount of cards equal to your intelligence attribute. Shuffle your library. Then, put 3 of those cards into your hand and the rest on top of your library in any order. During your upkeep, you may discard your hand and draw the same number of cards if you had at least 7 cards in hand.

*Sorcerer's Staff 1* – 3: Your staff is powered until end of turn with any 1 of the following abilities and has an equip and mana cost of three:

- You deal melee damage equal to your levels in Sorcerer to a maximum of 5.
- Your spells do not require AP costs.
- Whenever you discard cards, your staff may store 1 of those cards as if it were in your hand.
- In dark places, your staff may illuminate for 3 spaces of light in all directions if active.

*Arcane Bolt 1* – Discard a card, Tap: Deal 1-damage to target creature. Treat this ability as if it were a spell cast on the stack for the purposes of the Feedback ability.

### *Sorcerer Skill Ranks & Attribute Bonus*

Distribute +3, +2, and +1 bonus evenly across the following three skills: Mimic, Gauge, Show Off.



Power – Toughness – Life = 6 Points to divide between them

Mana – Range – Intelligence = 6 points to divide between them

Then you get 6 points that can go into any stats

Cap of 6 in any stat

Instead of carrying over AP, players can “pre-pay” on a declared spell.

Luck is replaced with Fate Points

Power            +X/+0

Toughness      +0/+X

Life              Health – 3 HP per point of Life with no base

Range            Distance for spells and abilities

Mana             Number of lands you can have in play at a time

Intelligence     Number of cards in hand and number you draw during combat

Luck              Getting rid of it and using Fate Point system

Stats = roll d10

Skills = Roll d20

Which stat should tell you how many artifacts you can start with in play without paying equip and mana costs?!

“End of Turn” means:

1. In the case of spells, it means at the end of your turn.
2. In the case of damage on your creature, it means until that creature's controller's next upkeep.
3. In the case of outside of combat, it means until the end of the roleplay scenario or until the GM declares.

*Crossbow Assault 1* – Tap up to 3 creatures you control: each creature you tap this way deals one damage to target attacking creature.

### Flaws and Merits

*Reputation 1* – Whenever you kill a creature whose combined power and toughness is equal to or greater than yours, put one reputation counter on yourself. Reputation counters are permanent and become part of your character.

Reputation counters grant the following benefits:

- For every five you have you gain +one to your bounty
- For every ten you have you gain a +one notoriety bonus.

Event Deck idea!!

Ability idea - induce betrayal, Ghost Strike, Spirit Strike

Walls cannot move unless there is a reason they can (ie: Wall of water cast on top of water; Yojimbo)

For the TALENT "Fit" to work, I have to allow people rolls to stay conscious during combat...? Is this accurate? Or does it only fight unconsciousness outside of combat?

How do resistances work? Write it up!