

<div>Charge<div><i>Requirements:</i> 1 STR</div><div>Charge is (1n1). Move double your movement speed in a straight line, must move at least two hexes. Once you reach an enemy, you may perform an attack. If your attack hits you can choose to add your STR to the damage. If you are entering a STR contest of some kind, add your STR to your roll again.<div><i>Cost:</i> 1 SP</div></div></div>	<div>Crush<div><i>Requirements:</i> 2 STR, a [swinging] (B) attack that uses +STR to-hit</div><div>Spend an extra 1 AP. If crush hits, use the attack roll as a check against the enemies STR. If the attacking roll is higher, the defender is knocked prone and [vulnerable].<div><i>Cost:</i> 1 SP</div></div></div>	<div>Quick to Act<div><i>Requirements:</i> 1 AGI</div><div>Raise your initiative by 3.<div><i>Cost:</i> 1 SP</div></div></div>
<div>Mobility<div><i>Requirements:</i> 1 AGI</div><div>Every turn, you can move 1 space for free (as long as you can currently move).<div><i>Cost:</i> 1 SP</div></div></div>	<div>Parry<div><i>Requirements:</i> 1 AGI, a [finesse] weapon or shield.</div><div>Parry can be used to attempt to [interrupt] a melee attack. Pay (2n1). Contest the attack roll with a Parry attempt, a check + AGI or DEX. If you win, the attack does no damage and you gain 2 Temp AP.<div><i>Cost:</i> 1 SP</div></div></div>	<div>Evasive<div><i>Requirements:</i> Requires: 2 AGI, a [finesse] weapon or shield.</div><div>Add 2 to your to-hit difficulty for every [finesse] weapon or [finesse] shield you are wielding, up to 4.<div><i>Cost:</i> 1 SP</div></div></div>
<div>Feint<div><i>Requirements:</i> 1 AGI</div><div>(1n2). Roll a check +AGI against your enemies passive AGI or PERCEPTION, whichever is higher. If you win, you can perform 1 action without triggering [interrupt]s from that enemy. The enemy is considered [vulnerable] until your (or your allies') next action.<div><i>Cost:</i> 1 SP</div></div></div>	<div>Pulling Punches<div><i>Requirements:</i> 1 DEX</div><div>When you roll damage dice for an attack, you can choose to set a max damage, (example: treat any number above a 4 as a 4). You can also choose to do non-lethal damage if the damage type is (B).<div><i>Cost:</i> 1 SP</div></div></div>	<div>Draw!<div><i>Requirements:</i> 1 DEX</div><div>You may ignore weapon switching costs if you either switch [one-handed] weapons or draw a one handed weapon and immediately attempt an attack.<div><i>Cost:</i> 1 SP</div></div></div>

Fast Recovery <i>Requirements:</i> 1 CON	Hearty <i>Requirements:</i> 2 CON	Precision <i>Requirements:</i> 1 PERCEPTION
Your recovery dice are d10s rather than d6s. <i>Cost:</i> 1 SP	Get +6 Health. You can take this skill twice. <i>Cost:</i> 1 SP	(1n1). You can use Precision right before any attack, including an interrupt. If the attack lands, treat one damage die (up to d8) as landing on max damage. <i>Cost:</i> 1 SP
Focus <i>Requirements:</i> 1 PERCEPTION	Finisher	Momentum
(1n1). You can use Focus right before any attack, including an interrupt. Add your PERCEPTION to hit. <i>Cost:</i> 1 SP	Use this before performing an attack. Lose 1 AP. If double the damage would kill the opponent, treat the attack as dealing double damage (max +10), if you kill with the move regain 1 AP. <i>Cost:</i> 1 SP	When you kill an opponent, regain 1 AP. <i>Cost:</i> 1 SP
Dual Wielding 1: Ambidextrous <i>Requirements:</i> AGI 1	Dual Wielding 2: Simultaneous Attack <i>Requirements:</i> AGI 1, STR 1, Dual Wielding 1	Dual Wielding 3: Flurry <i>Requirements:</i> AGI 2, STR 2, Dual Wielding 2
You can attack with your offhand as well as you attack with your main hand. Track the costs from their [BA]s separately, attacks with one do not affect the other. <i>Cost:</i> 1 SP	Once per turn, you can attack with both of your weapons at the same time spending 1 less AP than you would to do the attacks separately. Perform the attacks as normal otherwise. <i>Cost:</i> 1 SP	If you roll max damage with one of your weapons, you can attack again with the other spending 1 AP less than you normally would. You can use Simultaneous Attack multiple times per turn. <i>Cost:</i> 1 SP

Large Weapon 1: [two-handed] Proficiency
Requirements: 2 STR

Treat your Strength as 1 higher (for weapon related rolls) when wielding two handed weapons.
Cost: 1 SP

Large Weapon 2: Sweep
Requirements: Large Weapon 1, STR 2

You can perform a given [swinging] melee attack to attack two adjacent enemies in one strike, or spend an extra 1 AP and attack up to four adjacent enemies (that you could hit normally) while using a [two-handed] weapon.
Cost: 1 SP

Large Weapon 2: Giant Weapon Proficiency
Requirements: Large Weapon 1

Treat your Strength as 1 higher (for weapon related rolls) when wielding a weapon with the [giant] tag.
Cost: 1 SP

Large Weapon 2: Giant Weapon Efficiency
Requirements: Large Weapon 2: Giant Weapon Proficiency, AGI 2

When you land a hit with a [giant] weapon, gain 1 Temp AP.
Cost: 1 SP

Storm Gate
Requirements: LIGHTNING 1

Spend 1 recovery die (do not heal). Immediately lose 1 max AP. At the beginning of every turn, (after AP is regained) gain 1 charge for every AP you have. This ability lasts a number of hours equal to your LIGHTNING score. Once the ability ends, regain 1 max AP.
Cost: 1 SP

Skillful Conduit
Requirements: LIGHTNING 1

You're able to transfer up to your LIGHTNING score in charges with every hit, including when using [ranged] attacks.
Cost: 1 SP

Crashing Step
Requirements: LIGHTNING 1

Spend 1 charge and (1n1). Move 6 spaces, you are able to turn at any angle, but only once. You must be able to move through the space normally. You move from space to space near instantaneously, and cannot be attacked or interrupted while moving. When you arrive at your target space, you can choose to transfer 1 charge to an enemy within 2 spaces.
Cost: 1 SP

Watched by Dark Clouds
Requirements: LIGHTNING 1

You must be using Storm Gate to use this ability. Spend 1 charge. You're able to keep 1 entity (including yourself) from losing charge at the end of their turn (as long as they are within your range). If you cast this on another creature, you know the direction they are in and a rough estimate of distance. If you cast it on yourself, you know the direction and the rough distance to a number of creatures equal to your LIGHTNING score. This ability ignores stealth or other concealment. This means that, for example, you could not be caught unaware in melee. This effect ends when Storm Gate does.
Cost: 1 SP

Silent Light
Requirements: LIGHTNING 1

Spend 1 extra charge when you perform a LIGHTNING magic. You can choose either to prevent light or sound from being produced.
Cost: 1 SP

<div>Fingers of Light <i>Requirements:</i> LIGHTNING 1</div> <div>An attack. The target must have at least 1 charge. Range: 3 spaces. Costs (1n3) and all of your charge. +3*LIGHTNING to hit, roll a d6 for every charge you have (P). <i>Cost:</i> 1 SP</div>	<div>Spark <i>Requirements:</i> LIGHTNING 1</div> <div>An attack. Range: 3 spaces. (2n1), 1d4 (P) damage. Transfer 1 charge between yourself and whoever is hit. Call Lightning: a much bigger move, sort of a signature move for the class, lightning hits whatever has the most charge, doing tons of damage <i>Cost:</i> 1 SP</div>	<div>Improvised Medicine <i>Requirements:</i> 2 MED, 1 DEX</div> <div>You are able to do your work under quite poor conditions. You can performing surgery with a dagger, tear the stitching out of a backpack and use it to close a wound, and quickly create makeshift bandages from a torn cloak. Lower your effective MED by 1 to replace 1 point of medical equipment up to 3 points of medical equipment. Explain where you're getting this material and how getting that material changes the source of the material (i.e. Your patients cloak now has a strip torn out, the haft of an axe was broken in half to be used as a splint).</div>
<div>Severe Case <i>Requirements:</i> 2 MED, 1 DEX</div> <div>If the character has no more recovery dice to spend but a MED skill requires spending recovery dice you can attempt to perform the MED skill anyway. Spend the resources and time required to perform the skill as usual but then make a MED check against a DC of 9. If you pass, you succeed. Otherwise, nothing happens.</div>	<div>Emergency Care <i>Requirements:</i> 2 MED, 1 DEX</div> <div>This skill is to be used on someone who is downed and rolling death checks. Take (2n1), add your MED score to their death check. Consume 1 point of medical equipment. You can do this multiple times in a turn.</div>	<div>Tend to the Wounded <i>Requirements:</i> 1 MED, 1 DEX</div> <div>Tend to someone taking one hour to rest and spend 1 recovery die. They only spend the 1 recovery die, but they get to roll to gain 3 recovery dice + your MED score. Consume 3 points of medical equipment. They have to rest that full hour, but you only have to tend to them for 30 minutes.</div>
<div>Triage <i>Requirements:</i> 1 MED</div> <div>Consume 1 point of medical equipment, allow a conscious character to immediately roll a recovery die. Takes 5 minutes.</div>	<div>Dissection <i>Requirements:</i> 1 MED</div> <div>Dissect a human or humanoid specimen that has recently died. Takes 2 hours. Roll a MED check against a DC of 9 - the number of additional hours taken dissecting the specimen. If you succeed, gain 1 SP that must be spent on your MED score or MED skills. This is considered desecrating a corpse my most groups. Having dissections attributed to you will tend to lower your reputation with a group.</div>	<div>Edge Alignment <i>Requirements:</i> 1 AGI, 1 DEX</div> <div>Ignore 1 extra armor when using a [bladed] weapon. The first time you would lose [sharpened] after sharpening a weapon, don't. <i>Cost:</i> 1 SP</div>

<div>Defensive Perimeter <i>Requirements:</i> A melee weapon with [reach] and [hafted] and an attack with ▲, STR 1</div> <div>(1n1). You brace the weapon, typically a spear. If an enemy moves into a space threatened by you, you get to use an attack immediately for 1 AP less than you would have to spend otherwise. If your attack does damage, Roll a STR contest. If you win, their action ends and they stop moving, stopping outside of your range. You get 1 Temp AP. You can spend it to immediately get back into “Defensive Perimeter”.</div> <div><i>Cost:</i> 1 SP</div>	<div>Sharpshooter <i>Requirements:</i> 1 PERCEPTION</div> <div>When making [ranged] attacks, treat your PERCEPTION as 1 higher.</div> <div><i>Cost:</i> 1 SP</div>	<div>Trick Shot <i>Requirements:</i> 1 PERCEPTION</div> <div>+2 To-Hit when using "Called Shot" with a [ranged] attack.</div> <div><i>Cost:</i> 1 SP</div>
<div>Shield Training</div> <div>Raise your To-Hit by 2 against melee attacks and by 3 against ranged attacks when using a shield.</div> <div><i>Cost:</i> 1 SP</div>	<div>Shield Bash</div> <div>You can attack with a shield as +STR to hit, 1d4+STR.</div> <div><i>Cost:</i> 1 SP</div>	<div>Sneak Attack 1: Lucky Strike <i>Requirements:</i> AGI 1, [stealth] weapon</div> <div>Sneak attack dice are exploding (if you get the max value on a die, roll another, if it happens again, roll another, etc.). If a die is set to max, roll another die.</div> <div><i>Cost:</i> 1 SP</div>
<div>Sneak Attack 2: Precision Strike <i>Requirements:</i> 1 STEALTH , [stealth] or [finesse] weapon</div> <div>Before you attack, you can choose to increase the cost of your attack by 1 AP to roll an extra damage die.</div> <div>Max 1 damage die when you attack a [vulnerable] opponent (unaware opponents are [vulnerable]).</div> <div><i>Cost:</i> 1 SP</div>	<div>Sneak Attack 2: Twist the Knife <i>Requirements:</i> 1 STEALTH , [stealth] weapon</div> <div>After performing an attack you can spend [1n2] to roll another damage die and add it to the attack before damage multipliers are calculated. If this attack kills, regain 1 AP.</div> <div><i>Cost:</i> 1 SP</div>	<div>Sneak Attack 3: Assassinate <i>Requirements:</i> 2 STEALTH, 2 DEX, [stealth] weapon</div> <div>Assassinate can only be used on an opponent who is unaware of you.</div> <div>If you roll 3 dice at max damage, double your damage. If you roll 4, triple it. Ignore 8 armor on when using a Sneak Attack.</div> <div><i>Cost:</i> 1 SP</div>

Deception <i>Requirements:</i> 1 SOCIAL +2 to SOCIAL checks when lying. You can buy this skill twice. <i>Cost:</i> 1 SP	Disguise <i>Requirements:</i> 1 SOCIAL You can create disguises, within reason. Roll a check +3 to set a DC for your disguise, you can create a disguise for another person this way. When using a disguise you get +3 to SOCIAL or STEALTH rolls relevant to your use of the disguise. <i>Cost:</i> 1 SP	Wrestling 1: Rasslin' <i>Requirements:</i> AGI 2, STR 2 +2 to Grapple checks. <i>Cost:</i> 1 SP
Wrestling 2: Gottem <i>Requirements:</i> AGI 2, STR 2, Wrestling 1 If you're successfully grappling a humanoid in your size category or lower, get +4 to subsequent grapple checks. If you're successfully grappling a non-humanoid in your size category, +2 to subsequent grapple checks. Otherwise, if you're successfully grappling, +1 to subsequent grapple checks. <i>Cost:</i> 1 SP	Wrestling 2: Choosin' a Snoozin' <i>Requirements:</i> AGI 2, STR 2, Wrestling 1 Can only be performed on something that needs to breathe and... Has a neck. Spend an extra AP when entering a grapple check. If you can hold the grapple for 6 turns, the grappled creature is knocked out for 1d12 hours. <i>Cost:</i> 1 SP	Chitinous Strata <i>Requirements:</i> 1 HYLIC (2n1) to start. Continuously burn 1 SALT for 1 hour. Generate a layer of salt armor with (-1d6 B, -1d8 P, -1d8 S). Lower your to-hit difficulty by 1. While using Salt Armor, you're able to use an unarmed attack of +AGI to hit, 1d4 (B) [range: close]. Disadvantage on anything requiring fine motor skills. You cannot wear other armor while using this ability. You can use this ability multiple times. Flare Effect: Must currently have Salt Armor. Burn 1 Salt. Triple armor bonus from this source for 1 turn. <i>Cost:</i> 1 SP
Violent Accretion <i>Requirements:</i> 1 HYLIC (1n1) to start. Continuously burn 1 SALT for 1 hour. Salt rapidly accrues on an arm, covering it in thick plates and amplifying its strength. While using Violent Accretion you have minimal use of the hand which is encased in thick plates of armor with few joints and little to no finger separation. Take disadvantage on anything requiring fine motor skills, and take disadvantage when using other weapons. When using Violent Accretion the arm functions as the following weapon: [one-handed] [range: close] Speed: (1n1)⇒(2n1) To Hit: 2*STR - 1d8+STR (B) If flared for 1 SALT, lasting for 1 attack: [one-handed] Speed: (2n1) To Hit: 2*STR - 1d8 (B) 2d8 (P) +STR	Salubrity <i>Requirements:</i> 1 HYLIC This ability allows you to augment scores and abilities by burning SALT. This skill will probably have to be streamlined, rewritten. (1n1) to start all of these moves. STR: Increase STR by 2 for 1 hour by continuously burning SALT. CON: Increase CON by 2 for 1 hour by continuously burning SALT. Both of these can be flared to increase by 1 more for 1 minute. If you have at least 2 HYLIC: AGI: Increase AGI and move speed by 1 and move for 1 hour by continuously burning SALT. Can be flared for 1 SALT to leap 6 spaces. PERCEPTION: Increase perception by 1 for 6 hours by continuously burning SALT, can replace 4 hours of sleep. Can be flared by burning 1 SALT to add +3 to checks made with one sense for 5 minutes. <i>Cost:</i> 1 SP	