True Edge	Bandage	Simple Whetstone
Target: Weapon	Spend (3n1). Remove 1 bleed. Bandages can be improvised out of any cloth.	Apply [sharpened] to a [bladed] weapon, takes 30 minutes to apply. The weapon does +1 damage and ignores 1 armor. [sharpened] is lost when you roll a 1 with a damage die.
While applied to a weapon, if the weapon would lose [bladed], break this invocation instead.	*A roll of clean cloth.*	*A large flat stone bearing faded inscriptions.*

Variigoshlovr Root	Bag of Salt	Salorbrious
(1n1). Remove 1 bleed.	Worth 1d12*10f.	For 6 turns, gain 1 SALT every turn.
		A smooth waxed sphere of pure SALT, it feels heavy in the hand. It's just enough to kill a man.

Tall Salted Peter	Rucksack	Sling Bag
Gain 3 SALT.	Max encumbrance: 6 + STR, [encumbered] threshold: 3 + STR.	Can be worn with another bag. Max encumbrance: 3. This bag can be switched from being worn on your front or back for [1n1]. Searching and grabbing something from this bag is [2n1].
A long clay vial filled with salt suspended in a dark brown oil and continuously swirling and glittering .		

Scout's Bag	Frame Bag	Stick Bag
Max encumbrance: 4 + STR.	Max encumbrance: 8+STR. [enumbered] threshold: 2+STR.	Can be carried while wearing another bag. Stick must be held with one hand. Max encumbrance: 2 + STR.

Charge
Requirements: 1 STR

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.
Cost: 1 SP

Crush
Requirements: 2 STR, a [swinging] (B) attack that uses +STR to-hit

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].
Cost: 1 SP

Quick to Act
Requirements: 1 AGI

Raise your initiative by 3.
Cost: 1 SP

Mobility
Requirements: 1 AGI

Every turn, you can move 1 space for free (as long as you can currently move).
Cost: 1 SP

Parry
Requirements: 1 AGI, a [finesse] weapon or shield.

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.
Cost: 1 SP

Evasive
Requirements: Requires: 2 AGI, a [finesse] weapon or shield.

Add 2 to your to-hit difficulty for every [finesse] weapon or [finesse] shield you are wielding, up to 4.
Cost: 1 SP

Feint
Requirements: 1 AGI

(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.
Cost: 1 SP

Pulling Punches
Requirements: 1 DEX

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).
Cost: 1 SP

Draw!
Requirements: 1 DEX

You may ignore weapon switching costs if you either switch [one-handed] weapons or draw a one handed weapon and immediately attempt an attack.
Cost: 1 SP

Fast Recovery
Requirements: 1 CON

Your recovery dice are d10s rather than d6s.
Cost: 1 SP

Hearty
Requirements: 2 CON

Get +6 Health. You can take this skill twice.
Cost: 1 SP

Precision
Requirements: 1 PERCEPTION

(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.
Cost: 1 SP

Focus
Requirements: 1 PERCEPTION

(1n1). You can use Focus right before any attack, including an interrupt. Add your PERCEPTION to hit.
Cost: 1 SP

Finisher

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.
Cost: 1 SP

Momentum

When you kill an opponent, regain 1 AP.
Cost: 1 SP

Dual Wielding 1: Ambidextrous

Requirements: AGI 1

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.

Cost: 1 SP

Dual Wielding 2: Simultaneous Attack

Requirements: AGI 1, STR 1, Dual Wielding 1

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.

Cost: 1 SP

Dual Wielding 3: Flurry

Requirements: AGI 2, STR 2, Dual Wielding 2

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.

Cost: 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

Fingers of Light
Requirements: LIGHTNING 1

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).
Cost: 1 SP

Spark
Requirements: LIGHTNING 1

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
Cost: 1 SP

Improvised Medicine
Requirements: 2 MED, 1 DEX

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).

Severe Case
Requirements: 2 MED, 1 DEX

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.

Emergency Care
Requirements: 2 MED, 1 DEX

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.

Tend to the Wounded
Requirements: 1 MED, 1 DEX

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.

Triage	Dissection	Edge Alignment
Requirements: 1 MED	*Requirements:* 1 MED	*Requirements:* 1 AGI, 1 DEX
Consume 1 point of medical equipment, allow a conscious character to immediately roll a recovery die. Takes 5 minutes.	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.	Ignore 1 extra armor when using a [bladed] weapon. The first time you would lose [sharpened] after sharpening a weapon, don't. *Cost:* 1 SP

Defensive Perimeter	Sharpshooter	Trick Shot
Requirements: A melee weapon with [reach] and [hafted] and an attack with ▲, STR 1	*Requirements:* 1 PERCEPTION	*Requirements:* 1 PERCEPTION
(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". *Cost:* 1 SP	When making [ranged] attacks, treat your PERCEPTION as 1 higher. *Cost:* 1 SP	+2 To-Hit when using "Called Shot" with a [ranged] attack. *Cost:* 1 SP

Shield Training	Shield Bash	Sneak Attack 1: Lucky Strike
Raise your To-Hit by 2 against melee attacks and by 3 against ranged attacks when using a shield. *Cost:* 1 SP	You can attack with a shield as +STR to hit, 1d4+STR. *Cost:* 1 SP	*Requirements:* AGI 1, [stealth] weapon
		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. *Cost:* 1 SP

Sneak Attack 2: Precision Strike

Requirements: 1 STEALTH , [stealth] or [finesse] weapon

Before you attack, you can choose to increase the cost of your attack by 1 AP to roll an extra damage die.
Max 1 damage die when you attack a [vulnerable] opponent (unaware opponents are [vulnerable]).
Cost: 1 SP

Sneak Attack 2: Twist the Knife

Requirements: 1 STEALTH , [stealth] weapon

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.
Cost: 1 SP

Sneak Attack 3: Assassinate

Requirements: 2 STEALTH, 2 DEX, [stealth] weapon

Assassinate can only be used on an opponent who is unaware of you.
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.
Cost: 1 SP

Deception

Requirements: 1 SOCIAL

+2 to SOCIAL checks when lying. You can buy this skill twice.
Cost: 1 SP

Disguise

Requirements: 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.
Cost: 1 SP

Wrestling 1: Rasslin'

Requirements: AGI 2, STR 2

+2 to Grapple checks.
Cost: 1 SP

Wrestling 2: Gottem

Requirements: 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.
Cost: 1 SP

Wrestling 2: Choosin' a Snoozin'

Requirements: 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.
Cost: 1 SP

Estoc

Tags: hilted, two-handed, reach
Requirements: 2 AGI
Speed: (1n2)
To-Hit: +AGI

Attacks:

- 2d6 + AGI (P) ▲

Ignore armor equal to piercing damage.

weapon, basic   Enc: 1

Boar Sword

Tags: hilted two-handed reach
Requirements: 2 AGI
Speed: (1n2)⟹(2n1)
To-Hit: +AGI

Attacks:
- 2d6 + AGI (P) ▲

Inflict 2 [bleed]

weapon, basic   Enc: 1

Shortsword

Tags: one-handed, hilted, bladed
Speed: (1n1)⟹(1n2)
To-Hit: +AGI

Attacks:
- 1d8 (P) ▲ or (S) ▷▶▷

weapon, basic   Enc: 1

Kukri

Tags: one-handed, hilted, bladed, reach: close, stealth
Speed: (1n1)⟹(1n1)⟹(1n2)
To-Hit: +DEX

Attacks:
- 1d4 (P) ▲ or (S) ▷▷▶

weapon, basic   Enc: 1/3

Rondel

Tags: one-handed, hilted, bladed, reach: close, stealth
Speed: (1n1)⟹(1n1)⟹(1n2)
To-Hit: +DEX

Attacks:
- 1d4 + AGI (P) ▲

If doing piercing damage, ignore 5 non-shield armor

weapon, basic   Enc: 1/3

Dagger

Tags: one-handed, hilted, bladed, reach: close, stealth
Speed: (1n1)
To-Hit: +DEX

Attacks:
- 1d4 (P) ▲ or (S) ▷▶▷

weapon, basic   Enc: 1/3

Machete

Tags: one-handed, hilted, bladed
Speed: (1n1)⟹(1n2)
To-Hit: +STR

Attacks:
- 1d6 (S) ▷▷▶

A simple tool for cutting down brush.

weapon, basic   Enc: 1

Greatsword

Tags: hilted, two-handed, bladed
Requirements: 1 AGI, 2 STR
Speed: (1n2)
To-Hit: +AGI +STR

Attacks:
- 2d8 (P) ▲ - 2d10 (S) ▷▷▶

Robust Edge: increase low rolls required to lose [sharpened] buff by 2

weapon, basic   Enc: 1

Mace

Tags: shafted, one-handed
Requirements: 1 STR
Speed: (1n2)
To-Hit: +STR

Attacks:
- 1d8 + STR (B) ▷▷▶

Ignore 3 armor

weapon, basic   Enc: 1

Club

Tags: hilted, one-handed
Speed: (2n1)
To-Hit: +STR

Attacks:
- 1d8 (B) ▷▶▷

weapon, basic   Enc: 1

Battleaxe

Tags: two-handed, shafted, bladed
Requirements: 1 STR
Speed: (2n1)
To-Hit: +STR

Attacks:
- 1d8 + 2*STR (S) ▷▷▶

weapon, basic   Enc: 1

Javelin

Tags: one-handed, shafted
Requirements: 1 AGI
Speed: (1n1)⟹(2n1)
To-Hit: +AGI

Attacks:
- 1d6 (P) ▲ - (2n1) To-Hit: PER-CEPTION
  1d6 + STR (P) [thrown] [range: 5+STR]

weapon, basic   Enc: 1/3

Pickaxe

Tags: two-handed, shafted
Speed: (2n1)
To-Hit: STR

Attacks:
- 1d6+STR (P) ▷▷▶

weapon, basic   Enc: 1

Cutter Mattock

Tags: two-handed, shafted, heavy
Requirements: 1 STR
Speed: (2n1)
To-Hit: +STR

Attacks:
- 1d8 (S) ▷▷▶

weapon, basic   Enc: 1

Cutlass

Tags: one-handed, hilted, bladed
Speed: (1n1)⟹(2n1)
To-Hit: +AGI

Attacks:
- 1d8 (S) ▷▷▶ - 1d6 (P) ▲

weapon, basic   Enc: 1