True Edge

Target: Weapon

While applied to a weapon, if the weapon would lose [bladed], break this invocation instead.

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: 2 AGI, a hilted weapon that uses AGI or DEX To-Hit

Parry can be used to attempt to [interrupt] a melee attack. Pay (1n2). 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 (you can only gain 2 Temp AP per turn this way). If you fail, you are [vulnerable] until your next action.

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!	**Fast Recovery**	**Hearty**
Requirements: 1 DEX	*Requirements:* 1 CON	*Requirements:* 2 CON
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	Your recovery dice are d10s rather than d6s. *Cost:* 1 SP	Get +6 Health. You can take this skill twice. *Cost:* 1 SP

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

Momentum	**Dual Wielding 1: Ambidextrous**	**Dual Wielding 2: Simultaneous Attack**
When you kill an opponent, regain 1 AP. *Cost:* 1 SP	*Requirements:* AGI 1	*Requirements:* AGI 1, STR 1, Dual Wielding 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	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
Requirements: 1 MED

Consume 1 point of medical equipment, allow a conscious character to immediately roll a recovery die. Takes 5 minutes.

Dissection
Requirements: 1 MED

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.

Edge Alignment

Requirements: 1 AGI, 1 DEX

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

Requirements: A melee weapon with [reach] and [hafted] and an attack with ▲, STR 1.

(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

Sharpshooter

Requirements: 1 PERCEPTION

When making [ranged] attacks, treat your PERCEPTION as 1 higher.

Cost: 1 SP

Trick Shot

Requirements: 1 PERCEPTION

+2 To-Hit when using "Called Shot" with a [ranged] attack.

Cost: 1 SP

Shield Training

Raise your To-Hit by 2 against melee attacks and by 3 against ranged attacks when using a shield.

Cost: 1 SP

Shield Bash

You can attack with a shield as +STR to hit, 1d4+STR.

Cost: 1 SP

Sneak Attack 1: Lucky Strike

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

Dagger

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

Attacks:
- 1d4 (P) ▲ or (S) ▷▶▷

weapon, basic   Enc: 1/3

Long Tooth

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

Attacks:
- 1d4 + AGI (P) ▲

Ignore 5 Armor.

A narrow bladeless rondel dagger, a long spike with a reinforced point.

weapon, basic   Enc: 1/3

Butcher's Cleaver

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

Attacks:
- 1d4+STR (S) ▷▶▶

A heavy, crude cleaver of black pocked metal.

weapon, basic   Enc: 1/3

Bushman's 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

Gleaming Sabre

Tags: one-handed, hilted, bladed
Requirements: 2 DEX
Speed: (1n1)⇒(1n1)⇒(1n2)
To-Hit: +AGI

Attacks:
- 1d4 + AGI (S) ▶▷▷

The fine pale blade curves backwards, the sword is deceptively light, the blade is thin and fickle.

Simple Shortsword

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

Attacks:
- 1d8 (P) ▲ or (S) ▷▶▷

"An anadorned straight sword. A simple and reliable weapon."

weapon, basic   Enc: 1

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

Falx

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

Attacks:
- 1d6 (P) + 2 (S) ▷▷▶ - 1d4 (S) ▲

A sword adapted from a sickle. The blade curves forward, it is swung with the point toward the enemy.

Heavy Cutlass

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

Attacks:
- 1d8 (S) ▷▷▶ - 1d6 (P) ▲

A broad, unrefined sword for hacking through enemies.

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

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

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

Rhomphaia

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

Attacks:
- 1d6 (P) + 1d6 (S) ▷▷▶ - 1d8 (P) ▲

The long blade of the Rhomphaia curves aggressively toward the enemy, like a great bladed claw.

weapon, basic   Enc: 1

Crude Club

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

Attacks:
- 1d8 + STR (B) ▷▶▷

Bonk.

weapon, basic   Enc: 1

One Handed Spear

Tags: shafted, one-handed, reach: 2
Speed: (1n1)⟹(1n2)

Attacks:
- 1d8 (P) ▲

weapon, basic   Enc: 1

Javelin

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

Attacks:
- 1d6 (P) ▲ Can be thrown for (2n1) - PER To-Hit - 1d6 + STR (P) - range: 5+STR

weapon, basic   Enc: 1/3

Adze

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

Attacks:
- 1d4 (S) ▷▷▶

If Adze does 4 or more damage it becomes stuck in the target. Removing it is (2n1) and does 1d4+STR (S) damage.

weapon, basic   Enc: 1

Giant Club

Tags: two-handed, giant, shafted
Requirements: 3 STR
Speed: (1n3) ⟹ (2n1)
To-Hit: +2*STR

Attacks:
- 1d10+2*STR

BONK.

weapon, basic   Enc: 1

Goedendag!

Tags: shafted, two-handed, reach: 2
Requirements: 1 STR
Speed: (1n2)⟹(2n1)
To-Hit: +STR

Attacks:
- 1d8+STR (B) ▷▶▷ - 1d8+STR (P) ▲

Ignore 2 armor.

weapon, basic   Enc: 2

Pitchfork

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

Attacks:
- 1d8 (P) ▲

If your STR is greater or equal to the enemy, you can choose to send them 1 space back on a hit.

weapon, basic   Enc: 1

Battleaxe

Tags: two-handed, shafted, bladed
Requirements: 1 STR
Speed: (1n2)⟹(2n1)
To-Hit: +STR

Attacks:
- 1d8 + 2*STR (S) ▷▷▶

weapon, basic   Enc: 2

Cutter Mattock

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

Attacks:
- 1d8 (S) ▷▷▶

weapon, basic   Enc: 2

Pickaxe

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

Attacks:
- 1d6+STR (P) ▷▷▶

weapon, basic   Enc: 2

Sling

Tags: range: 6*DEX
Speed: (2n1)
To-Hit: +PER

Attacks:
- 1d6+PER (B)

Shortbow

Tags: range: 15
Requirements: 1 DEX, 1 STR
Speed: (1n1)⟹(2n1)
To-Hit: +PER

Attacks:
- 1d6+PER (P)

weapon, basic   Enc: 1

Longbow

Tags: range: 25
Requirements: 1 DEX, 2 STR
Speed: (2n1)
To-Hit: +PER

Attacks:
- 1d10+STR (P)

basic   Enc: 1

Bandage

Spend (3n1). Remove 1 bleed. Bandages can be improvised out of any cloth.

A roll of clean cloth.

Simple Whetstone

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.

A large flat stone bearing faded inscriptions.

Variigoshlovr Root

(1n1). Remove 1 bleed.

Bag of Salt

Worth 1d12*10f.

Salorbrious

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

Gain 3 SALT.

A long clay vial filled with salt suspended in a dark brown oil and continuously swirling and glittering .

Rucksack

Max encumbrance: $6 + STR$, [encumbered] threshold: $3 + STR$.

Sling Bag

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].

Scout's Bag

Max encumbrance: $4 + STR$.

Frame Bag

Max encumbrance: $8+STR$. [enumbered] threshold: $2+STR$.

Stick Bag

Can be carried while wearing another bag. Stick must be held with one hand. Max encumbrance: $2 + STR$.