

## Jack of all trades

<b>Martial: 2</b>	<b>Mage: 2</b>	<b>Skilled: 2</b>
<b>Stamina: 1</b>	<b>Mana: 2</b>	<b>Luck: 2</b>
<b>Toughness: 2</b>	<b>Defense: 0</b>	
<b>Will: 1</b>	<b>Fortitude: 0</b>	<b>Reflex: 0</b>
<b>diplomacy: 1</b>	<b>lore: 1</b>	<b>crafting: 1</b>
<b>treasure hunting: 1</b>		
<b>illusion: 2</b>		
<b>sword: 2</b>		

### Feats

## Lucky

When you spend a luck token, you cannot have disadvantage until the start of your next turn or until the scene ends. If you are talented/legendary in skilled path increase your daily number of luck tokens by 50 %.

## Shifter

Requires: Adept

You have a beastly form, that levels up as you do. In the beastly form, you cannot speak, don't benefit from any of your normal form advancements in any path, but you can level up using the beast path (used to make all the mighty beasts in the game). The level of your beastly path is equal to your magic path. Beastly form has the ability to turn back into your regular form. To turn into your beastly form you need to spend 1 mana per your character level and if you are in combat then also meat R5.R5.R5 roll target using nature magic. Your equipment merges into your body and loses it's magical effect until you return to your normal form. Scarred, damaged and wounded dice carry over when transforming to the other form.

## Extraordinary senses

Acquainted: You can see 6 sq. in the dark, and 12 sq. in low light

Adept: You can see 25 sq. in the dark and 50 sq. in low light

Talented: In addition to the adept feature, you have blind sight for 10 feet around you.

Legendary: You can see in the dark as well as in the light. You have blind sight for 30 feet around you.

## Medium armor proficiency

Advancement point cost: 2

Remove the penalty of -1 action limit when wearing medium armor

## Foresight

Advancement point cost: 2

<b>Stamina cost:</b> -	<b>Other attacks cost increase:</b> -	<b>Other costs:</b> -
<b>Roll target:</b> -	<b>Target:</b> -	<b>Duration:</b> -
<b>Limit:</b> -	<b>Restrictions:</b> -	
Once every time after visiting a settlement with shops, you can take out a common item from your backpack, which you as a player actually had not bought from the settlement, but consider it having been bought (subtract the gold cost of the item from your balance).		

## Commune with animals

Advancement point cost: 2

You are able to communicate with animals. To get desired communication, GM can provide you a dice target for the scene, and you can use nature school of magic proficiency to meet the target

## Medium armor proficiency

Advancement point cost: 2

Remove the penalty of -1 action limit when wearing medium armor

Spells

## Side step

<b>Difficulty:</b> R4.R4.R4	<b>Target:</b> 1 creature	<b>Range:</b> -	<b>Area radius:</b> -
<b>Duration:</b> -	<b>Concentration:</b> NO		

When a hit would hit you, you may instead move 1 sq. to your chosen direction without provoking any attacks of opportunities and the attack misses.

<b>Add cost:</b> R4.R4	<b>Use limit:</b> 2	Target gains 1 level of disoriented
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Equipment

## sword

Roll: R5.R5	Base damage: 2	Range: melee
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Extra options:

Roll: R3	Limit: -	Recover 1 defense
Roll: R5	Limit: -	Additional 1 damage
Roll: R5.R5	Limit: -	Additional 3 damage
Roll: R3.R3	Limit: -	Confuse 3

## padded leather armor

This is medium armor that provides 4 maximum defense

## Esmeralda the warden of silver bats

<b>Martial: 0</b>	<b>Mage: 4</b>	<b>Skilled: 2</b>
<b>Stamina: 0</b>	<b>Mana: 2</b>	<b>Luck: 4</b>
<b>Toughness: 2</b>	<b>Defense: 0</b>	
<b>Will: 1</b>	<b>Fortitude: 0</b>	<b>Reflex: 0</b>
<b>lore: 3</b>		
<b>elemental: 2</b>	<b>nature: 2</b>	

### Feats

## Specialist

Choose 1 skill. You have an extra +1 for that skills proficiency. Note it does not increase the cost of acquiring proficiency with this skill and also allows the skill to reach +5 proficiency

## Divine protector

You can advance toughness using both mage and martial path. You can transfer a scarred dice from an ally to yourself (their scarred dice becomes normal, 1 of your normal dice become scarred) twice a day outside of combat. When your mage path is talented, When a dice would become scarred, roll it. On a 6, it stays normal. When your mage path is legendary, then it also doesn't become scarred on a 5.

## Iron concentration

Advancement point cost: 5

You can spend any dice to maintain concentration, and concentration does not reduce action limit

### Spells

## Fireball

<b>Difficulty: R6.R6.R6</b>	<b>Target: area</b>	<b>Range: 8 sq.</b>	<b>Area radius: 1 sq.</b>
<b>Duration: -</b>	<b>Concentration: NO</b>		

Deal 2 fire damage to everyone in the area.

<b>Add cost: R6.R6</b>	<b>Use limit: unlimited</b>	Deal additional 3 damage
<b>Add cost: R1</b>	<b>Use limit: unlimited</b>	1 target enemy within radius gets a level of burning

## Heal

<b>Difficulty:</b> R1.R1.R1	<b>Target:</b> single	<b>Range:</b> touch	<b>Area radius:</b> -
<b>Duration:</b> -	<b>Concentration:</b> NO		

This is a heal. Target recovers 1 damaged dice or removes all damage from wounded dice, or removes 1 level of burning, poison or freezing.

<b>Add cost:</b> R1	<b>Use limit:</b> unlimited	This heal recovers 1 additional damaged dice
<b>Add cost:</b> R1	<b>Use limit:</b> unlimited	remove a level of poison
<b>Add cost:</b> R1	<b>Use limit:</b> unlimited	remove a level of burning
<b>Add cost:</b> R1	<b>Use limit:</b> unlimited	remove a level of freezing

## Grant luck

<b>Difficulty:</b> R1.R1.R1	<b>Target:</b> single	<b>Range:</b> touch	<b>Area radius:</b> -
<b>Duration:</b> -	<b>Concentration:</b> R1.R1.R1		

Target can change the result of one dice in the dice pool when you cast and each time you concentrate on it

<b>Add cost:</b> R1.R1	<b>Use limit:</b> unlimited	Target can change another dice in their dice pool
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## Elemental weapon

<b>Difficulty:</b> R6.R6.R6.R6	<b>Target:</b> single weapon	<b>Range:</b> touch	<b>Area radius:</b> -
<b>Duration:</b> 3 rounds	<b>Concentration:</b> R6.R6		

Choose fire, cold or lightning. Enchant target not enchanted weapon. Target weapon deals 1 extra damage of the chosen damage type with every attack made with this weapon.

<b>Add cost:</b> R6.R6	<b>Use limit:</b> unlimited	target weapon deals an additional 1 damage of the chosen type
<b>Add cost:</b> R6.R6.R6	<b>Use limit:</b> 1	You need to have chosen cold. Convert all physical damage target weapon does to cold damage. Each time that weapon hits an enemy the enemy gets one level of freezing
<b>Add cost:</b> R6	<b>Use limit:</b> 1	You need to have chosen lightning. Convert all physical damage target weapon does to lightning damage. Each time that weapon hits an enemy, the enemy gets 2 confusion.
<b>Add cost:</b> R6.R6	<b>Use limit:</b> 1	You need to have chosen fire. Convert all physical damage target weapon does to fire damage. Each time that weapon hits an enemy, the enemy gets one level of burning.

Equipment

## **staff**

Instead you have 2 additional normal spell options and 1 signature spell option. The signature spell has advantage

## Fred the Forgetful mage

<b>Martial: 0</b>	<b>Mage: 4</b>	<b>Skilled: 2</b>
<b>Stamina: 0</b>	<b>Mana: 10</b>	<b>Luck: 4</b>
<b>Toughness: 2</b>	<b>Defense: 0</b>	
<b>Will: 0</b>	<b>Fortitude: 0</b>	<b>Reflex: 0</b>
<b>treasure hunting: 3</b>	<b>lore: 1</b>	
<b>force: 3</b>	<b>dimension: 2</b>	

### Feats

## Specialist

Choose 1 skill. You have an extra +1 for that skills proficiency. Note it does not increase the cost of acquiring proficiency with this skill and also allows the skill to reach +5 proficiency

## Raw caster

Requires: Talented

You cannot cast concentration spells, or spells which cast time is greater than 1 round. You also cannot initiate rituals nor spend your mana for rituals. However you have an extra raw caster dice, which you roll each round. This can be used to cast spells and it doesn't spend action limit.

### Spells

## Push/pull

<b>Difficulty: R3.R3.R3</b>	<b>Target: single</b>	<b>Range: 8 sq.</b>	<b>Area radius: -</b>
<b>Duration: -</b>	<b>Concentration: NO</b>		

Move target away from you or towards you for 2 sq. Halve the distance for large creatures and those wearing heavy armor. Huge and larger creatures cannot be moved this way.

<b>Add cost: R3</b>	<b>Use limit: unlimited</b>	increase the move distance by 2 sq. The target needs to make an additional check for balance
<b>Add cost: R3</b>	<b>Use limit: unlimited</b>	For the purposes of moving the target and balance checks the creature is considered to not be wearing heavy armor and also to be one size smaller

## Pass object

<b>Difficulty:</b> R3.R3	<b>Target:</b> 1 creature	<b>Range:</b> 6 sq.	<b>Area radius:</b> -
<b>Duration:</b> -	<b>Concentration:</b> NO		

Teleport a tiny object weighing no more than 1 kg. onto the possession of another willing creature. You can place it on them wherever you would like.

<b>Add cost:</b> R3	<b>Use limit:</b> unlimited	Increase the max object weight by 1 kg
<b>Add cost:</b> R3	<b>Use limit:</b> 1	When passing a potion onto a willing subject, they can also drink it and receive it's benefit immediately
<b>Add cost:</b> R3	<b>Use limit:</b> 1	When passing a vial of poison onto a willing subject, you can coat their melee weapon or next arrow with that poison vial instead

### Equipment

a single lucky broken beer mug



## Ralf the Troll diplomat

<b>Martial: 2</b>	<b>Mage: 0</b>	<b>Skilled: 4</b>
<b>Stamina: 2</b>	<b>Mana: 0</b>	<b>Luck: 4</b>
<b>Toughness: 4</b>	<b>Defense: 5</b>	
<b>Will: 0</b>	<b>Fortitude: 0</b>	<b>Reflex: 0</b>
<b>diplomacy: 3</b>	<b>physique: 2</b>	<b>lore: 1</b>

### Feats

#### Natural armor

You can only have the maximum defensive benefits from the armor you wear or this feat, they do not stack.

You can lower the bonus of the natural armor by 2 to receive the no armor bonus.

Acquainted: Your maximum defense from natural armor is 2.

Adept: Your maximum defense from natural armor is 3.

Talented: Your maximum defense from natural armor is 4.

Legendary: Your maximum defense from natural armor is 5.

Natural armor bonus increases by 1 at levels 7 and 14

Also when you are talented or legendary, then you get the option to take the heavy armor penalty (cannot take both this and no armor bonus) in order to get 1 damage reduction. This increases to 2 damage reduction at level 7 and to 3 damage reduction at level 14

#### Extraordinary senses

Acquainted: You can see 6 sq. in the dark, and 12 sq. in low light

Adept: You can see 25 sq. in the dark and 50 sq. in low light

Talented: In addition to the adept feature, you have blind sight for 10 feet around you.

Legendary: You can see in the dark as well as in the light. You have blind sight for 30 feet around you.

## Offer them to surrender

Advancement point cost: 5

You gain the offer enemy to surrender ability.

<b>Stamina cost: -</b>	<b>Other attacks cost increase: -</b>	<b>Other costs: -</b>
<b>Roll target: R5.R5</b>	<b>Target: single</b>	<b>Duration: -</b>
<b>Limit: -</b>	<b>Restrictions: -</b>	
An enemy with 3 moral or less will surrender. If they have more than 3 but less than 6 moral remaining they will be get 2 confusion.		

Difficulty adjustment options:

<b>Difficulty adjustment: R5</b>	Increase the moral threshold for surrendering and confusion by 1
<b>Difficulty adjustment: R3.R3</b>	Target one additional target with this ability

Spells

General actions

## Wrestle

<b>Difficulty: R2.R2</b>	<b>Target: -</b>	<b>Range: -</b>	<b>Area radius: -</b>
<b>Action cost: 1 stamina</b>	<b>Duration: -</b>	<b>Concentration: NO</b>	<b>Proficiency: Physique</b>

Wrestling is all about getting an upper hand, rooting the opponent in place and draining their stamina faster than you lose stamina. There are a few rules for wrestling:

1. If someone has upper hand against you, then you must first get rid of it before you can get upper hand against them
2. If anyone has upper hand against you, you cannot move
3. If someone gets upper hand against you, you lose upper hand against everyone.
4. Normally 1 character can only have upper hand against 1 other character
5. Upper hand has multiple levels.
6. When someone has upper hand against you, you cannot use weapons, except for dagger and you can only use spells that have a range of touch or target yourself.
7. When you have 3 levels of upper hand against you, you cannot even use the dagger, nor cast spells that touch.
8. You lose 1 stamina at the beginning of round, if you have at least 3 levels of upper hand against you.
9. If someone has upper hand against you, you can only wrestle those who have upper hand against you.
10. Character which has upper hand against another character is considered to be in the same space (same square in battle map)
11. Ranged attacks made onto a character in the space where the wrestling is taking place has a 1/6 chance of hitting the other person.

<b>Difficulty: R2.R2</b>	<b>Use limit: unlimited</b>	Gain one additional level of upper hand
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## Equipment

## Tom the religious gansta poet

<b>Martial: 4</b>	<b>Mage: 0</b>	<b>Skilled: 2</b>
<b>Stamina: 0</b>	<b>Mana: 0</b>	<b>Luck: 0</b>
<b>Toughness: 3</b>	<b>Defense: 3</b>	
<b>Will: 0</b>	<b>Fortitude: 0</b>	<b>Reflex: 0</b>
<b>crafting: 2</b>	<b>survival: 2</b>	<b>diplomacy: 1</b>
<b>dagger: 2</b>		

Feats

### Prodigy

Requires: Adept

At second level gain double the amount of advancements in skilled path (so at legendary skilled you gain 16 advancement points).

### Extraordinary senses

Acquainted: You can see 6 sq. in the dark, and 12 sq. in low light

Adept: You can see 25 sq. in the dark and 50 sq. in low light

Talented: In addition to the adept feature, you have blind sight for 10 feet around you.

Legendary: You can see in the dark as well as in the light. You have blind sight for 30 feet around you.

### Agent of chaos

Advancement point cost: 5

Causing chaos comes naturally to you. You can make ploys to disorient a group of enemies before the battle. You can use diplomacy, survival or lore as the main skill to check for it's success. You must still describe how you are going to do it and how using that skill makes sense. A new roll target is added to combat initiation phase with R5.R5.R3.R3, that you may complete. If you succeed then all enemies start the combat with 1 level of disoriented. For an additional +R5 they start the combat with 2 levels of disoriented instead. Use the chosen skill to achieve this.

## Shadow

Advancement point cost: 3

You are able to take maximum advantage of disoriented foes. Foes who have at least 1 level of disorientation, have disadvantage for attacks against you. You have advantage with attacks against foes who have at least 2 levels of disoriented. When taking a move action, then one target creature with at least 2 levels of disoriented loses track of you and become unaware of your presence.

## Two weapon fighter

Advancement point cost: 5

Your maximum defense is increased by 1 while wielding two weapons. When wielding two melee weapons which sum of power dice is less than or equal to 6, then you can use R6 from your dice pool as a power dice for attacks with both weapon (and it only consumes a single action limit).

## Backstabber

Advancement point cost: 4

When attacking someone with a one handed melee weapon from behind or while the opponent is unaware of your presence, you have double advantage.

Spells

Equipment

## 1 handed mace

<b>Roll: R3.R3</b>	<b>Base damage: 2</b>	<b>Range: melee</b>
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Extra options:

<b>Roll: R4</b>	<b>Limit: -</b>	Bypass enemy damage reduction
<b>Roll: R3</b>	<b>Limit: -</b>	Additional 1 damage
<b>Roll: R4.R4</b>	<b>Limit: -</b>	Confuse 3
<b>Roll: R4</b>	<b>Limit: -</b>	Confuse 1

## dagger

Roll: R2.R2	Base damage: 2	Range: melee
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Extra options:

Roll: R1	Limit: -	bypass damage reduction
Roll: R2.R2	Limit: -	Double damage
Roll: R2	Limit: -	Additional 1 damage
Roll: R1	Limit: -	Confuse 2
Roll: R1.R1	Limit: -	Disrupt 2

## simple leather armor

Provides 2 maximum defense