

Fires of war

tabletop rolePlaying game



Black Flame Studios



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Chapter 1: Introduction

Fires of War is a cross between a wargame and a tabletop roleplaying game.

Game Masters and Players

The game master is the storyteller of the game, serving as both the rule arbiter and the mastermind behind the plot. Players are the characters within the story, serving as the protagonists to the plot the game master is weaving for them. The relationship between the two should be one of mutual storytelling rather than competition and fighting.

The Dice System

This system is a *d20 system*, in which players roll a twenty-sided die (abbreviated to a d20) and hope for higher results in order to beat target numbers for skills, attacks, and so on. Additional dice are used beyond the d20, these dice include; d4, d6, d8, d10, and d12. What's known as a d% or d100 is also used. This is done by rolling two d10 dice, and designating one as the tens digit, and one as the ones digit.

Fires of War and The Fade Tabletop

Fires of War's core setting takes place in the distant past within the universe of *The Fade Tabletop*, however players are free not to use this setting and to modify it or make new ones. *Fires of War*'s scope is a lot smaller than *The Fade Tabletop*, and focused more on an individual world rather than multiple worlds within a spanning galaxy. That doesn't mean these aren't present in *Fires of War*, however they're not accessible and anything beyond the core world is viewed as equivalent to a spirit world.

Themes in Fires of War

The themes of *Fires of War* play towards a high fantasy, war-torn world.

High Fantasy

Magic is dominant within *Fires of War*, influencing every aspect of life around the players. Despite its prominence, it is still seen as a bizarre power with seemingly no rhyme or reason to the mechanisms and how it works. At the current time, magic and science are progressing steadily at the same rate, leading to a technological world on par with the Viking Age.

If GMs wish, they can instead decrease the prominence of magic and make it rarer and more exotic. This lends itself instead to a *Low Fantasy* world.

Common Terms

- **Ability Score / Stat:** Characters possess seven stats; Strength, Magic, Defense, Resistance, Skill, Speed, and Luck. Each have different applications, and the higher the number - the better.
- **Actions:** “Actions” are physical or mental actions which take up time during the game. Different kinds of actions exist, depending on how advanced the action being taken is.
- **Bonuses:** These are modifiers that add to attack, damage, skills, and so on.
- **Armor Rating (AR):** This is how hard an opponent is to hit physically.
- **Magic Rating (MR):** This is how hard an opponent is to hit magically.
- **Checks:** This is a catch-all term for any d20 roll you make. Attack rolls, skill checks, and so on.
- **Stamina Points (SP):** This is a physical pool that a character spends to activate abilities.
- **Magic Points (MP):** This is a magical pool that a character spends to cast spells.
- **Creature / Character:** These terms are used interchangeably as a catch-all term for any type of being within the world including PCs, NPCs, and monsters.
- **Difficulty Class (DC):** When you attempt certain checks, there is a Difficulty Class (or DC) associated that you must meet or beat in order to succeed at the task.
- **Experience (EXP):** Points accumulated over the course of playing the game which advance the characters to the next level.
- **Hit Points (HP):** This is how much damage a character can take before they are knocked unconscious (or worse, killed).
- **Level:** This represents how powerful a character. The higher a character’s level is, the more innate benefits they receive.
- **Player Characters (PCs):** These are characters controlled by the players.
- **Non-Player Characters (NPCs):** These are characters controlled by the GM.
- **Rounds:** In game combat is measured in rounds, each taking 6 seconds. One round passes when every character on the initiative tracker has acted at least once.
- **Initiative:** When a battle begins, every character participating rolls initiative. The higher the result, the sooner they act in the initiative round.

Chapter 2: Character Guidelines

Characters in Fires of War have 7 ability scores, each representing different aspects of training.

Strength: This is the character's raw physical power.

Magic: This is a character's 'outer soul' strength, which is the energy which surrounds their body and soul. The outer soul is used to cast magic in all forms.

Defense: This is the character's physical bulk or ability to shrug off damage from a foe.

Resistance: This is the character's 'inner soul', which is also known only as the soul of the character. It is used to resist spells and magic.

Skill: This is a character's innate training and skills, and determines how accurate a character is. It's also used for mental-related abilities.

Speed: This is a character's agility and quickness, and determines how easily a character can dodge an attack.

Luck: This is a character's innate luck, and serves as a "miscellaneous" stat that adds to everything in small increments. It also used for social-related abilities.

Character's base stats are determined by their class, and are modified by other aspects such as a character's History and Standing.

Alternate Rule: Point Buy

Alternatively, the GM can opt to use a point buy for players to fully customize their stats. With these rule, each of the character's stats start at 1.

Characters receive 15 points to spend. The max a stat can be during point-buy (not including Species, History, and Standing bonuses) is 10. Stat points can be spent on HP like normal.

Character Advancement

The following chart and rules are for character advancement including stat, HP, and abilities gained at higher levels. These rules apply to all types of classes - Recruit, Standard, Promoted, and Advanced.

Level	HP	Stat Increase	Weapon Rank	Abilities
1	—	—	E	1
2	1	2	E	1
3	1	1	E	2
4	2	2	E	2
5	1	1	E	3
6	1	2	D	3
7	2	1	D	4
8	1	2	D	4
9	1	1	D	5
10†	2	2	D	5
11	1	—	C	6
12	1	2	C	6
13	2	1	C	7
14	1	2	C	7
15	1	1	C	8
16	2	2	B	8
17	1	1	B	9
18	1	2	B	9
19	2	1	B	10
20⊕	1	2	B	10
21	1	1	A	11
22	2	2	A	11
23	1	1	A	12
24	1	2	A	12
25	2	1	A	13
26	1	2	S	13
27	1	1	S	14
28	2	2	S	14
29	1	1	S	15
30‡	1	2	S	15
31	2	1	S	16
32	1	2	S	16
33	1	1	S	17
34	1	2	S	17
35	2	1	S	18
36	1	2	S	18
37	1	1	S	19
38	2	2	S	19
39	1	1	S	20
40‡	1	2	S	20

† - Recruit max level | ⊕ - Standard max level | ‡ - Advanced max level | ‡ - Promoted max level

Standard classes must reach level 20 in their class and level up while still level 20 in order to promote to their Promoted class. This sets them as Promoted Level 1, or effectively Level 21. Promoted level 20 (effective level 40) is the maximum level that can be achieved.

Effective Level is a character's level if they are promoted, including their past levels from when they were an Standard class. A character that is Standard 20 / Promoted 5 is Effective Level (or EL) 25.

HP Advancement: Each character gains a HP in a +1/+1/+2 pattern each level.

Stat Advancement: Characters gain 2 stat points every even level and 1 stat point every odd level which they can spend upgrading their stats.

Weapon Rank: Weapon Rank increases 1 step starting at 6th level, and every 5 levels thereafter, to a maximum of S rank at 26th level.

Abilities: Characters start with 1 free ability at 1st level, and gain a new ability every odd level to a maximum of 20 abilities at 39th level. Abilities encompass Maneuvers and Spells together.

Characters also gain abilities from their Species, History, and Standing as well.

Experience Points: Characters gain EXP through fights, encounters, and roleplay. The group of player characters all have an EXP pool that starts at 0 and increases up to 100.

Awarding EXP: Defeating an encounter (combat intense social situations, or roleplay scenarios which involve risk or importance) awards you EXP based on its difficulty. This is up to a GM's discretion.

Encounter Difficulty	EXP Yield
Trivial	5 EXP
Easy	10 EXP
Moderate	25 EXP
Hard	45 EXP
Impossible	75 EXP

Lower level enemies being defeated by higher level characters yield less EXP, and higher level enemies defeated by lower level characters yield more EXP. The following chart determines the level based on the average level of the group of enemies.

≤ Level	EXP Multiplication
3-5 Levels	x0.75
6-10 Levels	x0.5
11-14 Levels	x0.25
15+ Levels	x0.05

When a character reaches 100 EXP, they level up and their EXP is reset to 0. Characters at the maximum level for their class (Promoted 20, Advanced 30). Recruit and Standard classes are the exception as when they reach their 'maximum level' (10 for Recruit and 20 for Standard) and they promote after advancing to the next level. See more in the *Promotion* section.

Promotion

Characters promote into new classes based on level requirements, and these promotions unlock new options for players including abilities and maneuver choices.

Recruits who reach 10th level promote when gaining enough EXP to level up to 11th level. This sets them at Standard 11th level.

Standard classes which reach 20th level promote when gaining enough EXP to level up to 21st level. This sets them at Promoted 1st level.

Similar to Promotion, characters can *Reclass* using a special item. This allows characters to change into alternate classes in order to acquire feats and abilities which are only available normally to specific classes. This is explained in more detail in the Classes section.

Ability Score Caps

Classes each have capstones on their ability scores. The following are the stat caps for the class types.

Class Type	HP	STR	MAG	DEF	RES	SKL	SPD	LUK	Max Wep. Level
Recruit	40	15	15	15	15	15	15	30	C
Standard	60	20	20	20	20	20	20	30	A
Promoted	80	†	†	†	†	†	†	†	S
Advanced	80	†	†	†	†	†	†	†	S

† - Varies based on class instead of class type. See the class' page for the cap.

Equipment

GMs have two available ways to allow players to design their character. Giving them gold to spend, or starting them off with an equipment kit.

Class Type	Gold
Recruit	250
Standard	600
Promoted	1,400
Advanced	600

Equipment Kits include an Iron, Steel, or Silver variant (or equivalent) weapons of each Rank you can use. In addition you receive a single vulnerable.

Chapter 3: Species

Species determines a character's heritage and natural capabilities.

The following is the layout describing elements contained within a Species' page.

Species Name

Short description of the species, and perhaps their origin or a bit of information about them.

Physical Description: The physical description of the species, their hair color, and eye colors.

Associated Class: Lists of classes that correspond with the species' ability scores.

Associated Religions: If the species worships a deity, concept, or collective.

History: The species' history, whether they came from Ellon or not, and what occurred in their past.

Subspecies: This details different subspecies related to the base species.

Race Abilities

- Bonus to ability scores (commonly +1 to two stats or +2 to one stat)
- Type (This is an additional type beyond what their class grants)
- Species Ability 1
- Species Ability 2
- Languages

Subspecies Alterations

- If the subspecies changes aspects of the species, altered abilities will be listed here.
-

Human

Physical Description: There are five primary Human cultures on Ellon that are descendants of the ancient Vrus Empire. Humans on Ellon typically have dark or tan skin, dark hair, and golden eyes.

Associated Class: Humans are incredibly versatile and can fit into any classes.

Associated Religions: Ellonian Humans tend to worship Shinda, however some worship Thor and Tyr.

History: In the ancient history of Ellon, the Vrus Empire owned a majority of the planet. A hundred years ago however, the Vrus Empire was split between five kingdoms; Bestalia, Tria, Kadistan, Belgali, and Petori. Each has a similar culture to the ancient Vrusians with superficial differences.

Subspecies: There's many cultures that make up human subspecies. Bestalians, Trians, Kadistians, Belgalians, and Petorians are the dominant cultures.

Human Abilities

- Humans gain a +1 to two stats of their choice.
- **Bonus Ability:** Humans gain a bonus Maneuver or Spell of their choice.
- **Versatile:** +1 to Stamina Pool or Magic Pool.
- **Language:** Vrusian

Subspecies Alterations

- *Bestalians:* They are typically +1 STR and SPD.
- *Trians:* They are typically +1 MAG and SKL.
- *Kadistians:* They are typically +1 SKL and LUK.
- *Belgalians:* They are typically +1 DEF and SPD.
- *Petorians:* They are typically +1 MAG and RES.

Elf

Physical Description: Elves on Ellon are slightly taller than the average human, have slanted eyes, and short to medium length brown to dirty blonde hair.

Associated Class: Elves fit speed-focused classes such as the Myrmidon or even the Gunslinger.

Associated Religions: Preferring to tend to the forests, Elves give Drey their piety over others typically.

History: Ellonian Elves are residents unique to Ellon, shaped by their close proximity to other species, Elves adapted to creating friendly trade relations with all that they could, including the Dwarves, Orcs, and Humans.

Subspecies: Both Dark and Light Elves exist, coming into being when group of Elves stayed too long in hotspots of Dark or Light energy.

Elf Abilities

- Elves gain a +1 to Speed and Luck.
- **Elven Perception:** Elves gain a +2 to Awareness checks.
- **Magically Versed:** +1 to Magical Defense.
- **Language:** Vrusian, Elven

Subspecies Alterations

- *Dark Elf:* They use +1 MAG and LUK instead.
 - *Magically Versed* becomes *Dark Taint*: Resist 2 dark damage.
- *Light Elf:* They use +1 RES and SPD instead.
 - *Magically Versed* becomes *Light Touch*: Resist 2 light damage.

Dwarf

Physical Description: Stout and slightly shorter than the average man, Dwarves are distinctly broad in physique and possess long dark hair. Their common staple is a beard, or some form of facial hair.

Associated Class: Dwarves make excellent physical combatants, and thus fill roles from Knights to Soldiers to Cavaliers all effectively.

Associated Religions: Ellonian Dwarves tend to worship Thor or deities which shun demons due to their natural hatred of demon kind.

History: In ancient Dwarven history, the Dwarves were forced from their homeland by a demon wishing to make its new lair for more demon spawn. Being pushed from their ancestral homeland has fueled an endless war between Dwarves and demons which has seen no end as countless Dwarvenkind fight over a homeland they've never even seen.

Subspecies: Though rare, Haskorian Dwarves are from a stronghold deep underground, separated from the politics of the upper levels. These Dwarves are shorter, burlier, and hairier than their surface dwelling kind.

Dwarf Abilities

- Dwarves gain a +1 to Strength and Defense.
- **Resilience:** Dwarves gain +4 to their starting HP.
- **Hard to Move:** Dwarves are immune to effects which would forcibly move them.
- **Language:** Vrusian, Dwarven

Subspecies Alterations

- *Haskorian Dwarf:* They use +2 DEF instead.
 - *Hard to Move* becomes *Dwarven Bulk:* Gain a +2 to CON.

Orc

Physical Description: Muscular humanoids with green to brown skin, red or yellow eyes, and straight black hair. Orcs pride themselves on their size and muscular physique.

Associated Class: Orcs make excellent Brigands, Pirates, or Fighters due to their focus on Strength. Some however become Nomads due to their lifestyle.

Associated Religions: Ellonian Orcs worship a vast pantheon of deities, most tying into various aspects of war and family.

History: In Ellon, Orcs inhabit vast desert regions and seldom come out from these sand dunes, instead preferring to make these places their home. Despite this, Orcs travel in packs frequently and set up new camps within the desert or near it. This leads to Orcs living a nomadic lifestyle, and being dubbed “Brute Gypsies” by some.

Subspecies: Civilized Orcs are Orcs who have blended into society and become distinct from the desert dwellers. They’re not as muscular, and have more appealing features.

Orc Abilities

- Orcs gain a +2 to Strength.
- **Fury:** If under half HP, Orcs gain a +2 to-hit and damage.
- **Extreme Hate:** Orcs gain a +1 to-hit against opponents who have damaged them within the last turn.
- **Language:** Vrusian, Orc

Subspecies Alterations

- *Civilized Orc:* They use +1 STR and SKL instead.
 - *Fury* becomes *Focused Anger:* If under half HP, gain a +2 to Physical and Magical Defenses.

Goblin

Physical Description: Child-sized green gremlins; Goblins have green skin, no ears, and jagged teeth that don't quite fit in their mouth. Their hair and eyes are like that of an Orc.

Associated Class: Goblin's extreme focus on Speed grants them the capability to excel in classes such as Myrmidon, Lord, Archer, and so on.

Associated Religions: Ellonian Goblins pay tribute to the Heir of Eylonda, an ancient folk hero who liberated Goblin-kind from slavery to demons.

History: Ages ago, Goblins were once bound to demons and were forced to serve their will. However with the help of the Heir of Eylonda, Goblins were freed and settled an island and created a kingdom named Goblinia. The small kingdom is isolated from the mainland, and has stayed that way for a long time. Goblins from Goblinia are civilized, respectful, and can follow proper etiquette. Most do not condone violence against others.

Subspecies: Feral Goblins are the souls who have not been freed from the slavery of demons, and thus are still insane and without purpose.

Goblin Abilities

- Goblins gain a +2 to Speed.
- **Sneaky:** Goblins gain a +2 on Stealth checks.
- **Double Slice:** Goblins add 2 to their effective speed for the purpose of double attacking.
- **Language:** Vrusian, Goblin

Subspecies Alterations

- *Feral Goblin:* They use +1 STR and SPD instead.
 - *Sneaky* becomes *Demon Slice:* Feral Goblins can spend 1 SP to make their weapon deal dark damage.

Vampire

Physical Description: Vampires are pale skinned with long black hair, red eyes, and long dagger-like claws and piercing fangs. They have cold skin, and lanky bodies.

Associated Class: Vampires specialize in classes such as the Myrmidon, however some branch off into dark magic and become Shamans or Voidcallers.

Associated Religions: Due to their status as undead, vampires often follow deities of Undeath, Resurrection, or some even revere legends like Alucard as deities in their own right.

History: Vampires are an 'ancient evil' of Ellon, risen corpses with human intelligence unlike the standard zombies and utilizing their charm in order to lure humans into a false sense of security before draining their blood for food. Not all vampires are evil, however this stigma has remained with them since their prominence in the global sphere.

Subspecies: Nosferatu are feral vampires who have gone without blood for an extended period of time and instead of dying from starvation they have instead transformed into pale shadows of their former self. Jiang-Shi are more sophisticated than most vampires, however this sophistication is sacrificed by their method of movement coming off as strange; jiang-shi being forced to hop around due to rigor mortis.

Vampire Abilities

- Vampires gain a +1 to Skill and Luck.
- **Vampiric Bite:** Vampires gain a +2 to unarmed damage, and can deal piercing damage with their unarmed strikes.
- **Blood Drain:** Piercing unarmed attacks made by the Vampire have the Absorb property.
- **Language:** Vrusian, Necrotis

Sunlight Weakness: Vampires take 2 damage at the beginning of their turn in sunlight. This damage cannot be resisted. Darkness spells or special items can negate this.

Subspecies Alterations

- *Nosferatu:* They use +1 STR and SKL instead.
- *Jiang-Shi:* They use +1 to SPD and SKL instead.

Kendari

Physical Description: Kendari possess tan skin, typically black or brown hair, and dull maroon or yellow eyes. Though they appear mostly human, there is an uncanny nature to them making most suspicious about them.

Associated Class: The Kendari are most often tied to the Magus and similar classes, utilizing both physical and magical attacks as a means to decimate their opponents.

Associated Religions: The Kendari have a single, main religion. Banadar Arkenach. Banadar is the creator of the Kendari, having made them himself and in his image, and in turn imbued them with corruption to make them susceptible to him.

History: The Kendari's history is unknown on Ellon due to their status as beings from another world entirely. All that is known about them is their bloodthirsty nature, and the fact that they come from a far off land known as "Corta Diez". Most Kendari on Ellon however are rebels who have escaped this land, and prefer not to talk about it.

Subspecies: The Gersekir are exiles of Corta Diez from ages ago, around the time of the land's first formation. They have deviated massively from their origins as corrupted humanoids, take on a more natural human-like appearance while maintaining the tan skin and dull maroon eyes.

Kendari Abilities

- Kendari gain a +1 to Strength and Magic.
- **Pain Thirst:** Deal +1 additional damage on physical and magical attacks.
- **Corrupt Energy:** +1 to Stamina and Magic Pools.
- **Language:** Vrusian, Kendarin

Subspecies Alterations

- *Gersekir:* They use +1 STR and RES instead.
 - *Pain Thirst* becomes *Training:* Pick a weapon you are proficient with. Weapons two ranks lower than your maximum rank increase uses by +2.

Kitsune

Physical Description: Fox-like humanoids complete with fox ears and tails. Some appear more human-like than foxlike, and vice versa. All Kitsune however have the look of someone up to no good, and have an almost mischievous air about them wherever they go.

Associated Class: Kitsune are drawn to the Thief class due to its natural capabilities matching up with their own skills, however some find luck as Myrmidons as well.

Associated Religions: Tending towards trickster gods like Kayan, Kitsune prefer those which offer the most interesting experiences for them rather than the most kind-hearted or good-willed.

History: The history of Kitsune is a long and tricky one, starting first with experimental druids using their magic to try and combine the intelligence of a human with the lithe and sneaky nature of a fox. This led to an unexpected creation instead of a half-human, half-fox hybrid species. Instead of scrapping and starting over, said druids allowed these fox creatures to roam and let them expand their influence.

Subspecies: Nine Tails are a subset of Kitsune who have powerful magic backing them up, allowing them to perform some mystical deeds their less magically inclined brethren can do.

Kitsune Abilities

- Kitsune gain a +1 to Speed and Luck.
- **Lithe and Quiet:** Gain a +2 to Acrobatics and Stealth.
- **Fox's Wit:** Gain a +2 to Magic Defense.
- **Language:** Vrusian, Kitsune

Subspecies Alterations

- *Nine Tails:* They use +1 MAG and LUK instead.

Lycanthrope

Physical Description: Lycanthropes are human or human-like beings with animalistic features accompanying them. This could be anything from animal ears, animal tails, or even fur or scales. Many different variations exist with many different animals associated.

Associated Class: Lycanthropes make excellent Fighters, Pirates, or even Cavaliers.

Associated Religions: Lycanthropes tend to stray away from most religions, seeing them as pointless.

History: Lycanthropy is an old disease of unknown origin which has infected a small population of people - humans and other humanoids alike. Purebreed lycanthropes are the most animalistic looking, being one with the disease and never having been a human before infection while others are born with it or infected at one point in their life. This change, while drastic, is usually not harmful to their social status or livelihood and is viewed like any disease; the person is pitied instead of viewed as a 'demon' or 'monster'.

Subspecies: Youkai are spiritual lycanthropes who come in a variety of forms, usually tying to animals or even concepts - having much more diversity than standard lycanthropes though being much more inclined towards harming humanoids.

Lycanthrope Abilities

- Lycanthropes gain a +1 to Strength and Speed.
- **Physically Adept:** Gain a +1 to Stamina Pool.
- **Reaching Pounce:** Spend 1 SP to move an additional 2 squares on a move.
- **Language:** Vrusian, Sylvan

Subspecies Alterations

- *Youkai:* They use +2 STR instead.

Abomination

Physical Description: Pale-skinned humanoids with gaunt facial features and a lumbering stride, Abominations look like a cross between humans and zombies with half-rotted features doing little to disguise their undead taint within their blood.

Associated Class: Abominations do well as any physical combat oriented class.

Associated Religions: Due to their undead heritage, Abominations tend to worship a deity like Malakai due to the terror he invokes in mortal's hearts, seeing it as their true purpose in life: to terrify the living.

History: Some question the creation of an Abomination, and they'd be right to do so. Everything about them from their birth to their very existence is unnatural. Being the sons of a zombie and a living humanoid, the union can only be achieved through dark rituals which involve magically enhancing the undead and controlling it long enough to do its deed. Once the Abomination is born (which takes all but a few hours), the female (regarded as a host) is eaten by the undead before it is killed. The Abomination as a child is then taken to safety to be raised as a tool for protection.

Subspecies: Gaunts are skeletal in nature with very thin bodies and stark white skin. Their skin is so tightly stretched against their skeleton that they are practically skeletons with the main indicator being their organs and ribs not being visible.

Abomination Abilities

- Abominations gain a +2 to Strength.
- Abominations are of the Monster type.
- **Cold Dead Body:** Immune to cold, weakness to light.
- **Lack of Pain:** Gain a +2 to Physical Defense.
- **Language:** Vrusian, Necrotis

Subspecies Alterations

- *Gaunt:* They use +1 STR and SPD instead.

Chapter 4: Classes

Classes determine a character's innate abilities, and each class has different options, maneuvers, and spells available to them.

There are four class types.

[Recruit](#)

| [Standard](#)

| [Promoted](#)

| [Advanced](#)

Each class receives the following innate abilities:

Innate Skill: Some Standard classes, all Promoted and Advanced classes have an Innate Skill.

Training: Each class gains a Training at 1st level.

Awakening I: Each class gains Awakening I at 10th level.

Awakening II: Each class gains Awakening II at 20th level.

Awakening III: Each class gains Awakening III at 30th level.

Awakening IV: Each class gains Awakening IV at 40th level.

Characters keep their Innate Skills, Training, and Awakenings from all of their classes (except those they re-class into). This does not apply to *In Training* below or a class' Weapon Proficiency if they'd lose any by promoting.

Recruit Classes receive the following innate abilities:

In Training: Recruits are constantly looking to better themselves. Recruits have 15 EXP they add to the Party's EXP Pool when determining when the Recruit levels up. This means they level up faster despite being weak units baseline. Recruits lose this when they promote to Standard. (Example: If a Party's EXP Pool is 50, the Recruits in the party are considered to instead have 65 EXP as part of the pool while everyone else has 50.)

In addition to all of these, all classes receive a single Intrigue Power. This Intrigue Power is meant to be used only in roleplay scenarios. Characters gain all of the Intrigue Powers from each class they have been in previously. For example, a character who manages to promote from Recruit to Standard has both the Recruit class' Intrigue Power and the Standard class' Intrigue Power. This also works with reclassing.

Reclassing:

This is the process in which a character uses a Reclass Seal in order to change into an alternate class. These are determined by the character's Standard or Advanced class (Recruits cannot Reclass). For Promoted characters when reclassing they instead choose a promotion of one of the Standard classes they can reclass into. They gain all appropriate abilities (such as Intrigue Power) that they'd gain from playing through the Standard class.

Reclassed characters replace their class' Training and Innate Skill with the new class; but otherwise keep all stats, and Awakenings of the previous class.

Recruit Classes

Recruit classes are categorized by being on average weaker than Standard classes, though advancing at a slightly faster rate and gaining access to Recruit-specific abilities later.

Class Name	Weapon Type	Promotes Into
Acolyte	Light	Monk or Arcanist
Disciple	Staff	Cleric or Troubadour
Journeyman	Axe	Fighter or Pirate
Novice	Dark	Shaman or Voidcaller
Probation Flier	Lane	Pegasus Knight or Wyvern Rider
Pupil	Anima	Mage or Magus
Scout	Bow	Archer or Nomad
Squire	Sword	Mercenary or Myrmidon
Trainee	Lance	Knight or Cavalier

Recruit classes have the following qualities

- Maximum HP is 40.
- Maximum stats are 15.
- Maximum Luck is 30.
- Maximum Weapon Rank is C.
- Only receive Awakening I.
- Maximum level is 10, promotes into Standard.

Recruit Classes each have abilities specific to themselves. Some of these alter the stats of each class, or even their promotion choices.

Acolyte

Acolytes who have only begun using the power of their deity, Acolytes tend to be the students of much more powerful characters such as a Priest or Bishop.

Innate Skill: None.

Training: So long as the Acolyte has at least 1 MP remaining, they take no penalties due to a light tome's weight.

Awakening I: Acolyte can spend 3 MP instead of reducing a single light tome's durability at the end of combat. This must be done at the beginning of combat to take effect.

Promotion: Monk or Arcanist

Type: Foot, Magic

Base HP: 1d6 + 6 (or avg. 10)

Move: 4 sq.

CON: 4

Weapon Proficiency: Light

STR: 0 | **MAG:** 6 | **DEF:** 0 | **RES:** 6 | **SKL:** 4 | **SPD:** 4 | **LUK:** 0

Intrigue Power: Acolyte are constantly learning, and must be diligent if they want to fill their master's shoes one day. Once per day the Acolyte can call upon this ability to automatically find a book relating to a topic they're trying to research. This is within the GM's limits, and how rare the topic actually is.

Acolyte Abilities

The following are abilities specific to the Acolyte class.

Sending Light (Spell)

MP Cost: N/A

Description: As a Complex action you can target an ally within 6 squares and grant them a +1 to Physical and Magical Defense for 1 round.

Mighty Light (Spell)

MP Cost: 2

Description: When using a Light tome, use this spell as a free action to grant the tome a +1 to damage for 2 rounds.

Dying Light (Maneuver)

SP Cost: N/A

Description: If the Acolyte is brought to 0 HP they can make an attack against the enemy who brought them to 0 HP as a free action.

Disciple

Healers in-training with the ability to use staves in order to help people. Disciples are normally found in churches, however some are doctors/nurses.

Innate Skill: None.

Training: Disciples can spend 1 MP to heal 2 HP.

Awakening I: Disciples can spend an additional use of their Staff per encounter to double the healing effect on allies for a number of rounds equal to ½ their MAG.

Promotion: Cleric or Troubadour

Type: Foot, Magic

Base HP: 1d6 + 4 (or avg. 8)

Move: 4 sq.

CON: 5

Weapon Proficiency: Staff

STR: 0 | **MAG:** 6 | **DEF:** 0 | **RES:** 6 | **SKL:** 0 | **SPD:** 4 | **LUK:** 4

Intrigue Power: Once per day a Disciple can help themselves or allies who are hungry and/or thirsty, and using their magic can conjure food for the ally and a small group of people to consume. This does not cost any MP to use despite drawing upon their magic.

Disciple Abilities

The following are abilities specific to the Disciple class.

Staff Blessing (Maneuver)

SP Cost: N/A

Description: If you have a staff equipped you gain a +1 to Magical Defense.

False Healing (Spell)

MP Cost: 1

Description: Cast this spell as a Complex action on an adjacent enemy. The enemy is healed for 1 HP, however they are poisoned for 3 rounds.

Bright Light (Spell)

MP Cost: 1

Description: As a Complex action the Disciple can create a bright ball of light centered on them. Enemies attempting to attack them are blinded for 1 round.

Journeyman

Journeyman are axe-wielding strongmen. Some are farmhands, others are in training under a veteran or teacher.

Innate Skill: None.

Training: If an axe doesn't exceed the Journeyman's CON, it has a range of 1-2 if it doesn't already.

Awakening I: Journeyman can spend 1 MP in order to gain a bonus to their Physical Defense equal to half their weapon's Might.

Promotion: Fighter or Pirate

Type: Foot

Base HP: 2d4 + 10 (or avg. 14)

Move: 4 sq.

CON: 7

Weapon Proficiency: Axe

STR: 6 | **MAG:** 0 | **DEF:** 3 | **RES:** 1 | **SKL:** 4 | **SPD:** 4 | **LUK:** 2

Intrigue Power: Once per day a Journeyman can lift, push, or otherwise manipulate a heavy object without the need of making a skill check. Alternatively this can be used in arm wrestling, swimming, climbing, or anything which requires Strength.

Journeyman Abilities

The following are abilities specific to the Journeyman class.

Tough (Maneuver)

SP Cost: N/A

Description: This can only be taken at 1st level. Reduce Speed and Skill by 1, and increase Defense by 2.

Blinding Axe (Maneuver)

SP Cost: 1

Description: If the weight of the axe being used to attack with this Maneuver does not exceed CON, you double attack even if your Speed wouldn't let you.

Serrated Edge (Maneuver)

SP Cost: 1

Description: If an opponent is hit by your axe, they are subjected to Bleed for 2 rounds.

Novice

A Novice is a practicing dark magic user. They are often self-taught, however some are the apprentice to dark magic users.

Innate Skill: None.

Training: So long as a Novice has at least 1 MP they are unaffected by the Mute status condition.

Awakening I: Novices can spend 1 MP in order to make a “Dark Bolt” spell. This attack has a Might of 4, a range of 1-2, and x2 critical hit modifier.

Promotion: Shaman or Voidcaller

Type: Foot, Magic

Base HP: 1d6 + 6 (or avg. 10)

Move: 4 sq.

CON: 4

Weapon Proficiency: Dark

STR: 0 | **MAG:** 6 | **DEF:** 1 | **RES:** 6 | **SKL:** 2 | **SPD:** 1 | **LUK:** 4

Intrigue Power: Once per day a Novice can call upon dark forces, and let their eyes be taken over by them. This allows the Novice to see into The Dark Lands for 1 hour.

Novice Abilities

The following are abilities specific to the Novice class.

Practice Ritual (Spell)

MP Cost: 1

Description: This spell must be used outside of combat. Make a DC 25 Knowledge (Dark Magic) check. On a successful check, you summon a minor demon (such as an imp) to do your bidding.

Occult Lore (Spell)

MP Cost: N/A

Description: As a Simple action you can overcharge a Dark tome. The tome will expend 2 uses at the end of combat, but adds a +1d8 to the damage dice. On infinite use tomes, this instead costs 2 MP.

Dark Shroud (Maneuver)

SP Cost: N/A

Description: Gain a +2 to Magical Defense against attacks which deal Dark damage.

Probation Flier

Pegasi learners, Probation Fliers usually start out as farmhands taking care of pegasi before they're allowed to start practicing riding and caring for them.

Innate Skill: None.

Training: So long as the Probation Flier has 1 SP they treat their CON as 2 higher for the purpose of a weapon's weight.

Awakening I: On a critical hit Probation Fliers gain +2 to hit on their next attack.

Promotion: Pegasus Knight or Wyvern Rider

Type: Flying

Base HP: 2d4 + 10 (or avg. 16)

Move: 5 sq.

CON: 7

Weapon Proficiency: Lance

STR: 4 | **MAG:** 0 | **DEF:** 2 | **RES:** 1 | **SKL:** 5 | **SPD:** 6 | **LUK:** 2

Intrigue Power: Once per day a Probation Flier can use the intense speed of their Pegasus to decrease travel time from one location to another by half. For example, a 2 hour journey for them would instead take 1 hour.

Probation Flier Abilities

The following are abilities specific to the Probation Flier class.

Pegasi Dance (Maneuver)

SP Cost: 1

Description: Your enemy does not benefit from terrain bonuses when attacking or defending against you. This lasts for 2 rounds.

Fly Away! (Maneuver)

SP Cost: 1

Description: As a Complex action you can fly directly into the air, becoming immune to attacks except from other flying units for 1 round.

Pegasus Kick (Maneuver)

SP Cost: N/A

Description: As a Complex action your Pegasus can attack for you. This attack is as if you had attacked an enemy with an unarmed strike, but deals 1d8 points of bludgeoning damage, and does not add your Strength to damage.

Pupil

Trainees of the arcane, Pupils are normally taught in a formal setting however some are known to have power deep within their blood.

Innate Skill: None.

Training: So long as the Pupil has 1 MP they can sacrifice a use of a tome in order to cast a spell.

Awakening I: By spending 1 MP a Pupil can push an enemy within 6 squares back 1 square.

Promotion: Mage or Magus

Type: Foot, Magic

Base HP: 1d4 + 8 (or avg. 11)

Move: 4 sq.

CON: 4

Weapon Proficiency: Anima

STR: 0 | **MAG:** 6 | **DEF:** 0 | **RES:** 4 | **SKL:** 4 | **SPD:** 6 | **LUK:** 0

Intrigue Power: Once per day a Pupil can use their magical power in order to create an illusion. This illusion can be a person's voice, the sound of footsteps, an individual, or even tactile illusions such as the taste of poison or the feeling of cold air on the back of one's neck.

Pupil Abilities

The following are abilities specific to the Pupil class.

Prodigy (Spell)

MP Cost: All

Description: When using this spell, choose a spell you meet the prerequisites for, but do not own. You can spend all of your MP (if it is greater than 1) in order to cast this spell you do not have.

Physical Mage (Maneuver)

SP Cost: N/A

Description: This can only be taken at 1st level. Reduce Speed by 2 and Magic by 2, and increase Strength by 4.

Elemental Blending (Spell)

MP Cost: N/A

Description: Choose one of the following elements: Fire, Cold, Electricity, Wind, Acid, or Earth. When using a spell or tome you can change its element to this.

Scout

Hunters trained with a bow, Scouts are traditionally taught by their parents how to hunt with a bow. Some however learn due to wartime.

Innate Skill: None.

Training: So long as the Scout has 1 SP they can spend a turn aiming to gain a +2 to attack on their next turn.

Awakening I: On a critical hit the Scout recovers a use of their weapon per encounter. This can only affect a weapon once.

Promotion: Archer or Nomad

Type: Foot

Base HP: 1d6 + 10 (or avg. 14)

Move: 4 sq.

CON: 5

Weapon Proficiency: Bow

STR: 3 | **MAG:** 0 | **DEF:** 1 | **RES:** 0 | **SKL:** 6 | **SPD:** 6 | **LUK:** 4

Intrigue Power: Once per day a Scout can go out hunting or scavenging in order to find goods in an appropriate area. If the area isn't barren, the Scout comes back to the party after an hour with food and drink, as well as a general knowledge of the layout of this place.

Scout Abilities

The following are abilities specific to the Scout class.

Huntsmen (Maneuver)

SP Cost: N/A

Description: This must be chosen at 1st level. Reduce Skill and Speed by 2, increase Strength by 2 and Defense by 2. In addition to this, change the promotion options to Hunter and Nomad instead.

Bow Punch (Maneuver)

SP Cost: N/A

Description: Attack at 1 range with a bow. This attack deals 1d6 + 1/2 STR for damage.

Bleeding Arrow (Maneuver)

SP Cost: 2

Description: On a successful hit against an opponent inflict Bleed for 2 rounds.

Squire

Apprentices to knights, renown swordsmen, or just a kid with a sword. Squires come in all shapes and sizes.

Innate Skill: None.

Training: So long as the Squire has 1 SP they gain 1 HP after defeating an opponent.

Awakening I: Squires can spend 1 SP to deal half damage on an attack and instead reduce the opponent's speed by one for 1 round.

Promotion: Mercenary or Myrmidon

Type: Foot

Base HP: 1d8 + 10 (or avg. 15)

Move: 4 sq.

CON: 7

Weapon Proficiency: Sword

STR: 4 | **MAG:** 0 | **DEF:** 4 | **RES:** 0 | **SKL:** 5 | **SPD:** 5 | **LUK:** 2

Intrigue Power: Once per day a Squire can call upon their training in a social or military setting in order to improve the attitudes of those within the room towards them. If people dislike the Squire, they may still harbor these feelings but are impressed or annoyed by their presence.

Squire Abilities

The following are abilities specific to the Squire class.

Slums Child (Maneuver)

SP Cost: N/A

Description: This must be chosen at 1st level. Reduce Strength and Defense by 2, increase Speed by 2, increase Luck by 2. In addition to this, change the promotion options to Thief and Mercenary instead.

Squire's Sword (Maneuver)

SP Cost: N/A

Description: Choose a sword in your possession. While this sword is in your possession, you gain a +4 to Persuasion checks. If this sword breaks, you can choose a new sword to grant this bonus, but the bonus is not regained until 24 hours have passed.

Weak Parry (Maneuver)

SP Cost: N/A

Description: When being attacked you can sacrifice your Simple action on your next turn in order to reduce the damage from the attack by 2.

Trainee

Apprentices to knights, renown swordsmen, or just a kid with a sword. Squires come in all shapes and sizes.

Innate Skill: None.

Training: So long as the Trainee has 1 SP they can move 5 squares in a straight line rather than 4 squares.

Awakening I: Trainees can spend 1 SP to decrease an opponent's Physical Defense by 2 for 1 round after the Trainee has dealt damage to them.

Promotion: Knight or Cavalier

Type: Foot

Base HP: 1d6 + 12 (or avg. 16)

Move: 4 sq.

CON: 5

Weapon Proficiency: Lance

STR: 3 | **MAG:** 0 | **DEF:** 2 | **RES:** 0 | **SKL:** 4 | **SPD:** 6 | **LUK:** 5

Intrigue Power: Once per day a Trainee can use their lack of experience to their advantage in some way shape or form, be it gaining help from an unsuspecting enemy while disguised in their camp, or calling upon a much stronger ally to guide the Trainee on the right path.

Trainee Abilities

The following are abilities specific to the Trainee class.

Grounded (Maneuver)

SP Cost: N/A

Description: This must be chosen at 1st level. Reduce Speed by 4 and Luck by 4. Increase Defense by 4 and Strength by 4. In addition to this, change the promotion options to Knight and Soldier instead.

Pierce Through (Maneuver)

SP Cost: N/A

Description: If an attack hits an enemy and there is another enemy directly behind the one you just hit, the enemy behind them takes the minimum damage from your weapon. This can only trigger once per encounter.

Fatiguing Lance (Maneuver)

SP Cost: 1

Description: On a successful hit against an opponent inflict Fatigue for 2 rounds.

Standard Classes

Standard classes make up a majority of individuals, low to mid-ranking combatants who fight on the front line. Some are even promoted variants of Recruits, different than their pure Standard class counterparts.

Class Name	Weapon Type	Promotes Into
Arcanist	Light	Wilder or Sage
Archer	Bow	Sniper or Ranger
Brawler	Unarmed	Pugilist
Brigand	Axe	Berserker or Warrior
Cavalier	Sword, Lance	Paladin or Great Knight
Cleric	Staff	Bishop or Valkyrie
Fighter	Axe	Warrior or Hero
Gunslinger	Firearm	Swashbuckler or Desperado
Hunter	Bow	Ranger or Stalker
Knight	Lance	General or Great Knight
Lord	Choose one	Great Lord or Knight Lord
Mage	Anima	Mage Knight or Sage
Magus	Sword, Anima	Magister or Mage Knight
Mercenary	Sword	Hero or Ranger
Monk	Light	Bishop or Sage
Myrmidon	Sword	Swordmaster or Assassin
Nomad	Bow	Nomadic Trooper or Ranger
Pegasus Knight	Lance	Falcon Knight or Griffon Rider
Pirate	Axe	Berserker or Marauder
Shaman	Dark	Druid or Summoner
Soldier	Lance	Halberdier or Paladin
Thief	Sword	Rogue or Assassin
Troubadour	Staff	Valkyrie or Mage Knight
Voidcaller	Dark	Nightweaver or Summoner
Wyvern Rider	Lance	Wyvern Knight or Wyvern Lord

Standard classes have the following qualities

- Maximum HP is 60.
- Maximum stats are 20.
- Maximum Luck is 30.
- Maximum Weapon Rank is A.
- Only receive up to Awakening II.
- Maximum level is 20, promotes into Promoted.

Arcanist

Arcanists study the uses of Light magic, but aren't as tied to religion as other Light-using classes. This makes them similar to the arcane devoted Mages.

Innate Skill: None.

Training: So long as the Arcanist has 1 MP they treat their Speed as 2 higher for the purpose of attacking twice.

Awakening I: On the second attack during an Arcanist's turn they can spend 1 MP to deal 4 more damage if they hit.

Awakening II: So long as the Arcanist has 1 MP they increase their Move by 1.

Promotion: Wilder or Sage

Type: Foot, Magic

Base HP: 1d6 + 14 (or avg. 18)

Move: 5 sq.

CON: 8

Weapon Proficiency: Light

STR: 0 | **MAG:** 6 | **DEF:** 1 | **RES:** 4 | **SKL:** 4 | **SPD:** 8 | **LUK:** 1

Intrigue Power: Arcanists can rely on their study of light magic to influence an opponent. While not in combat the Arcanist can use this power to make a target more accepting to your suggestions. This lasts for around an hour, after which the target is aware of being manipulated by you (though they may be unaware of the extent, for example thinking it was a simple charm spell).

Archer

Archers are quick, perceptive, and masters of indirect combat with opponents, using bows to strike foes from afar.

Innate Skill: Can use Ballista.

Training: So long as the Archer has 1 SP they treat a Bow's weight as 2 less.

Awakening I: An Archer can spend 1 SP to gain a +2 to hit.

Awakening II: An Archer can spend 3 SP to prevent enemies from moving adjacent to them for 4 rounds.

Promotion: Sniper or Ranger

Type: Foot

Base HP: 1d6 + 16 (or avg. 20)

Move: 5 sq.

CON: 5

Weapon Proficiency: Bow

STR: 3 | **MAG:** 0 | **DEF:** 2 | **RES:** 1 | **SKL:** 8 | **SPD:** 6 | **LUK:** 4

Intrigue Power: Archers are master spotters, and can find enemies within a moment's notice. Once per day the Archer can use this ability to automatically succeed when searching for something or someone while not in combat.

Brawler

Masters of the fist, Brawlers use their unarmed strikes to pummel opponents. They can function just fine without any fancy weapons others have.

Innate Skill: None.

Training: So long as the Pugilist has 1 SP they gain a +1 to Physical Defense.

Awakening I: By spending 1 SP a Pugilist can add +2 to damage on a single attack before making it.

Awakening II: By spending 1 SP a Pugilist can make a single attack while out of turn against an opponent within range. This attack is at -10 to-hit.

Promotion: Pugilist

Type: Foot

Base HP: 1d8 + 15 (or avg. 20)

Move: 5 sq.

CON: 7

Weapon Proficiency: Unarmed (Gains the Martial Arts Maneuver free)

STR: 8 | **MAG:** 0 | **DEF:** 6 | **RES:** 2 | **SKL:** 4 | **SPD:** 4 | **LUK:** 0

Intrigue Power: Brawlers pride themselves on their limber bodies and their ability to avoid danger. In situations where the Pugilist must be acrobatic or tough (for example, walking a tight rope or climbing) so long as they aren't in combat they automatically succeed.

Brigand

Tough axe-users with little regard for their own safety and the safety of others. Brigands loot, steal, or are just giant brutes looking for a fight.

Innate Skill: None.

Training: So long as the Brigand has 1 SP they gain a +2 to-hit with Axes.

Awakening I: By spending 1 SP a Brigand can push an opponent back 1 square after dealing damage to them.

Awakening II: By spending 3 SP a Brigand can target an adjacent opponent. That opponent takes a -4 to Physical Defense for 4 rounds.

Promotion: Berserker or Warrior

Type: Foot

Base HP: 1d8 + 20 (or avg. 25)

Move: 5 sq. (Mountain Stride)

CON: 12

Weapon Proficiency: Axe

STR: 10 | **MAG:** 0 | **DEF:** 4 | **RES:** 0 | **SKL:** 4 | **SPD:** 4 | **LUK:** 2

Intrigue Power: Brigands come from a lifestyle of looting, pillaging, and fighting. While not in combat a Brigand is always aware of the state of a town they're in, and can tell ahead of time when it's about to be raided or attacked, even if they wouldn't normally know this knowledge.

Cavalier

Mounted infantry, Cavaliers are incredibly versatile and practiced warriors who are common staples within an army.

Innate Skill: None.

Training: So long as the Cavalier has 1 SP they increase their AID by 2.

Awakening I: By spending 1 SP a Cavalier can increase their Physical Defense by +2 for 3 rounds.

Awakening II: By spending 2 SP a Cavalier can increase their Move by +2 for 3 rounds.

Promotion: Paladin or Great Knight

Type: Mounted

Base HP: 1d6 + 18 (or avg. 22)

Move: 7 sq.

CON: 11

Weapon Proficiency: Sword and Lance

STR: 8 | **MAG:** 0 | **DEF:** 5 | **RES:** 0 | **SKL:** 6 | **SPD:** 4 | **LUK:** 1

Intrigue Power: Cavaliers can carefully maneuver their mounts in order to avoid being slowed down, and due to their mounts they can carry allies over hazardous terrain. This allows them to avoid difficult or potentially hazardous terrain out of combat. This does not work on mountainous terrain however.

Cleric

Healers devoted to their ability to heal others with magical staves and spells. Though not always, Clerics are often tied to a religion or ideology.

Innate Skill: None.

Training: So long as the Cleric has 1 MP they can spend a complex action to heal themselves for 4 HP.

Awakening I: By spending 1 MP a Cleric can give their staff a 1-2 range for 3 rounds.

Awakening II: By spending 1 MP a Cleric can negate any status ailment an adjacent ally is under the effects of.

Promotion: Bishop or Valkyrie

Type: Foot, Magic

Base HP: 1d4 + 13 (or avg. 16)

Move: 5 sq.

CON: 6

Weapon Proficiency: Staff

STR: 0 | **MAG:** 8 | **DEF:** 0 | **RES:** 6 | **SKL:** 0 | **SPD:** 6 | **LUK:** 4

Intrigue Power: Clerics know how to patch up people really quickly. Out of combat Clerics can stabilize people who are dying (unless the GM says otherwise) and can bring them up to consciousness. This does not guarantee they will be able to move, but they will be awake.

Fighter

Calculated axe-users, Fighters (unlike Brigands) tend to receive formal training and fight in the military, lending to their fighting styles.

Innate Skill: None.

Training: So long as the Fighter has 1 SP they gain a +1 to Physical Defense.

Awakening I: By spending 1 SP a Fighter can deal half damage to two opponents adjacent to them on a hit. This is a Complex action.

Awakening II: By spending 3 SP a Fighter can reduce the damage of an incoming attack by $\frac{1}{4}$ Strength (Example, $\frac{1}{4}$ of 8 STR is 2).

Promotion: Warrior or Hero

Type: Foot

Base HP: 1d8 + 18 (or avg. 23)

Move: 5 sq.

CON: 14

Weapon Proficiency: Axe

STR: 8 | **MAG:** 0 | **DEF:** 6 | **RES:** 1 | **SKL:** 4 | **SPD:** 4 | **LUK:** 1

Intrigue Power: Fighters are naturally intimidating, and can use this to their advantage. If there is a social situation in which intimidation is beneficial, the Fighter can use this ability to automatically succeed any needed intimidation check. This does not guarantee the opponent will cower.

Gunslinger

Pioneers of the new gunpowder technology, Gunslingers are new additions to armies and are very experimental. They take up roles similar to archers.

Innate Skill: Can use cannons.

Training: So long as the Gunslinger has 1 SP they treat their Speed as 2 higher for the purpose of double attacks.

Awakening I: By spending 1 SP a Gunslinger can treat a firearm's range as 1 instead of 2 for 3 rounds.

Awakening II: By spending 2 SP a Gunslinger can do +2 damage for 3 rounds.

Promotion: Swashbuckler or Desperado

Type: Foot

Base HP: 1d4 + 15 (or avg. 18)

Move: 5 sq.

CON: 9

Weapon Proficiency: Firearms

STR: 0 | **MAG:** 0 | **DEF:** 4 | **RES:** 0 | **SKL:** 6 | **SPD:** 8 | **LUK:** 6

Intrigue Power: Gunslingers can utilize their firearms for crazy and unsuspecting tricks that don't expend uses. These tricks can be anything from shooting off a lock, shooting a rope instead of cutting it, or even shooting something out of someone's hands. These can only be used out of combat, and may be subject to the GM's approval in some cases (for example, a GM may rule shooting off a door's lock doesn't always work).

Hunter

Strong bowmen who focus more on the wilderness than military tactics, Hunters are outdoors-men at heart, and prefer the woods to anywhere.

Innate Skill: None.

Training: So long as the Hunter has 1 SP they gain a +1 to attack and damage while in a forest-like terrain.

Awakening I: By spending 1 SP a Hunter can gain a +2 Physical Defense for 3 rounds.

Awakening II: By spending 4 SP a Hunter can add their entire Strength to a single attack instead of half Strength.

Promotion: Stalker or Ranger

Type: Foot

Base HP: 1d4 + 15 (or avg. 18)

Move: 5 sq. (Forest Stride)

CON: 10

Weapon Proficiency: Bow

STR: 8 | **MAG:** 0 | **DEF:** 4 | **RES:** 0 | **SKL:** 5 | **SPD:** 6 | **LUK:** 1

Intrigue Power: Hunters are skilled at finding a quarry, and look for them relentlessly. In any forest-like terrain the Hunter can spend 1 hour searching for an individual they know is within the area to find them.

Knight

Heavily armored individuals who are masters of shrugging off damage and keeping their allies safe from harm's way.

Innate Skill: None.

Training: So long as the Knight has 1 SP they reduce damage from physical attacks by 1.

Awakening I: By spending 1 SP a Knight can take damage for an adjacent ally.

Awakening II: By spending 3 SP a Knight can reduce damage taken from physical attacks by $\frac{1}{2}$ Defense for 3 rounds.

Promotion: General or Great Knight

Type: Armored

Base HP: 1d6 + 19 (or avg. 23)

Move: 4 sq.

CON: 17

Weapon Proficiency: Lance

STR: 8 | **MAG:** 0 | **DEF:** 10 | **RES:** 0 | **SKL:** 5 | **SPD:** 1 | **LUK:** 0

Intrigue Power: Knights are slow but steady, and are normally unaffected by small bits of damage. This ability prevents the knight from taking damage or adverse effects from "small" sources such as an arrow trap, a thrown dagger, or untrained rioters punching their armor. This only affects them outside of combat.

Lord

Versatile nobles who are also combatants. Lords are princes and princesses of kingdoms, dukes, duchesses, or other forms of royalty or soon-to-be royalty.

Innate Skill: None.

Training: So long as the Lord has 1 SP they grant all allies within 3 squares a +1 to attack and damage.

Awakening I: By spending 1 SP a Lord can grant an adjacent ally a +2 to attack.

Awakening II: By spending 2 SP a Lord can heal themselves using $\frac{1}{2}$ the damage dealt after an attack.

Promotion: Great Lord or Knight Lord

Type: Foot (+Magic if Anima, Light, Dark, or Staff are chosen)

Base HP: 1d4 + 16 (or avg. 19)

Move: 5 sq.

CON: 10

Weapon Proficiency: Choose one

STR: 2 | **MAG:** 2 | **DEF:** 2 | **RES:** 0 | **SKL:** 6 | **SPD:** 8 | **LUK:** 4

Intrigue Power: Lords are scions and are incredibly skilled at courtly affairs. When dealing with nobles Lords automatically succeed at any etiquette checks needed. In addition to this, once per day the Lord can use this skill to call upon a Lord they know to help them with a task outside of combat.

Mage

Beginner magic users, Mages have studied the arcane arts and have just begun to put them into practice for practical combative purposes.

Innate Skill: None.

Training: So long as the Mage has 1 MP they gain a +1 to Magical Defense.

Awakening I: By spending 1 MP a Mage can shoot out an 'Arcane Bolt', this has 5 Might, x2 Critical Multiplier, 1-2 Range, and does Arcane damage.

Awakening II: By spending 3 MP a Mage can deal +4 damage for 3 rounds.

Promotion: Sage or Mage Knight

Type: Foot, Magic

Base HP: 1d4 + 14 (or avg. 17)

Move: 5 sq.

CON: 8

Weapon Proficiency: Anima

STR: 0 | **MAG:** 8 | **DEF:** 0 | **RES:** 6 | **SKL:** 5 | **SPD:** 5 | **LUK:** 0

Intrigue Power: Mages are always learning new magic to aid them in the outside world. They can use their arcane talent to create minor illusions, manipulate small objects, and create light or darkness in an area. Other arcane tricks may be done up to the GM's discretion.

Magus

Soldiers who have studied both the blade and magic, their talents are diverse using their blend of magic and physical combat.

Innate Skill: None.

Training: So long as the Magus has 1 SP and MP they gain a +1 to Physical and Magical Defense.

Awakening I: By spending 1 SP a Magus can grant themselves a +2 to damage for 3 rounds.

Awakening II: By spending 2 SP a Magus can deal 2 damage to all adjacent enemies.

Promotion: Magister or Mage Knight

Type: Foot, Magic

Base HP: 1d4 + 15 (or avg. 18)

Move: 5 sq.

CON: 8

Weapon Proficiency: Sword, Anima

STR: 6 | **MAG:** 6 | **DEF:** 4 | **RES:** 4 | **SKL:** 2 | **SPD:** 2 | **LUK:** 0

Intrigue Power: The Magus is incredibly versatile, and has a near eidetic memory. This allows them to use this skill in order to always remember any in-character information they're aware of and call upon it.

Mercenary

Skilled and well-rounded sword fighters, Mercenaries are usually well-trained despite not typically coming from any formal background.

Innate Skill: None.

Training: So long as the Mercenary has 1 SP they treat their CON as 2 higher for the purpose of weapon weight.

Awakening I: By spending 1 SP a Mercenary can heal 2 HP.

Awakening II: By spending 2 SP a Mercenary gains a +2 to Physical Defense and Magical Defense if an enemy initiates combat with them. This lasts 3 rounds.

Promotion: Hero or Ranger

Type: Foot

Base HP: 1d6 + 16 (or avg. 20)

Move: 5 sq.

CON: 12

Weapon Proficiency: Sword

STR: 6 | **MAG:** 0 | **DEF:** 5 | **RES:** 0 | **SKL:** 6 | **SPD:** 6 | **LUK:** 1

Intrigue Power: Mercenaries are masters of finding well-paying jobs, and can utilize this to their advantage. Mercenaries can use their connections to find quests and work instantly. This works in cities, towns, and areas of civilization.

Monk

Skilled light-magic users, Monks are tied to religions and ideologies inherently and use their power to smite their foes. The female equivalent are Nuns.

Innate Skill: None.

Training: So long as the Monk has 1 MP they take 4 less damage from Monster enemies.

Awakening I: By spending 1 MP a Monk can heal themselves or an ally for 2 HP.

Awakening II: By spending 3 MP a Monk can deal +4 damage to Monster enemies for 3 rounds.

Promotion: Bishop or Sage

Type: Foot, Magic

Base HP: 1d4 + 15 (or avg. 18)

Move: 5 sq.

CON: 7

Weapon Proficiency: Light

STR: 0 | **MAG:** 4 | **DEF:** 1 | **RES:** 5 | **SKL:** 8 | **SPD:** 2 | **LUK:** 4

Intrigue Power: Monks can call upon their deity or otherworldly forces to aid them in their great time of need. This deity or otherworldly being can offer advice, or guide the Monk on what the entity thinks the right path is.

Information from these beings is limited to their own knowledge, and the GM can decide which information is allowed or not.

Myrmidon

Quick-witted and fast on their feet, Myrmidons are exceptionally skilled and able to frequently score double attacks.

Innate Skill: None.

Training: So long as the Myrmidon has 1 SP they gain a +1 to Physical Defense.

Awakening I: By spending 1 SP a Myrmidon can strike first even if the enemy initiated the combat. Against another Myrmidon, both uses are negated.

Awakening II: By spending 3 SP a Myrmidon can deal +5 damage on a critical hit for 3 rounds.

Promotion: Swordmaster or Assassin

Type: Foot

Base HP: 1d4 + 16 (or avg. 19)

Move: 5 sq.

CON: 10

Weapon Proficiency: Sword

STR: 2 | **MAG:** 0 | **DEF:** 2 | **RES:** 0 | **SKL:** 6 | **SPD:** 10 | **LUK:** 4

Intrigue Power: Myrmidons are masters at utilizing their speed to its utmost advantage, and this shows outside of combat as well. Any speed-related activity such as running the Myrmidon automatically succeeds or comes out in first. Against another Myrmidon roll a 1d20+Speed to determine who is the winner.

Nomad

Mounted bowmen, Nomads are exotic and come from the mountain steppes. They are often not part of armies outside of their own groups.

Innate Skill: None.

Training: So long as the Nomad has 1 SP they gain +1 Move while rescuing an ally.

Awakening I: By spending 1 SP a Nomad can reduce any penalties they're taking by 2 (minimum of 0).

Awakening II: By spending 3 SP a Nomad can move up to their full speed, make a single attack against an enemy in range, and move again at half speed. This is a complex action.

Promotion: Nomadic Trooper or Ranger

Type: Mounted

Base HP: 1d4 + 12 (or avg. 15)

Move: 7 sq.

CON: 8

Weapon Proficiency: Bow

STR: 4 | **MAG:** 0 | **DEF:** 4 | **RES:** 0 | **SKL:** 6 | **SPD:** 6 | **LUK:** 4

Intrigue Power: Nomads are tribesmen and understand nature better than some of the more insular city folk. They can call upon this trait to commune with nature in order to learn information either from clues left behind or by supernatural forces guiding them.

Pegasus Knight

The staple in flying infantry, Pegasus Knights are predominantly female and make bonds with their mounts at a young age.

Innate Skill: None.

Training: So long as the Pegasus Knight has 1 SP they take 2 less damage from magic attacks (except Wind damage).

Awakening I: By spending 1 SP a Pegasus Knight can move double their speed. This takes both a Complex and a Simple action.

Awakening II: By spending 2 SP a Pegasus Knight can increase their Speed for the purposes of double attacking by 2 for 3 rounds.

Promotion: Falcon Knight or Griffon Rider

Type: Flying

Base HP: 1d4 + 15 (or avg. 18)

Move: 7 sq.

CON: 7

Weapon Proficiency: Lance

STR: 2 | **MAG:** 0 | **DEF:** 2 | **RES:** 4 | **SKL:** 4 | **SPD:** 8 | **LUK:** 4

Intrigue Power: Pegasus Knights soar through the skies, and have incredible vantage compared to others. While using their mount to fly into the sky a Pegasus Knight can call upon this ability to automatically succeed at any searching-based checks. This does not work against enemies in stealth.

Pirate

Sea-bound brigands who take pleasure in looting and raiding ships. Pirates themselves come in many classes, but the Pirate class is the standard.

Innate Skill: None.

Training: So long as the Pirate has 1 SP they gain a +2 to Physical Defense while on a water terrain.

Awakening I: By spending 1 SP a Pirate can earn an amount of gold equal to half the damage they deal to an opponent. If this kills them, +150 to this.

Awakening II: By spending 2 SP a Pirate can prevent opponents without Water Stride from attacking them while on water terrain. This lasts for 3 rounds.

Promotion: Berserker or Marauder

Type: Foot

Base HP: 1d6 + 18 (or avg. 22)

Move: 5 sq. (Water Stride)

CON: 13

Weapon Proficiency: Axe

STR: 6 | **MAG:** 0 | **DEF:** 4 | **RES:** 0 | **SKL:** 6 | **SPD:** 8 | **LUK:** 0

Intrigue Power: Pirates are skilled at sea and can traverse it with ease. While at sea, the Pirate automatically succeeds any checks which may come up related either to managing a sailing vessel or spotting people and ships at sea.

Shaman

Defensive dark-using classes, Shamans are not inherently evil however their dark arts are often seen as evil due to its relation to necromancers.

Innate Skill: None.

Training: So long as the Shaman has 1 MP they gain +1 Magical Defense.

Awakening I: By spending 1 MP a Shaman can make all adjacent enemies take a -1 to Physical and Magical Defense for 3 rounds.

Awakening II: By spending 2 MP a Shaman can add half their missing HP (if they've taken damage) to damage on a single attack.

Promotion: Druid or Summoner

Type: Foot, Magic

Base HP: 1d4 + 15 (or avg. 18)

Move: 5 sq.

CON: 7

Weapon Proficiency: Dark

STR: 0 | **MAG:** 6 | **DEF:** 5 | **RES:** 8 | **SKL:** 3 | **SPD:** 2 | **LUK:** 0

Intrigue Power: Shamans are known to be in frequent contact with the spirits of beyond, and can call upon them for advice or information. This can be called upon to conjure a spirit that may be helpful. GM's discretion as to whether the spirit is friendly to the Shaman and their group or not.

Soldier

The most common infantrymen brought up in an army, Soldiers are by no means slouches despite being so common.

Innate Skill: None.

Training: So long as the Soldier has 1 SP they gain +1 Physical Defense.

Awakening I: By spending 1 SP a Soldier can swap places with an adjacent ally.

Awakening II: By spending 2 SP a Soldier can forcibly swap places with an enemy after a successful attack.

Promotion: Halberdier or Paladin

Type: Foot

Base HP: 1d6 + 17 (or avg. 21)

Move: 5 sq.

CON: 12

Weapon Proficiency: Lance

STR: 6 | **MAG:** 0 | **DEF:** 6 | **RES:** 1 | **SKL:** 5 | **SPD:** 5 | **LUK:** 1

Intrigue Power: Soldiers are dutiful and are able to use this to their advantage. In military settings or situations such as being the town guard or bodyguards, Soldiers automatically succeed at necessary etiquette checks.

Thief

Thieves are incredibly versatile in their skill set, able to crack open locks and pickpocket from enemies in the midst of combat.

Innate Skill: Steal: As a complex action the Thief can steal a non-weapon item that an adjacent opponent holds.

Training: So long as the Thief has 1 SP they can pass through enemy squares as if they were an ally.

Awakening I: By spending 1 SP a Thief can impose a -1 to Physical and Magical Defenses against enemies whose spaces they've moved through this turn.

Awakening II: By spending 2 SP a Thief can disable all adjacent traps as a complex action. This can also be used to negate a terrain's hazards for 3 rounds.

Promotion: Rogue or Assassin

Type: Foot

Base HP: 1d4 + 13 (or avg. 16)

Move: 6 sq.

CON: 8

Weapon Proficiency: Sword

STR: 2 | **MAG:** 0 | **DEF:** 2 | **RES:** 0 | **SKL:** 6 | **SPD:** 8 | **LUK:** 6

Intrigue Power: Thieves are good at their job - hiding and/or going undetected. In situations where there is no great danger in being caught or in which the Thief has an adequate advantage in, they automatically succeed Stealth checks against the average goons.

Troubadour

Mobile healers unlike Clerics, Troubadours are less often religious icons on horseback and instead nobles using their healing prowess.

Innate Skill: None.

Training: So long as the Troubadour has 1 MP they gain a +1 Magical Defense.

Awakening I: By spending 1 MP a Troubadour can grant all allies in 3 squares a +1 to attack and damage for 3 rounds.

Awakening II: By spending 3 MP a Troubadour can heal all adjacent allies for 3 HP.

Promotion: Valkyrie or Mage Knight

Type: Mounted, Magic

Base HP: 1d4 + 12 (or avg. 15)

Move: 7 sq.

CON: 6

Weapon Proficiency: Staff

STR: 0 | **MAG:** 6 | **DEF:** 2 | **RES:** 6 | **SKL:** 1 | **SPD:** 5 | **LUK:** 4

Intrigue Power: Troubadours are gifted healers and able to treat poisons and diseases exceptionally well. Non-deadly diseases or poisons can instantly be expelled by the Troubadour from themselves or their allies.

Voidcaller

Cold-hearted mages whose skill with dark magic comes from their willingness to sacrifice their earthly ties in order to grow more powerful.

Innate Skill: None.

Training: So long as the Voidcaller has 1 MP they deal 2 additional damage to enemies with Light proficiency.

Awakening I: By spending 1 MP a Voidcaller can sacrifice 5 HP to deal 5 additional damage on a single attack.

Awakening II: By spending 2 MP a Voidcaller can take a *Step* to teleport up to 3 squares away.

Promotion: Nightweaver or Summoner

Type: Foot, Magic

Base HP: 1d6 + 14 (or avg. 18)

Move: 5 sq.

CON: 7

Weapon Proficiency: Dark

STR: 0 | **MAG:** 10 | **DEF:** 0 | **RES:** 6 | **SKL:** 4 | **SPD:** 4 | **LUK:** 0

Intrigue Power: Voidcallers make pacts with dark entities regularly in order to gain more power for themselves. The Voidcaller can call upon this ability to summon the emissary of a dark entity willing to communicate with the Voidcaller. This emissary can impart knowledge at the GM's discretion.

Wyvern Rider

Specialized soldiers bonded to wyverns, Wyvern Riders boast great strength imparted to them from their bond with their draconic steed.

Innate Skill: None.

Training: So long as the Wyvern Rider has 1 SP they gain a +1 Physical Defense.

Awakening I: By spending 1 SP a Wyvern Rider can make their Wyvern shoot out a fireball. This is magical, has 8 Might, x2 critical, 1-2 range, and deals fire damage.

Awakening II: By spending 4 SP a Wyvern Rider can negate the bonus from weapons Effective against Dragon and Flying for 2 rounds.

Promotion: Wyvern Knight or Wyvern Lord

Type: Flying, Dragon

Base HP: 1d6 + 17 (or avg. 22)

Move: 7 sq.

CON: 12

Weapon Proficiency: Lance

STR: 10 | **MAG:** 0 | **DEF:** 8 | **RES:** 0 | **SKL:** 4 | **SPD:** 2 | **LUK:** 0

Intrigue Power: Wyvern Riders have a mystical connection with their mount, and other dragons know this. While interacting with draconic beings that are of equal or lower level than the Wyvern Rider, they are friendly and helpful towards him. This is not guaranteed but is more likely than not with higher level draconic beings.

Promoted Classes

Promoted classes are the higher tier forms of Standard Classes.

Class Name	Weapon Type	Promotes From
Assassin	Sword, Dark	Myrmidon, Thief
Berserker	Axe	Brigand, Pirate
Bishop	Light or Staff	Cleric, Monk
Desperado	Firearm	Gunslinger
Druid	Anima, Dark, Staff	Shaman
Falcon Knight	Sword, Lance	Pegasus Rider
General	Sword, Lance, Axe	Knight
Great Knight	Sword, Lance, Axe	Knight, Cavalier
Great Lord	Choose one more	Lord
Griffon Rider	Lance, Axe	Pegasus Rider
Halberdier	Lance	Soldier
Hero	Sword, Axe	Fighter, Mercenary
Knight Lord	Choose one more	Lord
Mage Knight	Sword, Anima	Mage, Magus, Troubadour
Magister	Sword, Anima, Dark	Magus
Marauder	Axe, Firearm	Pirate
Nightweaver	Dark	Voidcaller
Nomadic Trooper	Lance, Bow	Nomad
Paladin	Sword, Lance, Light	Cavalier, Soldier
Pugilist	Unarmed	Brawler
Ranger	Sword, Bow	Archer, Hunter, Mercenary, Nomad
Rogue	Sword	Thief
Sage	Anima, Light, Staff	Arcanist, Mage, Monk
Sniper	Bow	Archer
Stalker	Sword, Bow	Hunter
Summoner	Dark, Staff	Shaman, Voidcaller
Swashbuckler	Sword, Firearm	Gunslinger
Valkyrie	Lance, Light, Staff	Cleric, Troubadour
Warrior	Axe, Bow	Brigand, Fighter
Wilder	Light, Dark	Arcanist
Wyvern Knight	Lance	Wyvern Rider
Wyvern Lord	Sword, Lance	Wyvern Rider

Standard classes have the following qualities

- Maximum HP is 80.
- Maximum stats are varied, however the most they can be is 30.
- Maximum Luck is 30 universally.
- Maximum Weapon Rank is S.
- Reaches the maximum Awakening IV.
- Maximum level is 20 (TL 40).

Assassin

Silent killers who stalk in the dead of night to deal deadly blows to those who they are contracted to kill.

Innate Skill: Silencer: On a critical hit spend 3 Stamina. So long as the attack deals damage to the opponent, it's an instant kill even if they'd survive.

Training: Assassins automatically hit on a critical hit, even if they wouldn't normally.

Awakening III: Assassins can spend 3 SP or MP to treat a miss as a hit.

Awakening IV: So long as the Assassin has at least 1 SP, they cannot be critically hit.

Type: Foot, Magic

Bonus HP: +3

Move: 6 sq.

Bonus CON: +2

Weapon Proficiency: Sword, Dark

Promotion Stat Bonuses:

STR: +1 | **MAG:** +1 | **DEF:** +2 | **RES:** +2 | **SKL:** +0 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 20 | **MAG:** 20 | **DEF:** 20 | **RES:** 20 | **SKL:** 30 | **SPD:** 30 | **LUK:** 30

Intrigue Power: While staking out their kills, Assassins are experts at taking out minor grunts who would oppose them. While out of combat an assassin can "sap" enemies whose TL is 20 or less than the Assassin. Sapping these enemies effectively takes them out of a fight, and ensures these minor annoyances won't interrupt their work.

Berserker

Powerhouses who use axes to their maximum potential, Berserkers are comfortable murdering their foes on both sea and land.

Innate Skill: Raging Axe: Gain Improved Critical with Axes.

Training: Berserkers add +1d6 to damage so long as they have at least 1 SP.

Awakening III: Berserkers can spend 3 SP to gain +4 STR for 5 rounds.

Awakening IV: Berserkers can spend 5 SP to give themselves +20 HP (this can exceed maximum HP) for 6 rounds. Afterwards, this HP disappears.

Type: Foot

Bonus HP: +4

Move: 6 sq. (Mountain Stride, Water Stride)

Bonus CON: +3

Weapon Proficiency: Axe

Promotion Stat Bonuses:

STR: +3 | **MAG:** +0 | **DEF:** +2 | **RES:** +2 | **SKL:** +1 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 30 | **MAG:** 21 | **DEF:** 24 | **RES:** 21 | **SKL:** 29 | **SPD:** 28 | **LUK:** 30

Intrigue Power: Berserkers are incredibly strong and can use this natural strength to their advantage. Berserkers can exert themselves and their strength in any situation which would warrant it. If this is against an opponent and their STR is higher, they succeed without a test needed. If it's against the environment, they need GM approval.

Bishop

Devoted missionaries who seek to spread their faith, Bishops use their divine magic to smite monsters where they stand.

Innate Skill: Smite: Deal double damage to Monster units.

Training: Bishops do not expend uses of their Staff when healing themselves.

Awakening III: Bishops can spend 4 MP to grant themselves or an ally a +5 to Physical and Magical Defense for 5 rounds.

Awakening IV: Bishops can survive a lethal blow once per day at 1 HP.

Type: Foot, Magic

Bonus HP: +3

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Light, Staff

Promotion Stat Bonuses:

STR: +0 | **MAG:** +2 | **DEF:** +3 | **RES:** +2 | **SKL:** +1 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 22 | **MAG:** 25 | **DEF:** 22 | **RES:** 30 | **SKL:** 26 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Bishops have an unprecedented connection to their deity, and draw forth their strength from them. While out of combat the Bishop can call upon their deity for a miracle. This can be restoring the sight to the blind, turning water to wine, reviving a farm of dead crops, and other fantastical powers which their deity would grant. Other more appropriate miracles are up to the GM.

Desperado

Daring and mysterious gunslingers who use a strange power to aid them in combat. Some call it 'luck', others think it's magical in nature...

Innate Skill: Gunman: Gain Improved Critical with Firearms.

Training: The Desperado gains +2 SP, and can use their MP as SP.

Awakening III: The Desperado can spend 4 SP to apply a bonus to their attack equal to the opponent's Speed.

Awakening IV: The Desperado can spend 6 SP to apply a negative equal to the Desperado's TL to an opponent's Physical and Magical Defenses for 3 rounds.

Type: Foot

Bonus HP: +1

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Firearm

Promotion Stat Bonuses:

STR: +0 | **MAG:** +0 | **DEF:** +1 | **RES:** +0 | **SKL:** +2 | **SPD:** +3 | **LUK:** +2

Stat Caps:

STR: 20 | **MAG:** 20 | **DEF:** 25 | **RES:** 20 | **SKL:** 27 | **SPD:** 30 | **LUK:** 30

Intrigue Power: The Desperado is a mysterious figure, and even more mysterious is the power they hold. Call it luck, magic, or fate, they are able to bend it to their will. When a situation may be going dire, the Desperado can call upon this trait in order to mitigate the negative effects or even turn the whole situation around. This is ultimately up to GMs discretion.

Druid

Powerful dark magic users who have developed their skills beyond most. This comes at a great cost, as with this power Druids risk going insane.

Innate Skill: Dark Force: Spend a use from a Dark tome to heal an amount of HP equal to half the Druid's total HP.

Training: Druids are healed by Dark damage.

Awakening III: Druids can spend 4 MP to grant themselves a +5 to Magic for 3 rounds. This does not affect the Druid's MP.

Awakening IV: Druids can spend 6 MP to grant their Dark tome an additional die of damage for 3 rounds (1d10 would become 2d10, and so on).

Type: Foot

Bonus HP: +4

Move: 6 sq.

Bonus CON: +3

Weapon Proficiency: Anima, Dark, Staff

Promotion Stat Bonuses:

STR: +0 | **MAG:** +0 | **DEF:** +2 | **RES:** +2 | **SKL:** +3 | **SPD:** +3 | **LUK:** +0

Stat Caps:

STR: 20 | **MAG:** 29 | **DEF:** 21 | **RES:** 28 | **SKL:** 26 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Druids use their occult and dangerous powers to commune with dark entities, and use their power for their own selfish needs. Druids can imbue themselves with this dark power in order to have their way. Typically this is used to transform the Druid, however it can also be used to allow the Druid to perform strange tasks such as flight or other things up to the GM. This can only be used outside of combat.

Falcon Knight

Trained masters of speed and efficiency, Falcon Knights serve best as a counter to mages due to their high mobility and potential for high RES.

Innate Skill: Magic Ward: If the Falcon Knight is the one who initiates combat, they receive a +6 Magical Defense.

Training: So long as the Falcon Knight has 1 SP, they can rescue up to two allies instead of just one.

Awakening III: Falcon Knights can spend 2 SP to gain a +4 attack and damage against other Flying enemies for 5 rounds.

Awakening IV: The Falcon Knight heals 5 HP on their turn so long as there is an ally within 2 squares.

Type: Flying

Bonus HP: +5

Move: 8 sq.

Bonus CON: +1

Weapon Proficiency: Sword, Lance

Promotion Stat Bonuses:

STR: +2 | **MAG:** +1 | **DEF:** +2 | **RES:** +2 | **SKL:** +0 | **SPD:** +2 | **LUK:** +0

Stat Caps:

STR: 23 | **MAG:** 22 | **DEF:** 22 | **RES:** 27 | **SKL:** 25 | **SPD:** 28 | **LUK:** 30

Intrigue Power: Falcon Knights are able to tough even the most brutal conditions with their Pegasi. While riding on their Pegasi, Falcon Knights do not suffer any harmful or dangerous effects from weather conditions. In addition to this, the Falcon Knight can call upon this ability when travelling in order to spot anything not trying to be sneaky within their line of sight. Those trying to use Stealth must still be spotted by using Awareness, however the use of this skill alerts the Falcon Knight that there is someone hiding even if they don't know where they are.

General

Heavily armored powerhouses, Generals are masters of shrugging off damage and surviving lethal blows that would kill lesser, more under-equipped men.

Innate Skill: Shielded: Generals reduce physical damage by 5.

Training: So long as the General has 1 SP they have a +4 to Physical Defense.

Awakening III: The General can spend 4 SP to increase the damage reduced with *Shielded* by 10 more for 5 rounds.

Awakening IV: Generals can spend 5 SP to negate the damage from an attack that would hit them.

Type: Armored

Bonus HP: +4

Move: 5 sq.

Bonus CON: +4

Weapon Proficiency: Sword, Lance, Axe

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +2 | **RES:** +3 | **SKL:** +2 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 28 | **MAG:** 20 | **DEF:** 30 | **RES:** 22 | **SKL:** 27 | **SPD:** 20 | **LUK:** 30

Intrigue Power: Generals are skilled at shrugging off danger even outside of battle. This ability can be used by the General to negate a poison in their system, a disease they've caught, minor to moderate injuries (non-life threatening), and so on. Generals are also able to shrug off the effects of some traps. A pitfall may catch a General and cause them to fall, however something such as a bear trap or arrow would fail to pierce their thick armor shells. This is up to the GM's discretion.

Great Knight

Armored horseback riders who are much more diverse than the likes of a Paladin in martial combat, however they sacrifice their mobility for defense.

Innate Skill: Physical Ward: If the Great Knight is the one who initiates combat, they receive a +6 Physical Defense.

Training: So long as the Great Knight has 1 SP they halve penalties to Physical Defense.

Awakening III: Great Knights can spend 3 SP to negate an opponent's Defense to Physical Defense on a single attack.

Awakening IV: Great Knights can spend 4 SP to move 2 squares after an opponent misses them. This can only be triggered once per turn.

Type: Armored, Mounted

Bonus HP: +3

Move: 7 sq.

Bonus CON: +2

Weapon Proficiency: Sword, Lance, Axe

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +2 | **RES:** +3 | **SKL:** +2 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 27 | **MAG:** 21 | **DEF:** 27 | **RES:** 23 | **SKL:** 24 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Great Knights are skilled interceptors against danger, be it from man or beast. Out of combat if an ally is being blindsided by an opponent (such as by a man charging from stealth, or a bear leaping unexpectedly) the Great Knight can put themselves between the threat and their ally. They do not take damage from the foe, however combat immediately starts.

Great Lord

Lords who have opted to remain as foot soldiers rather than taking to a mount, Great Lords are incredibly valuable to a standing army.

Innate Skill: Unity: All allies gain a +1 to attack, damage, Physical Defense, and Magical Defense.

Training: So long as the Great Lord has 1 SP/MP they halve penalties to attack and damage.

Awakening III: Great Lords can spend 3 SP/MP to treat their weapon as a Brave weapon if it isn't already.

Awakening IV: Great Lords can spend 4 SP/MP to always double attack for 3 rounds.

Type: Foot

Bonus HP: +4

Move: 6 sq.

Bonus CON: +2

Weapon Proficiency: Original weapon, and choose one more

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +2 | **RES:** +3 | **SKL:** +2 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 25 | **MAG:** 25 | **DEF:** 22 | **RES:** 22 | **SKL:** 27 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Great Lords are incredibly socially competent, even outside of the sphere of dealing with other nobles. This immense charm and charisma usually benefits them. The Great Lord can call upon this ability to ask a favor of an NPC at the GM's progression, and the NPC will help them to the best of their ability.

Griffon Rider

Unorthodox fliers unlike their pegasi or wyvern riding cousins. These mighty riders are capable of strange feats not present with pegasi or wyvern riders.

Innate Skill: Feather Dance: Griffon Riders double their bonuses granted by the Weapon Triangle.

Training: So long as the Griffon Rider has 1 SP they gain +2 Move while rescuing an ally.

Awakening III: Griffon Riders can spend 2 SP to cause an opponent to take a -4 to Physical and Magical Defense for 5 rounds.

Awakening IV: Griffon Riders can spend 5 SP to deal minimum damage on a miss for 3 rounds.

Type: Flying

Bonus HP: +2

Move: 8 sq.

Bonus CON: +1

Weapon Proficiency: Lance, Axe

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +1 | **RES:** +0 | **SKL:** +0 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 26 | **MAG:** 20 | **DEF:** 22 | **RES:** 20 | **SKL:** 30 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Griffon Riders know unorthodox techniques and abilities, and can learn new things at an unprecedented rate. When being taught, learning of something, or merely doing anything which would impart knowledge to themselves Griffon Riders can call upon this ability to adapt what is being taught - with their own flair. At GM's discretion this may be completely opposite to what is being taught (for example, using a stealth technique in a loud and eye-catching way as a distraction). This ability can also be used while the Griffon Rider is examining people duel or brawl.

Halberdier

Deadly lance users with the capability of piercing through even some of the toughest armor.

Innate Skill: Spearman: Gain Improved Critical with Lances.

Training: So long as the Halberdier has 1 SP they treat all Lances as 1-2 range. Lances with a natural 1-2 range are now 1-3 range.

Awakening III: Halberdiers can spend 3 SP to impart a -5 to the opponent's damage if the Halberdier hits on an attack.

Awakening IV: Halberdiers can spend 5 SP to prevent an opponent that you've hit with an attack from moving for 3 rounds.

Type: Foot

Bonus HP: +2

Move: 6 sq.

Bonus CON: +2

Weapon Proficiency: Lance

Promotion Stat Bonuses:

STR: +0 | **MAG:** +2 | **DEF:** +3 | **RES:** +2 | **SKL:** +1 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 25 | **MAG:** 21 | **DEF:** 28 | **RES:** 25 | **SKL:** 28 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Halberdiers are incredibly agile and able to use their bodies for all sorts of maneuvers, leaps, and bounds. When out of combat and the Halberdier wishes to do something that would involve their agility or prowess in controlling their body (example, situations which would call upon an Acrobatics check) the Halberdier automatically succeeds unless the check is opposed to another person or if the GM determines this can't be used.

Hero

Highly skilled soldiers who have made a name for themselves, Heroes have earned their title and use it with pride.

Innate Skill: Diamond Strike: As a Complex action the Hero can make a single attack against all opponent in a 3 square line, and heals half of damage dealt.

Training: So long as the Hero has 1 SP they gain a +5 Physical Defense if the opponent initiated the combat.

Awakening III: Heroes can spend 3 SP to deal 3 damage (unmodified by any damage reduction effects) to all opponents that initiate combat with them for 5 rounds.

Awakening IV: Heroes can spend 5 SP to prevent both themselves and enemies who attack them from triggering critical hits for 5 rounds.

Type: Foot

Bonus HP: +4

Move: 6 sq.

Bonus CON: +2

Weapon Proficiency: Sword, Axe

Promotion Stat Bonuses:

STR: +1 | **MAG:** +1 | **DEF:** +2 | **RES:** +2 | **SKL:** +2 | **SPD:** +2 | **LUK:** +0

Stat Caps:

STR: 26 | **MAG:** 23 | **DEF:** 25 | **RES:** 21 | **SKL:** 30 | **SPD:** 28 | **LUK:** 30

Intrigue Power: Heroes need a story, and each Hero has tales of their great deeds that spread like wildfire. A Hero can call upon this ability in order to become known among the people they encounter within a town - bringing with it fame, potentially free room and board, and potential unwanted visitors seeking for the Hero's head.

Knight Lord

Mounted variants of the Lord class, Knight Lords use their increased speed and leadership skills to aid their allies in combat.

Innate Skill: Charisma: Allies within 3 spaces gain a +4 to Physical and Magical Defenses. This bonus doesn't apply to the Knight Lord.

Training: So long as the Knight Lord has 1 SP/MP allies within 2 squares receive 2 less damage from attacks.

Awakening III: Knight Lords can spend 3 SP/MP to grant all allies within 5 squares a +2 to Move, and a +4 to attack/damage. This lasts for 3 rounds.

Awakening IV: The Knight Lord can spend 5 SP/MP to grant themselves a +5 to attack, damage, Physical Defense, and Magical Defense for 3 rounds. While this is active, the Knight Lord Innate Skill and Training have no effect on allies.

Type: Mounted

Bonus HP: +2

Move: 7 sq.

Bonus CON: +4

Weapon Proficiency: Original weapon, and choose one more

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +2 | **RES:** +1 | **SKL:** +2 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 27 | **MAG:** 21 | **DEF:** 24 | **RES:** 22 | **SKL:** 28 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Great Lords are incredibly socially competent, even outside of the sphere of dealing with other nobles. This immense charm and charisma usually benefits them. The Great Lord can call upon this ability to ask a favor of an NPC at the GM's progression, and the NPC will help them to the best of their ability.

Mage Knight

Mounted mages with skill with the blade and the arcane. Mage Knights serve as the head of magical affairs in some kingdoms, or as generals in armies.

Innate Skill: Tampering: Mage Knights gain a +2 to damage with Anima.

Training: So long as the Mage Knight has 1 MP they take 5 less damage from Anima tomes and Arcane energy damage.

Awakening III: Mage Knights can spend 3 MP to heal 20 HP after successfully killing foes. This lasts for 5 rounds.

Awakening IV: The Mage Knight can spend 5 MP to change all of their tome and spell damage to arcane for 5 rounds.

Type: Mounted, Magic

Bonus HP: +1

Move: 7 sq.

Bonus CON: +3

Weapon Proficiency: Sword, Anima

Promotion Stat Bonuses:

STR: +2 | **MAG:** +2 | **DEF:** +2 | **RES:** +2 | **SKL:** +0 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 23 | **MAG:** 26 | **DEF:** 23 | **RES:** 25 | **SKL:** 26 | **SPD:** 25 | **LUK:** 30

Intrigue Power: Mage Knights are masters of esoteric arcane knowledge they've studied intensely. They can call upon this ability in a situation dealing with magic, or magical effects in order to instantly understand what the effect is. The additional details are up to the GM depending on how common or rare the magic is.

Magister

Advanced magic users with a knack for finding trouble, Magisters dabble in dark magic unlike the Magus, giving them potentially tainted magic.

Innate Skill: Linormr: The Magister can spend 5 SP/MP to ignore any opponent's DEF/RES to Physical/Magical Defense for 3 rounds.

Training: So long as the Magister has 1 MP they give all swords they wield a 1-2 range (if they already have 1-2, this increases to 1-3).

Awakening III: Magisters can spend 3 SP to attack 4 squares in front of them. On a successful hit, each foe is pushed back 1 square.

Awakening IV: Magisters can spend 5 MP to add their Magic to damage with Swords on top of their Strength.

Type: Foot, Magic

Bonus HP: +3

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Sword, Anima, Dark

Promotion Stat Bonuses:

STR: +1 | **MAG:** +1 | **DEF:** +0 | **RES:** +0 | **SKL:** +3 | **SPD:** +0 | **LUK:** +1

Stat Caps:

STR: 28 | **MAG:** 28 | **DEF:** 22 | **RES:** 22 | **SKL:** 24 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Magisters are able to dip into magical arts in order to enhance their body and make them stronger. While in a situation where physical exertion is needed (such as climbing, pushing, or lifting) the Magister automatically succeeds. If the test is an opposed test, they use their STR + half Magic versus the opponent's Strength (+ half Magic if they're also a Magister) and the higher number succeeds. This can only be used out of combat.

Marauder

Expert pirates who sail across the sea to plunder goods. These burly sailors have no respect for anyone who tries to cross them or hurts their crew.

Innate Skill: Plunder: As a Complex action the Marauder can 'plunder' an opponent for any money. This is a physical attack. If this hits, the Marauder gains gold equal to the opponent's TL x 100.

Training: So long as the Marauder has 1 SP they cannot take penalties to attack, damage, or Physical Defense.

Awakening III: Marauders can spend 3 SP to grant an adjacent ally Water Stride for 5 rounds.

Awakening IV: Marauders can spend 5 SP to cause an opponent they have successfully damaged to have their Skill reduced to 0 for 3 rounds.

Type: Foot

Bonus HP: +4

Move: 6 sq. (Water Stride)

Bonus CON: +4

Weapon Proficiency: Axe, Firearm

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +0 | **RES:** +0 | **SKL:** +0 | **SPD:** +4 | **LUK:** +0

Stat Caps:

STR: 30 | **MAG:** 20 | **DEF:** 22 | **RES:** 20 | **SKL:** 23 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Marauders are masters of the sea, as well as other pirate-related things. This trait can be called upon by the Marauder in order to automatically succeed at any pirate-related checks at sea, to find wenches at the local taverns, to find alcohol that gets you drunk the fastest, and also to learn of hidden treasure. The ultimate result is up to GM's discretion.

Nightweaver

Magical powerhouses who have sold their soul off to dark entities in order to reach this extreme state of power and control.

Innate Skill: Shadow Blood: Gain Improved Critical with Dark.

Training: So long as the Nightweaver has 1 MP they double the Weapon Triangle bonuses and penalties.

Awakening III: Nightweavers can spend 3 MP to impose a -5 to an opponent's Magical Defense. This can only be used if the Nightweaver hit on an attack.

Awakening IV: Nightweavers can spend 5 MP to negate the damage from a single magical attack targeting them.

Type: Foot, Magic

Bonus HP: +1

Move: 6 sq.

Bonus CON: +2

Weapon Proficiency: Dark

Promotion Stat Bonuses:

STR: +0 | **MAG:** +2 | **DEF:** +0 | **RES:** +2 | **SKL:** +0 | **SPD:** +0 | **LUK:** +1

Stat Caps:

STR: 20 | **MAG:** 30 | **DEF:** 21 | **RES:** 27 | **SKL:** 22 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Nightweavers are forever lost due to their gamble for power as Voidcallers, reaching the 'apex' of their cruel design. Nightweavers can exert this power they hold to gain insight into the future, learn of dark rituals and practices, or even summon spirits of the dead to speak for a short time. These powers are up to the GM's discretion.

Nomadic Trooper

Chieftains from the steppes, Nomadic Troopers are fearless soldiers to their tribe and can shake the morale of the enemy army by their presence alone.

Innate Skill: Threaten: The Nomadic Trooper can use any bow in melee combat (for example, a 2 range bow becomes 1-2).

Training: So long as the Nomadic Trooper has 1 SP they can travel in a straight line at 10 Move instead of 8 on their turn when moving.

Awakening III: Nomadic Troopers can spend 3 SP to increase their bow's dice rolled by 1 (1d8 becomes 2d8, so on). This lasts for 5 rounds.

Awakening IV: Nomadic Troopers can spend 5 SP to double attack even if the opponent is faster. If the opponent is fast enough, they can still double too.

Type: Mounted

Bonus HP: +1

Move: 8 sq.

Bonus CON: +1

Weapon Proficiency: Lance, Bow

Promotion Stat Bonuses:

STR: +3 | **MAG:** +0 | **DEF:** +0 | **RES:** +0 | **SKL:** +2 | **SPD:** +1 | **LUK:** +1

Stat Caps:

STR: 24 | **MAG:** 20 | **DEF:** 23 | **RES:** 23 | **SKL:** 28 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Nomadic Troopers are masters of the plains, and can traverse shortcuts and make judgement calls based on the steppes. When travelling across the steppes, Nomadic Troopers cut the travel time by a third. In addition to this, they are able to call upon this ability to subside off the land (up to GM's discretion) or to become aware of encroaching danger within the steppes.

Paladin

Highly skilled cavaliers who have evolved in their training. Paladins take on a more divine approach, using their abilities to fight demons and men alike.

Innate Skill: Demonslayer: Paladins gain a +5 to attack, damage, Physical Defense, and Magical Defense against monsters with the [Demon] tag.

Training: So long as the Paladin has 1 SP they deal +1d8 points of light damage on their physical attacks.

Awakening III: Paladins can spend 3 SP to apply *Savage* to all of their weapons for 5 rounds.

Awakening IV: Paladins can spend 5 MP to deal 6d8 points of light damage to all adjacent squares. This is an attack versus Magical Defense.

Type: Mounted, Magic

Bonus HP: +2

Move: 8 sq.

Bonus CON: +2

Weapon Proficiency: Sword, Lance, Light

Promotion Stat Bonuses:

STR: +1 | **MAG:** +2 | **DEF:** +1 | **RES:** +5 | **SKL:** +3 | **SPD:** +2 | **LUK:** +0

Stat Caps:

STR: 25 | **MAG:** 25 | **DEF:** 25 | **RES:** 25 | **SKL:** 26 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Paladins are devout and devoted to the slaying of demons, and use their new-found divine might in order to accomplish this. They can call upon this ability in order to track demons, learn of the whereabouts of any strongholds with demons in it, as well as being aware of the strength of said demons they're out to fight.

Pugilist

Unarmed combatants who have not only made peace with the natural strength within them, but they've also made peace with their minds.

Innate Skill: Tackle: Pugilists adds the amount of squares they moved on their turn before attacking as a bonus to attack and damage.

Training: So long as the Pugilist has 1 SP they are immune to the *Berserk* condition.

Awakening III: Pugilists can spend 3 SP to trip opponents that are hit by their attacks for the next 3 rounds.

Awakening IV: Pugilists can spend 5 SP to do maximum damage on their attacks for 3 rounds.

Type: Foot

Bonus HP: +3

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Unarmed (+1d8 to unarmed damage dice)

Promotion Stat Bonuses:

STR: +3 | **MAG:** +0 | **DEF:** +1 | **RES:** +0 | **SKL:** +1 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 29 | **MAG:** 20 | **DEF:** 25 | **RES:** 20 | **SKL:** 27 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Pugilists are masters of their body, and any checks which involve utilizing their bodies to accomplish amazing feats automatically succeed unless they are opposed checks or if the GM rules otherwise.

Ranger

Mounted hybrids of archers and swordsmen, Rangers are knights and mercenaries who have taken up a mount for greater maneuverability.

Innate Skill: Outrun: Rangers can spend 1 SP to increase their movement by 2 for the turn it's used on.

Training: So long as the Ranger has 1 SP they take half damage from bows.

Awakening III: Rangers can spend 3 SP to grant themselves and all allies within 3 squares a +2 on all attack rolls for 5 rounds.

Awakening IV: Rangers can spend 5 SP to make a single attack as a Complex action and this attack affects all opponents in a 4 square line.

Type: Mounted

Bonus HP: +3

Move: 7 sq. (Forest Stride)

Bonus CON: +3

Weapon Proficiency: Sword, Bow

Promotion Stat Bonuses:

STR: +2 | **MAG:** +1 | **DEF:** +3 | **RES:** +1 | **SKL:** +1 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 25 | **MAG:** 22 | **DEF:** 24 | **RES:** 23 | **SKL:** 28 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Rangers are excellent foresters who are able to track, hunt, and understand essential knowledge in forests. Any checks which involve tracking, hunting, and similar checks within forests automatically succeed unless they are opposed checks. In addition to this the Ranger can call upon this ability in order to outrun those chasing them.

Rogue

Expert thieves who utilize their skills in order to disable traps, steal from foes, and unlocking doors and chests without the use of lockpicks.

Innate Skill: Master Thief: Rogues can steal weapons and items like a *Thief*, disable adjacent traps as a free action, and can pick locks without a lockpick.

Training: So long as the Rogue has 1 SP they are immune to terrain damage.

Awakening III: Rogues can spend 3 SP to treat all normally traverse-able terrain as a plain in regards to movement cost. This lasts for 5 rounds.

Awakening IV: Rogues can spend 5 SP to use their Luck for their damage instead of Strength (or Magic) for 5 rounds.

Type: Foot

Bonus HP: +2

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Sword

Promotion Stat Bonuses:

STR: +1 | **MAG:** +1 | **DEF:** +2 | **RES:** +2 | **SKL:** +1 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 20 | **MAG:** 20 | **DEF:** 20 | **RES:** 20 | **SKL:** 30 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Rogues are master thieves, spies, and trapsmiths. They are able to automatically succeed on Stealth checks, checks related to spying, and disabling traps. This trait can also be called upon in order for the Rogue to create a trap such as a pitfall or pressure plate. These can only be done out of combat.

Sage

Masters of the elements, Sages bend nature to their own will and furthering their study of magic and its many secrets.

Innate Skill: Studious: Sages reduce the cost of spells by 1 MP (to a minimum of 1 MP).

Training: So long as the Sage has 1 MP they can change the elements of their spells freely to any arcane element (except sonic or arcane).

Awakening III: Sages can spend 3 MP to target a square within 8 squares with their tome and all squares within 2 squares of the target square are attacked.

Awakening IV: Sages can spend 5 MP to become immune to magic damage for 3 rounds.

Type: Foot, Magic

Bonus HP: +2

Move: 6 sq.

Bonus CON: +2

Weapon Proficiency: Anima, Light, Staff

Promotion Stat Bonuses:

STR: +2 | **MAG:** +1 | **DEF:** +3 | **RES:** +2 | **SKL:** +0 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 22 | **MAG:** 28 | **DEF:** 21 | **RES:** 26 | **SKL:** 30 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Sages are master magicians who can use various spells to aid them in their day to day life. While out of combat Sages can use magic in various situations up to the GM's discretion.

Sniper

Archers who have perfected their ability with bows, their accuracy is unprecedented compared to other classes.

Innate Skill: Targeted Strike: Snipers receive a +5 to-hit with bows.

Training: So long as the Sniper has 1 SP they are immune to penalties to both to-hit and damage.

Awakening III: Snipers can spend 3 SP to increase the range of bows by 3 (for example, bows with 2 are instead 2-5). This lasts for 5 rounds.

Awakening IV: Snipers can spend 5 SP to make an attack automatically hit before rolling it.

Type: Foot

Bonus HP: +4

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Bow

Promotion Stat Bonuses:

STR: +3 | **MAG:** +1 | **DEF:** +2 | **RES:** +2 | **SKL:** +1 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 25 | **MAG:** 21 | **DEF:** 24 | **RES:** 22 | **SKL:** 30 | **SPD:** 28 | **LUK:** 30

Intrigue Power: Snipers are known for being accurate and perceptive, able to spot foes from afar. They can call upon this ability to spot anything and everything out of combat so long as they are not doing an opposed check.

Stalker

Hunters who are advanced in their technique, Stalkers are masters of pressing the advantage against their foes and killing groups of enemies.

Innate Skill: Marksman: Stalkers receive a +5 damage with bows.

Training: So long as the Stalker has 1 SP they can move through enemy squares.

Awakening III: Stalkers can spend 3 SP to swap places with an enemy forcibly.

Awakening IV: Stalkers can spend 5 SP to make an additional attack at a -10.

Type: Foot

Bonus HP: +2

Move: 6 sq. (Forest Stride)

Bonus CON: +3

Weapon Proficiency: Bow, Sword

Promotion Stat Bonuses:

STR: +1 | **MAG:** +0 | **DEF:** +0 | **RES:** +1 | **SKL:** +3 | **SPD:** +1 | **LUK:** +1

Stat Caps:

STR: 30 | **MAG:** 21 | **DEF:** 24 | **RES:** 20 | **SKL:** 26 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Stalkers have complete control over the forests, and treat them as their domain. Checks within their forest domains automatically succeed so long as they are not opposed checks. In addition to this Stalkers can survive off the land in the forest, and can use this to stave off starvation and dehydration.

Summoner

Advanced magicians who can summon Phantoms do fight with them in combat.

Innate Skill: Summon: Summoners can spend 1 MP to summon a phantom. Only one phantom can be active at one time.

Training: So long as the Summoner has 1 MP they recover 2 MP at the end of combat.

Awakening III: Summoners can spend 3 MP to grant their phantom a +3 to attack and damage for 5 rounds.

Awakening IV: Summoners can spend 5 MP to increase their phantom's critical rate to 15-20/x3 for 5 rounds.

Type: Foot, Magic

Bonus HP: +3

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Dark, Staff

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +1 | **RES:** +3 | **SKL:** +1 | **SPD:** +3 | **LUK:** +0

Stat Caps:

STR: 20 | **MAG:** 27 | **DEF:** 21 | **RES:** 28 | **SKL:** 26 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Summoners are skilled at their practice of conjuring objects and beings from the ether. They can call upon this trait to summon minor objects - both existing and ethereal. In addition to this the Summoner can use this ability to teleport themselves and a group of allies (no larger than 10 other people) to a destination the Summoner previously knew.

Phantom

Type: Foot, Undead

HP: 20 + (1/2 Summoner's MAG)

Move: 6 sq.

CON: 10

Weapon Proficiency: Sword, Lance, Axe, or Bow

STR: 12 | **MAG:** 0 | **DEF:** 10 | **RES:** 0 | **SKL:** 6 | **SPD:** 6 | **LUK:** 6

Stat Bonuses: Phantoms gains an amount of stat bonuses equal to 3 + (1/2 Summoner Level). This is not TL, it is how many levels the character has in the Summoner class.

Weapons: Phantoms start with a Steel weapon appropriate for their weapon type.

Swashbuckler

Flamboyant and charming swordsmen with unique fighting styles, Swashbucklers use their quick wit and charm to their benefit.

Innate Skill: Charmed Life: Swashbucklers can apply Luck to-hit in place of Skill if higher on attack rolls.

Training: So long as the Swashbuckler has 1 SP they are immune to trip and grapple.

Awakening III: Swashbuckler can spend 3 SP to add +1d8 on damage rolls with firearms for 5 rounds.

Awakening IV: Swashbucklers can spend 5 SP to increase their sword or firearm's critical multiplier by x1 for 6 rounds.

Type: Foot

Bonus HP: +3

Move: 6 sq. (Water Stride)

Bonus CON: +2

Weapon Proficiency: Sword, Firearm

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +2 | **RES:** +0 | **SKL:** +1 | **SPD:** +1 | **LUK:** +0

Stat Caps:

STR: 23 | **MAG:** 20 | **DEF:** 22 | **RES:** 21 | **SKL:** 26 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Swashbucklers are charming figures, they can make anyone swoon if the right words are spoken. Social checks that aren't against important NPCs or PCs automatically succeed (except for opposed checks) and in addition to this the Swashbuckler can call upon this ability in order to raise the opinion of an NPC towards them to become more positive.

Swordmaster

Masters of the blade who specialize in killing their targets swiftly through the use of targeting an opponent's weak points.

Innate Skill: Unerring Blade: Gain Improved Critical with Swords.

Training: So long as the Swordmaster has 1 SP they are immune to critical hits from swords.

Awakening III: Swordmasters can spend 3 SP to increase their Physical Defense by +4 for 5 rounds.

Awakening IV: Swordmasters can spend 5 SP to increase their sword critical multiplier by x2 for 6 rounds.

Type: Foot

Bonus HP: +5

Move: 6 sq.

Bonus CON: +1

Weapon Proficiency: Sword

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +2 | **RES:** +1 | **SKL:** +3 | **SPD:** +2 | **LUK:** +0

Stat Caps:

STR: 24 | **MAG:** 21 | **DEF:** 23 | **RES:** 21 | **SKL:** 27 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Swordmasters are not only masters of the blade and footwork, but masters at balance and being incredibly quick to the punch. In situations where the Swordmaster may need to act first or may need to balance, or use their body for similar activities (such as holding onto a ledge) they can call upon this ability to succeed (unless it is an opposed check).

Valkyrie

Bastions of light and warrior clerics of the faith, Valkyries are tied to the ancient warrior maidens that were once tied to Odin.

Innate Skill: Bonded Ties: Valkyries heal 5 HP at the beginning of their turn if their allies are within 2 squares.

Training: So long as the Valkyrie has 1 MP they are immune to poison and fear.

Awakening III: Valkyrie can spend 3 MP to apply the fatigue condition to anyone they hit with their attacks for 3 rounds.

Awakening IV: Valkyrie can spend 5 MP to make all allies within 6 squares immune to *Doomed* and *Damned* for 5 rounds.

Type: Mounted, Magic

Bonus HP: +3

Move: 7 sq.

Bonus CON: +2

Weapon Proficiency: Lance, Light, Staff

Promotion Stat Bonuses:

STR: +1 | **MAG:** +2 | **DEF:** +2 | **RES:** +3 | **SKL:** +1 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 24 | **MAG:** 25 | **DEF:** 24 | **RES:** 28 | **SKL:** 24 | **SPD:** 25 | **LUK:** 30

Intrigue Power: Valkyries are divine paragons of beauty and battle, and act as warriors and avatars for their deities and orders. In a situation where their beauty or prowess in battle would be used out of combat, they automatically succeed at related skill checks (unless it is an opposed check).

Warrior

Strong veterans of the battlefield, Warriors use axes and bows to overpower their foes from both range and up close.

Innate Skill: Powerful Swing: Warriors can spend 2 SP to negate an opponent's Defense or Resistance to their Defenses.

Training: So long as the Warrior has 1 SP they are immune to fear or staggered.

Awakening III: Warriors can spend 3 SP to apply berserk to any enemy they hit with their attacks for 3 rounds.

Awakening IV: Warriors can spend 5 SP to give themselves a +10 to Strength for 5 rounds. This can bypass the stat cap.

Type: Foot

Bonus HP: +5

Move: 6 sq. (Forest Stride)

Bonus CON: +4

Weapon Proficiency: Axe, Bow

Promotion Stat Bonuses:

STR: +1 | **MAG:** +0 | **DEF:** +3 | **RES:** +3 | **SKL:** +2 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 30 | **MAG:** 21 | **DEF:** 26 | **RES:** 22 | **SKL:** 28 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Warriors are battlefield veterans, and understand both tactics and the art of war. In a situation involving battle and war-related tactics, out of combat the Warriors can call upon this ability to automatically succeed at skill checks except for with opposed checks.

Wilder

Advanced scientists in the arts of light magic who have now taken up a study in dark magic as well.

Innate Skill: Even Tempo: Wilders do not gain the benefits or penalties of the weapon triangle, and the enemy doesn't gain these against them either.

Training: So long as the Wilder has 1 MP they can choose to deal light or dark damage with their tomes and spells, regardless of their type.

Awakening III: Wilders can spend 3 MP to grant their tomes a +1 to range (for example, 1-2 tomes become 1-3, and so on) and this last for 5 rounds.

Awakening IV: Wilders can spend 5 MP to deal untyped damage with their tomes and spells for 5 rounds. Along with this, the damage can't be resisted.

Type: Foot, Magic

Bonus HP: +1

Move: 6 sq.

Bonus CON: +2

Weapon Proficiency: Light, Dark

Promotion Stat Bonuses:

STR: +0 | **MAG:** +2 | **DEF:** +1 | **RES:** +1 | **SKL:** +0 | **SPD:** +2 | **LUK:** +0

Stat Caps:

STR: 21 | **MAG:** 27 | **DEF:** 22 | **RES:** 25 | **SKL:** 22 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Wilders are able to blend their knowledge in light and dark magic together for esoteric uses. They can call upon this ability in situations involving studying, research, and knowledge in order to automatically succeed at checks relating to these out of combat (unless it is an opposed check).

Wyvern Knight

Bonded magically with their wyverns in order to further their strength, Wyvern Knights inherit some of their draconic power.

Innate Skill: Pierce: Wyvern Knights negate an opponent's reductions to damage or any immunity to their damage.

Training: So long as the Wyvern Knight has 1 SP they can negate any weaknesses from being a dragon unit (for example, Dragon Slayer weapons).

Awakening III: Wyvern Knights can spend 3 SP to swap places with an enemy after damaging them, also giving them a -5 to Physical Defense. This lasts for 3 rounds.

Awakening IV: Wyvern Knights can spend 5 SP to grant their weapons either Slayer (Armored) or Slayer (Mounted) for 5 rounds.

Type: Flying, Dragon

Bonus HP: +3

Move: 8 sq.

Bonus CON: +0

Weapon Proficiency: Lance

Promotion Stat Bonuses:

STR: +1 | **MAG:** +0 | **DEF:** +0 | **RES:** +1 | **SKL:** +2 | **SPD:** +3 | **LUK:** +0

Stat Caps:

STR: 25 | **MAG:** 21 | **DEF:** 24 | **RES:** 22 | **SKL:** 29 | **SPD:** 29 | **LUK:** 30

Intrigue Power: Wyvern Knight's bond with their draconic steed allows them to call upon their powers. These powers can include flight (without their steed), incredible strength, fire breath, and so on. These powers are up to the GM's discretion, however these powers are only able to be used outside of combat due to their extreme focus that it requires.

Wyvern Lord

Emotionally bonded to their wyverns who have gained incredible intelligence, with the both communicating and thinking alike.

Innate Skill: Draconic King: Wyvern Lords reduce physical damage by 5.

Training: So long as the Wyvern Lord has 1 SP they gain a +4 to damage.

Awakening III: Wyvern Lords can spend 3 SP to deal 3 damage to all enemies within 2 squares of them.

Awakening IV: Wyvern Lords can spend 5 SP to grant themselves immunity to a single physical damage type for 5 rounds.

Type: Flying, Dragon

Bonus HP: +4

Move: 8 sq.

Bonus CON: +1

Weapon Proficiency: Sword, Lance

Promotion Stat Bonuses:

STR: +2 | **MAG:** +0 | **DEF:** +3 | **RES:** +0 | **SKL:** +2 | **SPD:** +0 | **LUK:** +0

Stat Caps:

STR: 27 | **MAG:** 20 | **DEF:** 28 | **RES:** 22 | **SKL:** 25 | **SPD:** 23 | **LUK:** 30

Intrigue Power: Wyvern Lords and their wyvern are linked together and able to perform certain actions together. This includes witnessing the world through their wyvern's eyes, speaking through their wyvern, or vice versa. In addition to this the Wyvern Lord can call upon this ability to automatically succeed at skill checks related to dragons and draconic beings (so long as they are not opposed checks). These abilities only function out of combat.

Advanced Classes

Advanced classes start out strong at early levels, acting as an in-between for Standard and Promoted classes. Despite this their unique skills and abilities from the get-go allow them to fill gimmicks not present in the normal classes.

Class Name	Weapon Type
Bard	Tome*, Staff
Baron	All
Dancer	Physical*, Staff
Dark Flier	Lance, Dark
Dark Knight	Physical*
Dread Fighter	Sword, Axe, Anima
Einherjar	Axe, Light
Inquisitor	Sword, Light
Marksman	Bow, Anima
Ninja	Sword, Anima
Occultist	Axe, Dark
Shadow Knight	Sword, Dark
Shifter	Unarmed

* Players are given a choice or multiple choices

Advanced classes have the following qualities

- Maximum HP is 80.
 - Maximum stats are varied, however the most they can be is 30.
 - Maximum Luck is 30.
 - Maximum Weapon Rank is S.
 - Only receive Awakening III.
 - Advanced Classes receive a special ability called their “Apex”.
 - Maximum level is 30.
 - If an Advanced Class changes classes through Reclassing, their Apex ability does *not* transfer with them.
-

Bard

Magical minstrels who use their charm and abilities to rejuvenate their allies. This comes in the form of dancing, or using staves.

Innate Skill: Play: As a Complex action the Bard can grant an adjacent unit an extra turn if they've already acted. This can only affect a unit once per turn.

Training: So long as the Bard has 1 MP they gain a +2 to attack rolls.

Apex: Bards gain a bonus to Physical Defense equal to how many squares of their movement they haven't used.

Awakening I: Bards can spend 1 MP to move 1 square while out of turn. This can only be used once per turn.

Awakening II: Bards can spend 3 MP to grant all allies within 4 squares a +4 to Physical and Magical Defense, attack, and damage for 3 rounds.

Awakening III: Bards can spend 5 MP to prevent themselves or an adjacent ally from being critically hit if an attack would critically hit them.

Type: Foot, Magic

Bonus HP: 1d4 + 15 (or avg. 18)

Move: 6 sq.

CON: 8

Weapon Proficiency: (Choose one: Anima, Light, or Dark), Staff

STR: 0 | **MAG:** 8 | **DEF:** 2 | **RES:** 6 | **SKL:** 2 | **SPD:** 6 | **LUK:** 2

Stat Caps:

STR: 21 | **MAG:** 25 | **DEF:** 22 | **RES:** 24 | **SKL:** 26 | **SPD:** 29 | **LUK:** 30

Intrigue Power: Bards are masters of music, and can use their instrumental skills to inspire allies, and as means of socialization. They can call upon this ability for any Deception or Persuasion check in which playing an instrument may benefit a situation - and in doing this the Deception or Persuasion check automatically succeeds (unless it is an opposed check against an opponent).

Baron

Skilled warriors who are able to use any weapon they so wish with ease. This makes them the most versatile unit type available.

Innate Skill: Looming Bulk: Barons gain a +2 to attack and damage against opponents whose CON is less than theirs.

Training: So long as the Baron has 1 SP they do not take any penalties if a weapon's weight is greater than their CON.

Apex: Barons choose a single weapon. They are only able to gain an S Rank in this weapon, and once it reaches S Rank they gain a +8 to attack and damage with this weapon.

Awakening I: Barons can spend 1 SP to push an opponent 1d4+1 squares in a straight line away from them as a Complex action.

Awakening II: Barons can spend 3 SP to grant themselves a +4 to Physical Defense for 4 rounds.

Awakening III: Barons can spend 5 SP to ignore the weaknesses from their Armored type (ex: Slayer {Armored}) and gain a +2 to Move for 5 rounds.

Type: Armored

Bonus HP: 1d6 + 18 (or avg. 22)

Move: 5 sq.

CON: 14

Weapon Proficiency: All (Except Unarmed)

STR: 5 | **MAG:** 5 | **DEF:** 5 | **RES:** 3 | **SKL:** 4 | **SPD:** 4 | **LUK:** 0

Stat Caps:

STR: 25 | **MAG:** 25 | **DEF:** 26 | **RES:** 22 | **SKL:** 24 | **SPD:** 21 | **LUK:** 30

Intrigue Power: Barons are usually landed or well-off in some way shape or form, either due to an inheritance or due to a noble status. This grants the Baron a home that they live in at no cost, the respect of those who live near their home (if any), and all common amenities such as food and clothes are provided without any need to spend money. If a Baron somehow loses this house and means of wealth, they can acquire another home and means of wealth a day later.

Dancer

Physically adept dancers who have taken to the battlefield in order to help their allies and guide them in battle.

Innate Skill: Dance: As a Complex action the Dancer can grant an adjacent unit an extra turn if they've already acted. This can only affect a unit once per turn.

Training: So long as the Dancer has 1 SP they take 1 less damage from magical attacks.

Apex: Allies affected by the Dancer are healed for 4 HP.

Awakening I: Dancers can spend 1 SP to use their Dance, and grant an ally a +4 to attack or damage for 3 rounds.

Awakening II: Dancers can spend 3 SP and spend both their Complex and Simple action in order to affect all adjacent allies with their Dance.

Awakening III: Dancers can spend 5 SP to use their Dance on an ally within 6 squares as a Complex action.

Type: Foot, Magic

Bonus HP: 1d4 + 14 (or avg. 17)

Move: 6 sq.

CON: 7

Weapon Proficiency: (Choose one: Sword, Axe, or Lance), Staff

STR: 4 | **MAG:** 0 | **DEF:** 4 | **RES:** 2 | **SKL:** 6 | **SPD:** 6 | **LUK:** 4

Stat Caps:

STR: 24 | **MAG:** 21 | **DEF:** 23 | **RES:** 24 | **SKL:** 26 | **SPD:** 28 | **LUK:** 30

Intrigue Power: Dancers are natural charmers and can use their bodies in many different ways due to their talents. This usually relates to being able to attract other people through specific body motions, being able to slip into places that may be too tight (such as crevices or areas that would require a contortionist to get through), or even being able to be acrobatic and athletic. Their great footwork also lets them walk across tightropes with no issues.

Dark Flier

Fliers astride dark pegasi with ornate and ominous attires. They are rare among armies due to the process needing of corrupting the pegasi.

Innate Skill: Mystic Weapons: Dark Flier applies the *Magical* quality to all Lances, and the *Absorb* quality to all Dark tomes.

Training: So long as the Dark Flier has 1 MP they take 2 less damage from Dark damage.

Apex: Dark Fliers can spend a Simple action to grant a +1 to Move to all allies within 3 squares. This lasts for 3 rounds.

Awakening I: Dark Fliers can spend 1 MP to recover 5 HP as a Simple action.

Awakening II: Dark Fliers can spend 3 MP to make an additional attack against a separate opponent with a Dark tome. When doing this, the Dark Flier cannot double attack a single opponent.

Awakening III: Dark Fliers can spend 5 MP to heal when being hit by Dark damage. This lasts for 5 rounds.

Type: Flying, Magic

Bonus HP: 1d6 + 15 (or avg. 18)

Move: 8 sq.

CON: 8

Weapon Proficiency: Lance, Dark

STR: 2 | **MAG:** 6 | **DEF:** 2 | **RES:** 6 | **SKL:** 4 | **SPD:** 6 | **LUK:** 0

Stat Caps:

STR: 21 | **MAG:** 25 | **DEF:** 21 | **RES:** 29 | **SKL:** 23 | **SPD:** 28 | **LUK:** 30

Intrigue Power: Dark Fliers are ominous entities who are infused with dark energy, allowing them to grow in strength and knowledge. Not all Dark Fliers are inherently immoral, however the stigma following dark magic makes most view them as evil. Dark Fliers are able to command their presence to aid in this as a form of intimidation. When an individual of an equal or lower level of the Dark Flier sees them, they are struck with fear and dread. What occurs is up to GM discretion, however this can make diplomacy or strong arming easier.

Dark Knight

Cruel masters of combat who use cursed powerful cursed weaponry in order to slay their foes. Dark Knights are specialized cavaliers.

Innate Skill: Hexproof: Ignore the *Cursed* property on weapons.

Training: So long as the Dark Knight has 1 SP they are immune to fear and berserk.

Apex: Dark Knights can spend a Complex action to affect a single enemy adjacent to them. Weapons this enemy wields gain the *Cursed* property. This lasts for 5 rounds.

Awakening I: Dark Knights can spend 1 SP to gain a +2 to attack and damage for 3 rounds.

Awakening II: Dark Knight can spend 3 SP to take 5 less damage for 4 rounds.

Awakening III: Dark Knight can spend 5 SP to cause all enemies within 3 squares of them to gain the Fear condition for 5 rounds.

Type: Mounted

Bonus HP: 1d8 + 16 (or avg. 21)

Move: 8 sq.

CON: 12

Weapon Proficiency: (Choose two: Sword, Lance, Axe, or Bow)

STR: 6 | **MAG:** 0 | **DEF:** 6 | **RES:** 2 | **SKL:** 4 | **SPD:** 4 | **LUK:** 4

Stat Caps:

STR: 30 | **MAG:** 22 | **DEF:** 27 | **RES:** 21 | **SKL:** 26 | **SPD:** 24 | **LUK:** 30

Intrigue Power: Dark Knights are ironclad figures, typically donning armor as black as the night, and using their ability to negate curses in order to resist various dark magicks. When entering in lands which are cursed or which contain dark energy (such as a necromancer's tower, a curse laid upon a domain, or outer-planar locations seeping with such energy like the Dark Lands or Corta Diez). In addition to this, Dark Knights are unable to be intimidated while outside of combat.

Dread Fighter

Acrobatic warriors of a specialized martial art their class is named after, they utilize their mind, body, and soul in tandem to slay their foes.

Innate Skill: Esoteric: Combine Stamina and Magic Pools.

Training: So long as the Dread Fighter has 1 S/MP they are immune to Damned and Doomed.

Apex: Dread Fighters can spend a Complex action before moving. When doing this, all enemy squares the Dread Fighter passes through takes 4 damage. This damage cannot be resisted. This costs 1 S/MP per enemy affected.

Awakening I: Dread Fighters can spend 1 S/MP to grant their weapon the Abuse quality for 3 rounds.

Awakening II: Dread Fighters can spend 3 S/MP to reduce all magic damage dealt to them by half for 4 rounds.

Awakening III: Dread Fighters can spend 5 SP to cause the Staggered condition when successfully dealing damage. This effect lasts 5 rounds, and opponents are Staggered until the beginning of their next turn.

Type: Foot, Magic

Bonus HP: 1d8 + 15 (or avg. 20)

Move: 6 sq.

CON: 11

Weapon Proficiency: Sword, Axe, Anima

STR: 6 | **MAG:** 5 | **DEF:** 2 | **RES:** 6 | **SKL:** 3 | **SPD:** 4 | **LUK:** 0

Stat Caps:

STR: 28 | **MAG:** 27 | **DEF:** 24 | **RES:** 30 | **SKL:** 25 | **SPD:** 23 | **LUK:** 30

Intrigue Power: Dread Fighters are mavericks in both their fighting style and their social status, preferring a life as an eternal nomad, never making home in a central location and always parting ways when their mission is finished. Due to this, their resolve is unmatched and their understanding of many cultures lets them acclimate easily. When entering a new land with new customs, the Dread Fighter can use this ability to instantly understand the proper customs of the land, the current ruler, the language spoken (but not how to speak it), and the society's culture.

Einherjar

Named for the warriors of Valhalla, Einherjar fight with the force of Valhalla behind them, and the gods behind every axe swing.

Innate Skill: Spiritual Link: Einherjar are able to hit incorporeal enemies (such as ghosts) with physical weapons and their unarmed strikes.

Training: So long as the Einherjar has 1 SP they receive a +2 to Physical Defense.

Apex: Einherjar can call upon their ancestors to save them in times of great danger. If an Einherjar would take a hit that would kill them, once per combat they can instead be reduced to 1 HP. If they are already at 1 HP, the damage is negated.

Awakening I: Einherjar can spend 1 MP to increase the range of their Light tomes by 1 for 3 rounds (1-2 becomes 1-3, and so on).

Awakening II: Einherjar can spend 3 SP to grant the axe they're wielding the Savage quality for 3 rounds.

Awakening III: Einherjar can spend 5 SP to become the embodiment of their ancestors until the beginning of their next turn. While this is active, they become incorporeal and can walk through walls as well as individuals, and must be damaged by magical attacks (or other Einherjar).

Type: Foot, Magic

Bonus HP: 1d8 + 18 (or avg. 23)

Move: 6 sq.

CON: 14

Weapon Proficiency: Axe, Light

STR: 8 | **MAG:** 4 | **DEF:** 4 | **RES:** 4 | **SKL:** 3 | **SPD:** 3 | **LUK:** 0

Stat Caps:

STR: 30 | **MAG:** 26 | **DEF:** 27 | **RES:** 24 | **SKL:** 25 | **SPD:** 25 | **LUK:** 30

Intrigue Power: Einherjar venerate their ancestors, and wish to one day reach Valhalla where they will await Ragnarok to fulfill their purpose as a warrior of Odin. This tie to Valhalla allows them to tap into knowledge that wouldn't normally be available to the mortals of the world. This ability can be called upon in order for the Einherjar to gain spiritual insight on other religions and deities, as well as major figures within said religions (such as religious heads, heretics, heretical priests, and so on).

Inquisitor

Devoted dragon slayers, these warriors of light use their slaying powers to exterminate those who they believe to be Satan's spawn.

Innate Skill: Deus Vult: Deal double damage to Monster units.

Training: So long as the Inquisitor has 1 MP they take half damage from area of effect attacks (such as a dragon's breath, or some spells).

Apex: Inquisitors can spend a Simple action to mark an enemy within 6 squares of them. For 3 rounds that opponent cannot move more than 6 squares away from the Inquisitor. This can only affect an opponent once per day.

Awakening I: Inquisitor can spend 1 MP to grant a weapon they're wielding Slayer (Dragon) for 3 rounds.

Awakening II: Inquisitor can spend 3 MP to deal Light damage with their sword and give it the Magical property for 5 rounds.

Awakening III: Inquisitor can spend 5 MP to become immune to all damage from units with the Dragon type. This does not include enemies such as Wyvern Riders who ride atop dragons, but are not dragons themselves.

Type: Foot, Magic

Bonus HP: 1d6 + 14 (or avg. 18)

Move: 6 sq.

CON: 10

Weapon Proficiency: Sword, Light

STR: 3 | **MAG:** 8 | **DEF:** 4 | **RES:** 5 | **SKL:** 4 | **SPD:** 2 | **LUK:** 0

Stat Caps:

STR: 24 | **MAG:** 30 | **DEF:** 23 | **RES:** 26 | **SKL:** 28 | **SPD:** 25 | **LUK:** 30

Intrigue Power: Inquisitors are bastions of holy light, fighting for the Holy Church, and venerating YHVH. Their duty of slaying the dragons of their land is their own, despite believing it to be from YHVH Himself. Dragons cannot persuade, intimidate, bribe, or otherwise cajole Inquisitors unless in an opposed check. In addition to this, they can call upon this ability in order to understand the exact type of dragon they're dealing with.

Marksman

Huntsmen who have decided to specialize in an unorthodox form of archery, combining magic and bow to make a deadly and rare combo.

Innate Skill: Close Shot: Able to counter attack at 1 range with bows, even if they aren't normally able to hit at 1 range.

Training: So long as the Marksman has 1 SP they can ignore a bow's Weight against CON.

Apex: Marksman are able to eek out more uses from their bows by sacrificing magic. At the end of a battle, the Marksman can reduce a use from an anima tome instead of their bow. This cannot be used on infinite use tomes.

Awakening I: Marksman can spend 1 SP to deal 3 piercing damage to all enemies within a 3 square line. This can use the element from an anima tome the Marksman has instead.

Awakening II: Marksman can spend 3 SP to add half their bow's weight to damage for 3 rounds.

Awakening III: Marksman can spend 5 SP to prevent enemies from coming within 3 squares of them without taking 4 damage first. This only triggers when entering within 3 squares, and this effect lasts for 5 rounds.

Type: Foot, Magic

Bonus HP: 1d6 + 15 (or avg. 19)

Move: 6 sq. (Forest Stride)

CON: 9

Weapon Proficiency: Bow, Anima

STR: 4 | **MAG:** 4 | **DEF:** 1 | **RES:** 1 | **SKL:** 6 | **SPD:** 6 | **LUK:** 4

Stat Caps:

STR: 25 | **MAG:** 25 | **DEF:** 24 | **RES:** 24 | **SKL:** 30 | **SPD:** 28 | **LUK:** 30

Intrigue Power: Marksman's magical capabilities allow for them to hunt easier, and serves many purposes such as revealing prey or preventing escape. While out of combat the Marksman can call upon this ability to have set up a magical trap in order to catch a fleeing enemy. This trap can be anything from a pit, a rope, snare, or even magical cages. This trap cannot harm the target however, or incapacitate them in any way. It merely keeps them in place, and this trap lasts for 1 minute before disappearing.

Ninja

Assassins, mercenaries, and spies who use their specialized arts in order to complete jobs related to espionage and information gathering.

Innate Skill: Resourceful: Ninjas are able to use lockpicks like a thief, and are immune to damage from environmental effects or traps.

Training: So long as the Ninja has 1 SP they gain a +1 to Physical and Magical Defenses.

Apex: Ninja use stealth to its extreme, jumping in and out of sight at a moment's notice. As a Simple action the Ninja can enter stealth, even while in combat. While in stealth, they cannot be attack or be attacked. Exiting stealth is another simple action. Other Ninja can spot Ninjas in stealth.

Awakening I: Ninja can spend 1 MP to teleport 3 squares as a Simple action.

Awakening II: Ninja can spend 3 SP to lay a trap on an adjacent square. Anyone entering this square takes 5 damage. This trap lasts for 5 rounds.

Awakening III: Ninja can spend 5 SP to switch places with an opponent after combat, and give them the Tripped condition. Against flying or mounted enemies, they are instead Staggered.

Type: Foot, Magic

Bonus HP: 1d6 + 14 (or avg. 18)

Move: 6 sq.

CON: 8

Weapon Proficiency: Sword, Anima

STR: 4 | **MAG:** 4 | **DEF:** 0 | **RES:** 0 | **SKL:** 6 | **SPD:** 8 | **LUK:** 4

Stat Caps:

STR: 24 | **MAG:** 24 | **DEF:** 24 | **RES:** 22 | **SKL:** 30 | **SPD:** 30 | **LUK:** 30

Intrigue Power: Ninjas are capable of utilizing their surroundings, and their knowledge of stealth in order to keep out of sight and out of mind. When in an area - even if it's normally impossible - the Ninja can stealth. In addition to this they can call upon this ability to fade from an enemies' mind while out of combat. Doing this erases any memories of the Ninja and their identity (but not what the Ninja did, if this was spotted). If applicable, a GM may request an opposed check.

Occultist

Secluded mages whose minds have been twisted and warped by the spirits of the departed, Occultists go out on strange missions at the behest of spirits.

Innate Skill: Haunted: Occultists are immune to Fear, Damned, and Doomed.

Training: So long as the Occultist has 1 MP they gain a +2 to Magical Defenses.

Apex: Occultist's minds are unstable, and their magic even more-so. Enemies struck by magical attacks from the Occultist are Damned for 2 rounds.

Awakening I: Occultists can spend 1 MP to cause an opponent within 6 squares to take a -2 to all attack rolls.

Awakening II: Occultists can spend 3 MP to deal 5 damage to an opponent within 6 squares if they are already Damned.

Awakening III: Occultists can spend 5 MP to deal a -5 penalty to everyone's Magical Defense while within 4 squares of the Occultist. This includes themselves, allies, and enemies. This lasts for 5 rounds.

Type: Foot, Magic

Bonus HP: 1d8 + 14 (or avg. 19)

Move: 6 sq.

CON: 9

Weapon Proficiency: Axe, Dark

STR: 8 | MAG: 8 | DEF: 4 | RES: 2 | SKL: 2 | SPD: 2 | LUK: 0

Stat Caps:

STR: 30 | MAG: 30 | DEF: 22 | RES: 24 | SKL: 22 | SPD: 21 | LUK: 30

Intrigue Power: Occultists are guided (and tormented) by spirits, worming their way into their everyday life and complicating things. This gives the Occultist an air of being a creepy and rather insane individual who most wish to avoid. They can call upon this ability in order to cause NPCs within an area to clear, and avoid them at all costs. GMs may decide some individuals do not leave, however most common individuals will. This can help when needing to be the only ones in an area, or as a distraction.

Shadow Knight

Donning black and red garbs, and standing firm when danger is afoot, Shadow Knights utilize their strange and eerie skill to stop and forcibly move foes.

Innate Skill: Bloodthirsty: Shadow Knights receive an extra Simple action upon killing an opponent. This can only be triggered once per turn.

Training: So long as the Shadow Knight has 1 SP they are immune to the Grappled, Tripped, and Fatigued conditions.

Apex: Shadow Knights are able to toss their enemies around with ease, making the battlefield theirs. As a Complex action the Shadow Knight can target an enemy within 6 squares. That enemy is forcibly moved 4 squares in a direction of the Shadow Knight's choosing. This cannot cause them to fly if they aren't already.

Awakening I: Shadow Knights can spend 1 SP to push an enemy 2 squares back after a successful attack.

Awakening II: Shadow Knights can spend 3 SP to absorb Dark damage for 5 rounds.

Awakening III: Shadow Knights can spend 5 SP to select an opponent within 6 squares. On that opponent's turn, the Shadow Knight determines their movement and how they'll take it.

Type: Armored, Magic

Bonus HP: 1d8 + 20 (or avg. 25)

Move: 5 sq.

CON: 15

Weapon Proficiency: Sword, Dark

STR: 6 | **MAG:** 4 | **DEF:** 6 | **RES:** 4 | **SKL:** 4 | **SPD:** 2 | **LUK:** 0

Stat Caps:

STR: 27 | **MAG:** 27 | **DEF:** 30 | **RES:** 24 | **SKL:** 23 | **SPD:** 20 | **LUK:** 30

Intrigue Power: Shadow Knights are stoic, and never heed to an opponent - whether that be giving them any sort of space to move or any social standing. While out of combat they are not subject to fear, intimidation, or deception and they are unable to be moved physically unless by an opposed check.

Shifter

Strange beings who are able to call upon the strength of various monstrous beings in order to enhance their combat capabilities.

Innate Skill: Wild Strength: Shifters gain a +2 to Stamina Pool.

Training: So long as the Shifter has 1 SP they gain a +2 Physical Defense.

Apex: Shifters must choose a form they are able to shift into from the list below. Shifting into this form is a Simple action, and it lasts until the end of combat.

Awakening I: Shifters can spend 1 SP to grant themselves +2 to Move for 3 rounds.

Awakening II: Shifters can spend 3 SP to give their Unarmed the Slayer (Mounted) or Slayer (Armored) quality for 4 rounds.

Awakening III: Shifters can spend 5 SP to reduce physical damage by 10 for 5 rounds. This cannot reduce damage below 0.

Type: Foot

Bonus HP: 1d8 + 18 (or avg. 23)

Move: 6 sq.

CON: 9

Weapon Proficiency: Unarmed (Gains the Martial Arts Maneuver free)

STR: 8 | **MAG:** 0 | **DEF:** 6 | **RES:** 0 | **SKL:** 6 | **SPD:** 6 | **LUK:** 0

Stat Caps:

STR: 28 | **MAG:** 20 | **DEF:** 28 | **RES:** 20 | **SKL:** 26 | **SPD:** 26 | **LUK:** 30

Intrigue Power: Shifters are a combination between beast and humanoid, and stray this line constantly. They can use this to scare off foes, and unless an opposed check is needed they can call upon this to make NPCs flee in terror.

Shifter Apexes

- **Alien:** You shift into an unidentifiable and terrifying form. All enemies within 3 squares who are a lower level than you gain the Fear condition for 3 rounds.
 - **Animal:** You shift into one of many animal forms, taking on its properties for a time. This grants you the Mounted type, and a +2 to Move.
 - **Dragon:** You shift into a bestial draconic form, halfway between man and lizard. This grants you the Dragon type, and a +2 to Physical Defense.
 - **Angel:** You shift into a winged and holy creature. You gain Slayer (Demon), and gain the Flying type.
 - **Demon:** You grow horns, and a forked tongue. You gain Slayer (Angel) and a +2 to Magical Defense.
 - **Fey:** Magical energy surrounds you while shifted, constantly glowing. While shifted you gain Slayer (Magic) and a +1 to both Defenses.
-

Reclassing

Characters are capable of reclassing instead of promoting, allowing characters to pick up new abilities usually locked behind other classes such as another class' Awakening.

Recruit classes are unable to reclass until they become a Standard class. Until becoming a Standard class, the Recruits are counted as not having class pack.

When reclassing, you keep your stats from before and do not modify them unless a stat cap would otherwise limit it. This stat is lowered to the stat cap's maximum number, however the points are not lost and once returning to a class with a stat cap high enough for the full stat, the points return to the stat.

Each class has a 'Class Pack' of classes they can reclass into, along with a single class chosen by the character which they wish to include into the Class Pack. This can be any Standard class (except Lord).

Standard Class	Classes Available	Advanced Class	Classes Available
Arcanist	Monk, Shaman	Bard	Mage, Myrmidon
Archer	Hunter, Nomad	Baron	Choose two
Brawler	Fighter, Mercenary	Dancer	Myrmidon, Cleric
Brigand	Pirate, Hunter	Dark Flier	Pegasus Knight, Shaman
Cavalier	Knight, Soldier	Dark Knight	Cavalier, Knight
Cleric	Monk, Troubadour	Dread Fighter	Mercenary, Mage
Fighter	Pirate, Mercenary	Einherjar	Fighter, Monk
Gunslinger	Pirate, Myrmidon	Inquisitor	Monk, Myrmidon
Hunter	Archer, Mercenary	Marksman	Archer, Mage
Knight	Cavalier, Soldier	Ninja	Thief, Magus
Lord	Choose two	Occultist	Fighter, Voidcaller
Mage	Monk, Arcanist	Shadow Knight	Knight, Shaman
Magus	Mage, Mercenary	Shifter	Choose two
Mercenary	Fighter, Myrmidon		
Monk	Mage, Cleric		
Myrmidon	Thief, Mercenary		
Nomad	Archer, Cavalier		
Pegasus Knight	Soldier, Wyvern Rider		
Pirate	Brigand, Gunslinger		
Shaman	Voidcaller, Mage		
Soldier	Cavalier, Pegasus Knight		
Thief	Myrmidon, Archer		
Troubadour	Cleric, Arcanist		
Voidcaller	Shaman, Arcanist		
Wyvern Rider	Pegasus Knight, Knight		

Chapter 5: Rules

Unless otherwise specified, round down.

Hit Points

Hit Points (abbreviated as HP) represents how tough a character is and how much damage they can handle. Upon being brought to 0 HP a character is knocked unconscious. Enemies are automatically killed at 0 HP unless Mercy is used. Player characters are slain when all PCs on a map are brought to 0.

HP Calculations: Class HP + HP Level Bonus + Miscellaneous Bonuses

Movement

Character's movement is determined by their class. The movement in *Fires of War* is calculated in squares (abbreviated as sq.) Moving diagonally counts as 2 squares, not 1.

If a character has a terrain and "Stride" listed next to their movement, this character is able to move at normal speed in this terrain.

Stamina and Magic

These are pools of energy which are intrinsically linked to a character's maneuvers and spells. Characters must spend Stamina or Magic in order to activate these.

The Stamina Pool is equal to half the character's Strength stat.

The Magic Pool is equal to half the character's Magic stat.

Defenses

Characters have two defenses: Physical Defense and Magical Defense. Physical Attacks defend against weapon attacks, and Magical Defense defends against magical attacks.

These defenses represent dodging, blocking, and all manners of avoiding damage in a thematic sense. Numbers-wise, it ties both blocking and avoiding together.

Physical Defense (PD): 5 + Defense + Speed + $\frac{1}{4}$ Luck

Magical Defense (MD): 5 + Resistance + Speed + $\frac{1}{4}$ Luck

Attacks

To-Hit Formula

Physical: 1d20 + $\frac{1}{2}$ Strength + Skill

Magical: 1d20 + $\frac{1}{2}$ Magic + Skill

If the wielder's CON is less than the weapon's weight, they take a -2 to-hit with the weapon.

Damage

Physical Weapon / Maneuver: Base damage + $\frac{1}{2}$ STR

Magical Weapon / Spell: Base damage + $\frac{1}{2}$ MAG

Natural 1s on a d20 are an automatic miss for attack rolls, and a natural 20 is an automatic hit for attack rolls.

If a character's Speed is 5 higher than the opponent they're attacking, they can make two attacks against the opponent on their turn.

Critical Hits

Weapons have critical multipliers (x2, x3, and rarely x4 or x5) and critical hit chance is determined based on a character's Luck.

Some classes include an ability which increases their critical hit chance. This treats the character's critical hit chance as the next step as if their Luck is higher. For example, a character with 5 Luck and the Improved Critical Chance treats their Luck as if it was 13-20 and use the 19-20 critical hit chance.

Luck	Critical Chance
0-3	Can't critically hit
4-10	20
11-16	19-20
17-22	18-20
23-28	17-20
29-30	16-20
Imp. Chance	15-20

Counter Attacks

Characters in Fires of War who are struck by an attack can follow-up with a counter attack. A follow-up attack must be made with a held weapon, and cannot be made against opponents outside of the weapon's range.

In order to counter attack, characters must have at least 1 point remaining in either their Stamina (if countering with a physical attack) or Magic (if countering with a magic attack) pools.

Rescuing

The act of rescuing a character allows characters to take their fellow allies out of harm's way. This is a complex action (see the actions section), and dropping a rescued ally is a swift action.

In order to rescue an ally, your AID score must be higher than the allies' CON. The following is how you calculate AID:

Foot: CON - 1

Mounted / Flying: 25 - CON

Actions

Each character has the following actions they can perform within a round:

- **Complex:** Attack, using a staff, using items, rescue a unit, use maneuver/spell.
- **Simple:** Move up to your speed.
- **Swift:** Equip weapon, drop/swap a rescued unit

Characters receive one Complex, one Simple, and two Swifts that can be enacted in a turn. "Free" actions are non-actions which don't take up combat time. Examples include talking, examining, or thinking (using Knowledge skills). Their usage has no bearing on the combat's action economy.

Weapon Durability

Each weapon has a specific amount of uses tied to how many combats these weapons can participate in. After being reduced to 0 Durability, a weapon breaks and is considered unusable.

The exceptions are *Bronze Weapons* and *Legendary Weapons*. Both of these weapon types are indestructible and can be used infinitely. Bronze Weapons are extremely weak weapons however, and Legendary Weapons are plot-important items only found by those seeking to slay deities and powerful entities.

Initiative

Player Characters choose their spots in the initiative round before combat starts, discussing among themselves what would tactically be most beneficial. Alternatively characters can roll for initiative by rolling 1d20 + Speed.

Enemies and NPCs do not roll for initiative ever, and instead collectively go on their own turns. "Enemy Phase" takes place after all Player Characters have acted, and "NPC Phase" takes place after all Enemies have acted. After which, the initiative cycles back to the Player Phase.

In the initiative round, players can hold their turn in order to act later in the initiative round if they so choose, but their turn cannot leave the “Player Phase” and go between the Enemy Phase and NPC Phase.

Similar to holding a turn, characters can also hold an action. This allows them to make a statement (example: If an enemy comes in range, I shoot them with my bow) and if that condition is met, the action is triggered.

Abilities

Qualifying for Abilities

When an ability lists a level-based prerequisite, it will list EL (Effective Level) unless the ability ties to a specific class, in which it mentions the class and the level next to it (ex: Hero 5).

As a promoted character, you qualify for your previous class’ feats and meet prerequisites. The same does *not* however apply to Recruit classes and Standard/Promoted classes.

Damage Types

There are three main types of elements, Physical, Arcane, and Divine. Physical relates to physical weapons, Arcane relates to Arcana tomes, and Divine relates to Light and Dark tomes.

Physical: Slashing, Piercing, and Bludgeoning

Arcane: Fire, Cold, Earth, Acid, Wind, Electricity, Sonic, and Arcane

Spiritual: Light and Dark

Unit Types

Foot: Footmen with no armor or mount. This is the standard unit type.

Magic: Tome-users deeply invested in magical power. This is the same as Foot.

Armored: Heavy armor units that either trek on foot, or ride on horseback.

Mounted: Horseback riders or riders other exotic ground animals.

Flying: A rider of flying creatures such as pegasi, giant eagles, or similar creatures.

Dragon: Enemies that are dragons themselves or riders of a draconic steed.

Monster: This encompasses the non-playable beings from the Bestiary. Standard NPCs are not considered monsters.

Gods: Entities that can only be killed by Legendary Weapons.

Terrains

Many different types of terrains may come up within the battlefields of Fires of War. Some are hazardous, and others merely prove difficult to walk through. Some even provide advantages to those within it.

Flying unit types are immune to movement-based terrain effects.

Movement-reducing effects only apply when moving into or through the squares that are counted as that kind of terrain.

Name: Flat Ground

Description: This is the most common type of terrain. This includes grasslands, snow-laden earth, interior floors of buildings, and so on.

Name: Desert

Description: Deserts are much more difficult for some unit types to move through. Foot units' speed is reduced by 1, and Mounted units' speed is reduced by 3. Magic units are immune to this effect.

Name: Mountains

Description: Mountains are particularly treacherous terrains that provide defensive capabilities. Units standing on a mountain terrain gain a +2 to Physical and Magical Defense. Movement in a mountain (without Mountain Stride) cost 3 movement to move through. Mounted units can't move in mountains. Mountains typically only occupy one square at a time.

Name: Peak

Description: Peaks are groups of mountains which occupy many squares at a time. Units without mountain stride or flying cannot enter a Peak. Units standing on a peak terrain gain a +5 to Physical and Magical Defense.

Name: River

Description: Rivers are water spaces that consist of a combination of water and land. Only non-mounted units can pass a river, though rivers cost 2 movement to move through without Water Stride.

Name: Sea

Description: Sea terrain includes any body of water such as a lake, ocean, or even swamps. Only flying units and Water Stride units can move on sea.

Name: Forest

Description: A dense patch of trees positioned together. Forests grant a +2 to Physical and Magical Defense, however cost 2 movement to move through without Forest Stride.

Name: Woods

Description: Densely packed together forests, Woods are to Forests what Peaks are to Mountains. Woods grant a +5 to Physical and Magical Defense, however those without Forest Stride can't move through it.

Name: Fort

Description: Single square forts are usually peppered among areas where a castle or strategic location is nearby. Forts offer a +4 to Physical and Magical Defense and heal the person standing on it for 5 HP each round. This healing occurs at the beginning of the Player Phase.

Name: Throne / Gate

Description: These single square locations serve as a location which must be conquered. Sometimes, multiple Thrones/Gates must be conquered within the same map. They do not offer defensive bonuses however heal the character similar to a Fort above.

A character can take the “Seize” action while adjacent or standing on a throne or gate. Seize actions are simple actions. Doing so causes all grunt-type enemies within the area to surrender. If there are enemies which would suffice as bosses, they do not surrender (however their lack of allies will make their defeat swifter).

Name: Lava

Description: Bubbling and dangerous, lava is a harmful terrain which characters typically do not wish to move through. Non-flying units who move through or end their turn on a lava square take 10 damage at the end of their turn. Flying units are immune to this. This is fire damage.

Name: Acid

Description: Pools of necrotic acid, this functions similar to *lava* except the characters take *acid* damage.

Name: Poisonous Gas

Description: This is applied on top of an existing terrain. Any characters who move through or end their turn in a square affected by poison gas take 5 poison damage on the end of their turn. Flying is not immune to this.

Name: Anti-Magic

Description: This is applied on top of an existing terrain. Any characters who end their turn in a square affected by anti-magic cannot use Tomes or use abilities which require MP to be spent. Flying is not immune to this.

Status Conditions

Status conditions is a catch-all term for positive or negative effects which can be applied to characters. These conditions are typically applied to characters through the use of special weapons, spells, or staves.

Name: Poison

Description: Characters are usually subject to poison from weapons such as the *Toxic Sword* however some spells may also inflict this. Poisoned enemies take 3 poison damage for 3 consecutive rounds, after which it's cured.

Name: Grappled

Description: When a character is restrained by another character or an item (such as a rope tied around them) they have difficulty taking actions. Characters who are grappled cannot attack with weapons they have equipped unless they are under Weight 5. Characters also take a -5 to all Defenses.

Name: Tripped

Description: If a character is forcibly brought to the ground, they're tripped. Characters who are tripped have their speed reduced to 1 and they take a -10 to all Defenses. Foot units must spend a simple action to stand up, and armored units must spend a complex action. Mounted and Flying units are immune to being tripped.

Name: Silenced

Description: Characters who are silenced are unable to use tomes, staves, or use abilities which cost MP. This lasts for 3 rounds.

Name: Berserk

Description: If a character is under the effects of berserk they attack the closest character within their range - be they ally or enemy. This lasts for 3 rounds.

Name: Paralyzed

Description: This can be from effects such as electricity, being turned to stone, or mind control magic stopping the mind from acting. Characters who are paralyzed cannot act and have an effective Physical and Magical Defense of 0. In order to break out of paralysis on a paralyzed character's turn they must make a d20 roll adding CON, and beat a DC 20. On a success the character is no longer paralyzed and can act next round. They are immune to paralysis effects until the next turn.

Name: Bleed

Description: When a wound festers and the bleeding is difficult to staunch, characters take additional 3 additional damage for 3 rounds.

Name: Blindness

Description: Blinded characters are unable to move, and take a -4 to all Defenses. Attacks take a -10 penalty to-hit. Blindness lasts 3 rounds.

Name: Fear

Description: Characters under the effects of fear are unable to attack unless they are unable to move, and must move away from the source of their fear. This lasts 3 rounds.

Name: Deafened

Description: Deafened characters are unable to use abilities which require MP however they can still use their tomes and staves.

Name: Fatigue

Description: Fatigued characters are only able to move at half speed and take a -2 to-hit. This lasts for 3 rounds.

Name: Staggered

Description: Characters who are staggered can only take a Simple or Complex action, not both. They are still able to take free actions. This lasts for 3 rounds.

Name: Damned

Description: Characters become *Damned* when demons or demon worshipers use curses. Damned causes the character to take the damage they deal against opponents. This lasts for 6 rounds.

Name: Doomed

Description: Doom is an incredibly rare, deity-like curse which slays those it affects. Characters who are under the effects of doom have 4 rounds to remove this. After the 4th round, the character is instantly slain.

If the enemy who used doom is slain, all characters affected by its doom who have been slain by it are revived at the same age and appearance as they were when slain.

Chapter 6: Skills

Skills are abilities which characters can perform outside of combat (or sometimes inside of combat) in order to do certain tasks such as sneaking, crafting, or even initiating diplomacy with enemies in order to cease fire.

Each character starts with 3 skills, and their class' rank determines their amount of bonus skills they gain. Bonus skills do not stack, instead they supersede each other. Recruit does not modify this. Unpromoted characters gain +1 skills. Promoted and Advanced characters gain +2 skills instead of +1.

Special: Thieves gain +3 bonus skills and Rogues gain +4 bonus skills.

With these skill points, characters mark skills as being trained or untrained. Trained skill add level to the roll while untrained skills do not.

Skill roll formula: $1d20 + \text{Skill's Stat} (+ \text{Total Level if trained})$

Difficulty Classes:

Very Easy: 1-15

Easy: 15-25

Normal: 25-35

Hard: 35-45

Very Hard: 45-55

Impossible: 55-75

Skill List

- Artisan (+SKL or LUK): Used for arts, crafts, performing, and professions.
- Acrobatics (+SPD): Used for climbing, running, jumping, and so on.
- Awareness (+SKL): Used for perception and lie detection.
- Deception (+LUK): Used to lie, feint, misguide, and disguise.
- Feats of Strength (+STR): Used for heavy lifting, pushing, and pulling.
- Fortitude (+DEF): Used for shrugging off exhaustion and starving.
- Handle Animal (+LUK): Used for dealing with animals and not people.
- Heal (+MAG or SKL): Used for treating injuries, poisons, and ailments.
- Knowledge {Any} (+SKL): Used for attaining information.
 - *Magic*: Information on spells and magic. (May use +MAG instead)
 - *Tactics*: Information on battlefield insight.
 - *History*: Information on the world's history or specific history.
 - *Royalty*: Information on nobles and royal etiquette.
 - *Wilderness*: Information on surviving the wilderness.
- Linguistics (+SKL): Used for making forgeries and discerning language.
- Persuasion (+LUK): Used for diplomacy, etiquette, and intimidation.
- Ride (+SPD): Used for performing riding tricks.
- Stealth (+SPD): Used for hiding, disabling traps, and picking locks.

Chapter 7: Weapons

There are various weapon types, and a character's weapon proficiency is determined by their class and potentially other abilities which they may have.

Weapons use the following damage types:

Physical: Bludgeoning (B), Slashing (S), Piercing (P)

Arcane: Fire (F), Cold (Co), Electricity (E), Wind (W), Acid (A), Earth (Ea), Sonic (So), or Arcane (Ar)

Divine: Light (L) or Dark (D)

Weapon Triangle

The weapon triangle and magic triangle determines which weapons are stronger than one another, similar to rock-paper-scissors.

Physical				Magical		
Weapon	Strong vs.	Weak vs.		Weapon	Strong vs.	Weak vs.
Axe	Lance	Sword		Anima	Light	Dark
Sword	Axe	Lance		Dark	Anima	Light
Lance	Sword	Axe		Light	Dark	Anima

The weapon that is classified as “Strong vs.” gains a +2 to attack and +1 to damage. The weapon that is classified as “Weak vs.” takes a -2 to attack and -1 to damage.

Bows, Staves, and Firearms are outside the weapon triangle: they are unaffected by it completely and do not gain any bonuses or penalties.

Starting Weapons: Characters in the game start with a free Bronze or similar E Rank weapon of each weapon type they have proficiency with. It is highly recommended not to give players weapons without prices as starting weapons.

Illegal / Rare: These weapons are hard to find and only available at GM's discretion. Illegal weapons may incur legal penalties.

Legendary: These weapons are used for fighting and slaying deities. It is recommended GMs give these weapons to players at the late stage of the game when they'd fight enemies which must be defeated by Legendary weapons.

Stat Bonuses: Some weapons grant stat bonuses that are only applicable while using this weapon in combat and having the weapon equipped. These bonuses can surpass a stat's cap.

Uses: Weapon uses are depleted at the end of a combat. In order for the weapon's uses to be depleted, they must have been used in combat. Weapons that are held but the user never attacks with it don't expend their use.

Might: This is the base damage of the weapon.

Crit: This is the critical multiplier of the weapon. Weapons that cannot critically hit list “—” as the multiplier. The maximum the multiplier can be is a x6.

Weight: This is how heavy a weapon is. If its weight exceeds your CON, you take a -2 to hit with the weapon.

Rank: The minimum Weapon Proficiency required to wield this weapon. You cannot wield (however you can carry) weapons you're not proficient with.

Range: This is how many squares this weapon can attack out to. Weapons that do not include a range of “1” cannot be used in melee combat.

Type: This determines the weapon's damage type.

Price: This is how much gold the weapon costs.

Special: These are special abilities, stat bonuses, and so on that apply to the weapon. See the list of Weapon Special Abilities below.

Weapon Special Abilities

- **Slayer (Unit type):** This weapon gains +5 attack/damage to the unit types listed.
- **Absorb:** This weapon heals the user for half the damage they deal.
- **Cursed:** The user takes the weapon's minimum damage on a hit.
- **Poison:** This weapon inflicts the Poison condition.
- **Reverse:** This weapon reverses the weapon triangle.
- **Brave:** This weapon doubles attacks per round.
- **Shade:** This weapon reduces the opponent it hits to half their current HP. At 1 HP if the opponent is hit by this they are slain.
- **Deadly:** On a critical hit this weapon gains a +2 to damage.
- **Magical:** This non-tome weapon is magic, and goes against Magic Defense.
- **Savage:** If this weapon's damage is reduced, the minimum it can be reduced to is 1, not 0.
- **Shielding:** While equipped, this weapon grants the user a +2 Physical Defense. If this is on a magical weapon, this applies to Magical Defense.
- **Unwieldy:** This weapon cannot double attack.
- **Legendary:** This is a legendary weapon. These are plot items, and are used in defeating enemies such as deities.
- **Mechanical:** This weapon does not add Strength to damage.
- **Targeting:** This weapon uses Speed for damage, not Strength.
- **Abuse:** Double bonuses from the weapon triangle.
- **Bold:** Both you and the opponent you attack gain a +4 to attack and damage.
- **Superior:** This weapon does not benefit from the weapon triangle, but instead gains the weapon triangle bonuses against same-type weapons.
- **Muting:** This weapon inflicts the Silence condition.
- **Nauseating:** This weapon inflicts the Fatigue condition.
- **Razor:** This weapon inflicts the Bleed condition.
- **Achilles:** This weapon inflicts the Tripped condition for 2 rounds.
- **Grasping:** This weapon inflicts the Grappled condition for 2 rounds.
- **Rattling:** This weapon inflicts the Staggered condition.
- **Nonlethal:** This weapon cannot kill opponents when they hit 0 HP.
- **Bright:** This weapon inflicts the Blind condition.
- **Petrify:** This weapon inflicts the Paralyzed condition.
- **Weaken:** This weapon reduces an opponent to 1 HP. It cannot kill enemies, and can only affect an opponent once per encounter.

Sword

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Rapier*	5	1d6	x3	5	E	1	P	—	Slayer (Armored, Mounted)
Bronze Sword	—	1d6	—	4	E	1	S	150	—
Iron Sword	5	1d6	x2	5	E	1	S	400	—
Slim Sword	4	1d4	x2	2	E	1	P	300	—
Cursed Sword	2	2d6	x2	4	E	1	S	1,900	Cursed
Steel Sword	4	1d8	x2	10	D	1	S	600	—
Iron Blade	4	2d4	x2	12	D	1	S	800	—
Armorslayer	2	1d8	x2	11	D	1	S	1,200	Slayer (Armored)
Longsword	2	1d8	x2	11	D	1	S	1,200	Slayer (Mounted)
Toxic Sword	3	1d6	x2	6	D	1	P	3,000	Poison
Killer Sword	2	1d10	x3	7	C	1	S	1,000	Deadly
Steel Blade	3	1d12	x2	14	C	1	S	900	—
Flame Blade	2	1d12	x2	5	C	1-2	F	6,000	Magical
Lancereaver	2	1d10	x2	9	C	1	S	1,800	Reverse
Swordkiller	3	2d4	x2	5	C	1	S	2,000	Superior
Brave Sword	3	1d10	x2	12	B	1	S	4,500	Brave
Scimitar	2	1d8	x4	4	B	1	S	4,000	Deadly
Estoc	2	1d10	x4	6	B	1	P	6,000	Slayer (Armored, Mounted)
Ruby Sword	3	1d10	x2	7	B	1	S	3,600	Abuse
Silver Sword	3	2d6	x2	8	A	1	S	4,000	—
Silver Blade	2	2d8	x2	13	A	1	S	5,000	Shielding
Dark Sword	2	1d12	x2	11	A	1-2	D	4,000	Absorb, Magical
Tyrfing	Inf	2d8	x2	7	S	1	S	—	Legendary, Slayer (Dragon)
Exaccus	Inf	4d4	x2	15	S	1-2	S/E	—	Legendary, Slayer (Monster)
Bragi	Inf	3d6	x2	12	S	1	S	—	Legendary, Slayer (Armored)
Fólkvangr	Inf	2d8	x3	8	S	1	S	—	Legendary, SKL +5
Sol Katti	Inf	2d6	X4	5	S	1	S	—	Legendary, Slayer (Dragon)

* This weapon is a special weapon that the GM must approve giving the players.

Lance

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Reginleif*	5	1d8	X2	10	E	1	P	—	Slayer (Armored, Mounted)
Bronze Lance	Inf	1d6	—	4	E	1	P	150	—
Iron Lance	5	1d8	x2	7	E	1	P	400	—
Slim Lance	5	1d4	x2	2	E	1-2	P	400	—
Javelin	3	1d6	x2	11	E	1-2	P	400	—
Cursed Lance	3	2d8	x2	12	E	1	P	2,000	Cursed
Steel Lance	4	1d10	x2	13	D	1	P	500	—
Heavy Lance	3	1d12	x2	14	D	1	P	1,200	Slayer (Armored)
Horseslayer	3	1d10	x2	13	D	1	P	1,000	Slayer (Mounted)
Toxic Lance	3	1d8	x2	8	D	1	P	3,000	Poison
Harpoon	2	1d8	x2	7	D	1-2	P	500	—
Stun Lance	4	1d4	x2	3	D	1	P	600	Nonlethal
Killer Lance	2	1d10	x3	9	C	1	S	1,000	Deadly
Axereaver	2	1d10	x2	11	C	1	S	2,000	Reverse
Short Spear	2	1d10	x2	12	C	1-2	P	900	—
Cold Lance	3	2d4	x2	8	C	1	C	6,000	Magical
Mighty Lance	3	1d12	x2	13	C	1	P	4,000	Bold
Serrated Pike	2	1d10	x3	12	C	1	P	3,500	Razor
Lancekiller	3	1d8	x2	8	C	1	P	2,000	Superior
Brave Lance	3	1d12	x2	10	B	1	P	4,500	Brave
Spear	2	1d12	x2	10	B	1-2	P	4,000	—
Mancatcher	2	1d8	x2	9	B	1	P	2,000	Grasping
Fauchard	2	1d10	x2	11	B	1	S	2,000	Achilles
Scythe	3	2d4	x3	10	B	1	S	4,000	Razor, Rattling
Shield Spear	4	1d8	x2	7	B	1	P	2,000	Shielding
Sapphire Pike	3	1d8	x2	9	B	1	P	3,600	Abuse
Silver Lance	3	2d8	x2	10	A	1	P	1,200	—
Ranseur	2	1d12	x4	13	A	1	P	3,000	Nauseating
Bec De Corbin	2	2d6	x2	12	A	1	B/P	2,000	Slayer (Armored)
Bright Lance	3	1d8	x2	8	A	1-2	L	4,000	Slayer (Monster)
Dragon Lance	3	1d10	x2	12	A	1	P	4,000	Slayer (Dragon)
Víðópnir	Inf	2d10	x2	11	S	1	P	—	Legendary, +5 DEF
Siegmund	Inf	2d12	x2	11	S	1	P	—	Legendary, Slayer (Monster)
Mars Gradivus	Inf	2d8	x2	8	S	1-2	P	—	Legendary, Absorb, Magical
Maltet	Inf	2d8	x2	11	S	1	P	—	Legendary, Slayer (Dragon)

* This weapon is a special weapon that the GM must approve giving the players.

Axe

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Fáfnir**	5	1d8	x2	10	E	1	S	—	Slayer (Armored, Mounted)
Bronze Axe	Inf	1d6	—	4	E	1	S	150	—
Iron Axe	5	1d8	x2	10	E	1	S	400	—
Hand Axe	2	1d6	x2	8	E	1-2	S	400	—
Hatchet	4	1d4	x2	5	E	1-2	S	100	—
Cursed Axe	2	2d10	x2	18	E	1	S	2,000	Cursed
Steel Axe	3	1d12	x2	15	D	1	S	600	—
Poison Axe	3	1d8	x2	10	D	1	S	3,000	Poison
Halberd	2	1d10	x2	14	D	1	S	800	Slayer (Mounted)
Hammer	2	1d12	x2	15	D	1	B	800	Slayer (Armored)
Killer Axe	2	1d12	x3	11	C	1	S	1,000	Deadly
Swordreaver	2	1d10	x2	13	C	1	S	2,000	Reverse
Swordslayer	2	1d8	x2	9	C	1	S	9,000	Slayer (Myrmidon*)
Volant Axe	2	1d8	x2	7	C	2	S	2,000	Slayer (Flying)
Mighty Axe	3	2d8	x2	14	C	1	S	4,000	Bold
Giant's Axe	2	3d6	x4	20	C	1	S	8,000	Unwieldy, Rattling
Axekiller	3	2d8	x2	12	C	1	S	2,000	Superior
Parrying Axe	2	1d6	x2	4	C	1	S	1,400	Shielding
Brave Axe	3	1d10	x2	16	B	1	S	4,500	Brave
Emerald Axe	3	1d8	X2	12	B	1	S	3,600	Abuse
Hurlbat	2	2d4	x2	6	B	2	S	2,000	Unwieldy, Slayer (Mounted)
Silver Axe	3	2d10	x2	12	A	1	S	1,500	—
Tomahawk	2	2d6	x2	11	A	1-2	S	1,000	—
Titan Axe	2	2d4	x3	20	A	1	S	9,000	Shielding
Garmr	Inf	2d12	x2	13	S	1	S	—	Legendary, +5 SPD
Almace	Inf	3d6	x2	18	S	1	S	—	Legendary, +5 DEF
Basilikos	Inf	4d4	x2	13	S	1	S	—	Legendary, Slayer (Monster)
Aurgelmir	Inf	3d8	x2	19	S	1	S	—	Legendary, +5 STR
Bölverkr	Inf	3d10	x2	22	S	1-2	S	—	Legendary, Unwieldy

* This includes Myrmidons who have promoted to Assassin or Swordmaster.

** This weapon is a special weapon that the GM must approve giving the players.

Bow

All bows have Slayer (Flying) as an inherent weapon ability.

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Refen*	5	1d6	x2	2	E	2	P	—	Slayer (Armored, Mounted)
Bronze Bow	Inf	1d4	—	1	E	2	P	150	—
Iron Bow	5	1d6	x2	5	E	2	P	400	—
Cursed Bow	2	2d6	x2	8	E	2	P	2,000	Cursed
Steel Bow	3	1d8	x2	9	D	2	P	600	—
Longbow	2	1d8	x2	10	D	2-3	P	2,000	—
Shortbow	2	1d6	x2	3	D	1	P	1,000	—
Crossbow	4	1d8+8	x2	9	D	2	P	1,000	Mechanical
Hand Crossbow	4	1d4+4	x2	4	D	1	P	500	Mechanical
Poison Bow	3	1d4	x2	4	D	2	P	3,000	Poison
Killer Bow	2	1d10	x3	7	C	2	P	1,000	Deadly
Recurve Bow	3	2d4	x2	6	C	2	P	2,000	Targeting
Mighty Bow	3	2d6	x2	8	C	2	P	4,000	Bold
Bolt Bow	2	1d10	x2	9	C	2	E	6,000	Magical
Mage Killer	2	1d6	x3	4	C	2	P	6,000	Slayer (Magic), Muting
Brave Bow	3	1d10	x2	12	B	2	P	4,500	Brave
Jade Bow	3	2d6	x2	4	B	2	P	3,600	Abuse
Steel Recurve	2	3d4	x2	9	B	2	P	4,000	Targeting, Unwieldy
Silver Bow	3	1d12	x2	6	A	2	P	1,000	—
Great Bow	2	3d4	x2	10	A	2	P	3,000	Razor
Silver Recurve	2	4d4	x2	14	A	2	P	8,000	Slayer (Armored), Unwieldy
Yggdrasil	Inf	2d8	x2	7	S	2	P	—	Legendary, +5 LUK
Rienfleche	Inf	3d4	x3	7	S	2	P	—	Legendary, Slayer (Dragon)
Murgleis	Inf	2d8	x2	9	S	2	P	—	Legendary, +5 SPD

* This weapon is a special weapon that the GM must approve giving the players.

Firearm

All firearms posses Slayer (Flying) and Targeting as inherent weapon abilities.

Firearms use Skill * 1.5 for to-hit and do not add STR or MAG to-hit. Firearms also use Speed for damage in place of STR or MAG. Firearms with the *Magical* property use the normal formula for determining a magical to-hit and damage.

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Bronze Pistol	Inf	1d4	—	2	E	2	P	150	—
Iron Pistol	5	1d8	x2	6	E	2	P	400	—
Cursed Pistol	2	3d4	x2	5	E	2	P	2,000	Cursed
Steel Pistol	3	1d10	x2	8	D	2	P	600	—
Iron Rifle	2	1d12	x2	12	D	2-3	P	1,000	—
Iron Revolver	4	1d6+2	x2	6	D	2	P	800	—
Slug Pistol	3	1d8	x2	9	D	2	P	1,200	Slayer (Armored)
Horse Piercer	3	2d4	x2	8	D	1	P	1,500	Slayer (Mounted)
Poison Pistol	3	1d6	x2	6	D	2	P	3,000	Poison
Killer Pistol	2	1d8	x3	7	C	2	P	1,000	Deadly
Steel Rifle	2	2d6+4	x2	15	C	2-3	P	2,500	—
Double Barrel	3	3d6	—	10	C	1	P	5,000	Unwieldy, Rattling
Mighty Shotgun	3	4d4+4	—	8	C	1-2	P	4,500	Unwieldy, Superior
Æther Pistol	2	1d10	x2	6	C	2-3	Ar	6,000	Magical
Brave Pistols	3	1d10	x2	9	B	2	P	4,500	—
Quarts Rifle	3	2d6+1	x2	11	B	2-3	P	3,600	Abuse
Net Gun	2	—	—	4	B	2-4	—	1,200	Grasping, Achilles
Silver Pistol	3	2d8	x2	11	A	2	P	1,000	—
Silver Rifle	2	2d10	x2	18	A	2-3	P	1,500	—
Silver Shotgun	2	3d10	—	20	A	1	P	3,000	Unwieldy
Buckler Pistol	4	1d8	x2	4	A	1-2	P	1,000	Shielding
Firebird	Inf	2d12	x2	11	S	2	P	—	Legendary, Slayer (Dragon)
Era Gun	Inf	3d6+4	x2	8	S	2	P	—	Legendary, Razor
Shrapnel Rifle	Inf	3d4+2	x4	14	S	2-3	P	—	Legendary, Savage

Anima

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Spark	Inf	1d4	—	2	E	1-2	E	150	—
Fire	5	1d6	x2	4	E	1-2	F	400	—
Wind	5	1d4	x2	2	E	1-2	W	400	Slayer (Flying)
Freeze	5	1d4	x2	5	E	1-3	C	400	—
Cursed Fire	2	2d8	x2	12	E	1-2	F	2,000	Cursed
Thunder	4	1d8	x3	6	D	1-2	E	600	—
Stone	4	1d10	x2	10	D	1	Ea	600	—
Corrode	4	1d6	x2	7	D	1-2	A	600	Slayer (Armored)
Elfire	3	1d8	x2	10	C	1-2	F	900	—
Elwind	3	1d6	x2	5	C	1-2	W	900	Slayer (Flying)
Elthunder	3	1d10	x3	12	C	1-2	E	900	—
Elfreeze	3	1d6	x2	7	C	1-3	C	900	—
Elcorrode	3	1d8	x2	8	C	1-2	A	900	Slayer (Armored)
Elstone	3	1d12	x2	12	C	1	Ea	900	—
Arcfire	2	1d10	x2	14	B	1-2	F	1,200	—
Arcwind	2	1d8	x2	9	B	1-2	W	1,200	Slayer (Flying)
Arcthunder	2	2d6+2	x3	16	B	1-2	E	1,200	—
Arcfreeze	2	1d8	x2	11	B	1-3	C	1,200	—
Arccorrode	2	1d10	x2	12	B	1-2	A	1,200	Slayer (Armored)
Arcstone	2	2d8	x2	15	B	1	Ea	1,200	—
Bolting	3	2d6+4	x2	14	B	3-10	E	5,000	—
Valfire	2	1d12	x2	16	A	1-2	F	3,000	—
Valwind	2	1d10	x2	13	A	1-2	W	3,000	Slayer (Flying)
Valthunder	2	1d12	x3	18	A	1-2	E	3,000	—
Valfreeze	2	1d10	x2	12	A	1-3	C	3,000	—
Valcorrode	2	1d12	x2	14	A	1-2	A	3,000	Slayer (Armored)
Valstone	2	2d10	x2	18	A	1	Ea	3,000	—
Excalibur	Inf	2d8+4	x4	8	S	1-2	Ar	—	Legendary, +5 SPD

Light

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Bright	Inf	1d4	—	2	E	1-2	L	150	—
Lightning	5	1d4+1	x2	3	E	1-2	L	400	—
False Light	2	2d6	x2	8	E	1-2	L	2,000	Cursed
Shine	4	1d6+1	x2	4	D	1-2	L	800	—
Sun	3	1d6	x2	3	D	1-2	L	1,200	Bright
Moon	3	1d4	x2	5	D	1-2	L	1,200	Muting
Angel's Feather	2	1d6+2	x2	8	D	2-3	L	2,000	—
Divine	3	1d8	x3	6	C	1-2	L	2,000	Deadly
Soothe	4	2d4+2	x2	5	C	2	L	1,400	Nonlethal
Archangel	3	1d8	x2	6	C	1-2	L	2,500	Slayer (Monster)
Toxic Serenity	2	1d4	x2	4	C	1-2	L	4,000	Poison
Purge	2	1d10	x2	14	B	3-10	L	5,000	—
Principalities	3	2d4	x2	5	B	1-2	L	4,000	Razor
Powers	2	2d6	x2	8	B	1	L	5,000	Nauseating
Virtues	4	1d8	x2	9	B	1-2	L	6,500	Brave
Aura	2	1d12	x2	8	A	1-2	L	3,000	—
Dominions	3	2d4	x3	7	A	2-3	L	7,000	Abuse
Thrones	3	2d6	x2	10	A	1-2	L	7,000	Superior
Cherubim	2	1d10	x2	9	A	1-4	L	6,500	Rattling
Heaven	Inf	2d8	x3	7	S	1-2	L	—	Legendary, +5 SKL
Seraphim	Inf	2d6+4	x2	8	S	1-3	L	—	Legendary, Slayer (Dragons)
YHVH	Inf	3d8+6	x2	12	S	1-2	L	—	Legendary, Slayer (Monster)

Dark

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Dirge	Inf	1d6	—	5	E	1-2	D	150	—
Flux	5	1d8	x2	8	E	1-2	D	400	—
Cursed Dark	2	2d10	x2	18	E	1-2	D	2,000	Cursed
Nosferatu	4	1d10	x2	14	D	1-2	D	1,500	Absorb
Dark Eye	3	2d4	x2	6	D	1-2	D	1,200	Nonlethal
Waste	5	1d6+2	x2	4	D	1	D	950	—
Ruin	2	1d4+2	x4	6	D	1-2	D	3,000	Slayer (Flying)
Luna	3	2d6	x2	12	C	1-2	D	3,000	Savage
Jörmungandr	2	1d8+4	x2	15	C	1-2	D	3,000	Poison
Baal-berith	2	1d8	x3	10	C	1-2	D	3,600	Deadly
Demon Surge	3	2d6+5	x2	10	C	1-2	D	4,000	Rattling
Eclipse	2	—	—	12	B	3-10	D	5,000	Shade
Ars Goetia	3	2d4+6	x2	14	B	1-2	D	6,000	Brave
Ereshkigal	4	1d12	x2	12	B	1-3	D	6,400	Superior
Lopt	3	1d8+5	x2	15	B	1-2	D	6,200	Nauseating
Fenris	2	2d8	x2	18	A	1-2	D	3,000	—
Stone	2	—	—	15	A	1-3	D	5,000	Petrify
Carreau	3	1d8+8	x2	12	A	1-2	D	6,000	Achilles
Death	2	—	—	18	A	1-2	D	8,000	Weaken
Destruction	Inf	2d12	x2	12	S	1-2	D	—	Legendary, +5 MAG
Hell	Inf	2d4+8	x3	20	S	1-2	D/F	—	Legendary, Slayer (Magical)
Ragnarok	Inf	2d8+8	x2	18	S	1-2	D	—	Legendary, +5 DEF

Staff

Staves, if used as a weapon, only deal 1d4 damage with a crit of x2, and a range of 1. All staves can be used as weapons.

When attacking with a staff, attack as if it were a spell/tome.

Name	Uses	Heal	Rank	Range	Price	Special
Cure	Inf	5	E	1-2	150	Cures poison.
Heal	5	10 + (MAG / 2)	E	1	400	—
Mend	4	20 + (MAG / 2)	D	1	1,000	—
Unlock	2	—	D	1-2	600	Unlocks a door or chest as if it were a key
Torch	2	—	D	All	1,500	All allies are able to see in darkness
Fear			D			Enemy is afflicted with Fear for 3 rounds
Recover	2	All	C	1	2,000	—
Barrier	2	—	C	1	2,000	Grant an ally +7 RES for 3 rounds
Restore	2	—	C	1	2,000	Cure all ailments an ally is affected by
Hammerne	2	—	C	1	6,000	Restore 1 use to an allies' weapon
Robbery	3	—	C	1-4	4,000	Steal, as per the Thief 's skill
Watch	2	—	C	1-MAG	2,000	Ally is immune to blindness for 3 rounds
Freeze	2	—	C	1-2	3,500	Enemy has 0 MOV & -5 Defenses for 3 rounds
Psychic	3	10 + (MAG / 2)	B	1-MAG	4,000	—
Rescue	2	—	B	1-10	2,000	Teleport ally adjacent to you
Silence	2	—	B	1-10	5,000	Enemy is afflicted with Silence for 3 rounds
Berserk	2	—	B	1-MAG	5,000	Enemy is afflicted with Berserk for 3 rounds
Sleep	2	—	B	1-MAG	5,000	Enemy is unable to act for 3 rounds
Warp	2	—	A	1	8,000	Teleport ally 1-(MAG / 2) squares away
Fortify	2	10 + (MAG / 2)	A	1-10	8,000	—
Power	3	—	A	1-3	6,500	Increase an allies' damage by +5 for 3 rounds
Shell	3	—	A	1-3	6,500	Ally reduces 5 damage to them for 3 rounds
Holy Staff	1*	All	S	1	—	Legendary, Revive a dead ally

* This can only be used once ever before breaking.

Chapter 8: Items

Items are items which players can use or must be held in order to gain its benefits.

Players can have up to 5 Weapons/Items in their inventory.

Name	Uses	Price	Description
Vulnerary	3	300	Heals a small amount of HP.
Potion	3	1,500	Heals a moderate amount of HP.
Elixir	2	3,000	Heals a large amount of HP.
Stamina Regen	2	600	Recover a bit of Stamina.
Magic Regen	2	600	Recover a bit of Magic.
Recuva	1	10,000	Recovers all HP, Stamina, and Magic.
Lockpick	15	2,000	Allows thieves to bust doors/chests.
Second Seal	1	2,500	Reclasses the user.

Name: Vulnerary

Uses: 3 | **Price:** 300 Gold

Description: When used this heals the user for 10 HP.

Name: Potion

Uses: 3 | **Price:** 1,500 Gold

Description: When used this heals the user for 25 HP.

Name: Elixir

Uses: 2 | **Price:** 3,000 Gold

Description: When used this heals the user for 45 HP.

Name: Stamina Regen

Uses: 2 | **Price:** 600 Gold

Description: When used the user regains 4 Stamina points.

Name: Magic Regen

Uses: 2 | **Price:** 600 Gold

Description: When used the user regains 4 Magic points.

Name: Recuva

Uses: 1 | **Price:** 10,000 Gold

Description: When used the user regains all HP, Stamina, and Magic points.

Name: Lockpick

Uses: 15 | **Price:** 2,000 Gold

Description: Thieves, Rogues, and Assassins only. This is a Complex action and allows them to unlock a lock on a door, chest, or disable a trap.

Name: Second Seal

Uses: 1 | **Price:** 2,500 Gold

Description: When used the user changes their class to one of their available reclass options.

Chapter 9: Abilities

Abilities is a blanket term for powers which you gain as you progress in level that aid in combat in one way shape or form. These come in three varieties, Knacks, Maneuvers, and Spells.

Knacks are abilities which every character can perform so long as they meet the prerequisites. They do not need to be taken, as all characters inherently know them when meeting the prerequisites.

Maneuvers are physical-related tasks and focus on melee/physical combat. It also includes more general abilities which *can* apply to magic users, however it is mostly geared towards physical characters.

Spells are magic-related tasks and focus on magical combat. There are some spells which physical characters may benefit from, however without investment most are tailored to spellcasters.

If a Maneuver is used as an attack, it goes against Physical Defense. Spells go against Magical Defense. Maneuvers use Stamina, Spells use Magic Points.

Knacks

Name	Type	Cost	Prerequisites	Description
Detect Magic	MP	—	MAG 2+	Detect Magic in an area.
Magical Spark	MP	—	Anima E	Send a small spark of arcane energy.
Mercy	SP	—	—	Deal nonlethal damage.
Minor Creation	MP	—	MAG 6+	Create some minor objects.
Minor Shadow	MP	—	Dark E	Send a small dark shadow.
Minor Sunray	MP	—	Light E	Send a minor ray of holy light.
Run	SP	1	—	Move double your speed.
Sound	MP	—	MAG 4+	Create minor sounds.
Thieves' Cant	None	—	Thief, Rogue, or Assassin	Can communicate using a cant.

Name: Detect Magic

Cost: N/A

Prerequisites: N/A

Description: This spell is always active for spellcasters. It can detect if there is any magic present within an 18 square radius. This can alert a spellcaster of an invisible or potentially hiding enemy, but does not reveal their position.

Name: Magical Spark

Type: Magic

Cost: N/A

Prerequisites: Anima E Rank

Description: This creates a small jolt of arcane energy that has a Might of 1d3, critical multiplier of x2, and range of 1-2.

This can be Fire, Cold, Electricity, Wind, or Earth for damage.

Name: Mercy

Cost: N/A

Prerequisites: N/A

Description: You can choose to knock an opponent out with your attacks when they hit 0 HP rather than killing them.

Name: Minor Creation

Type: Magic

Cost: N/A

Prerequisites: Magic 6+

Description: This can be used to create small objects that serve small purposes such as door blockers, nails, or small hammers. These objects last for 1 minute and cannot be used to harm people.

Name: Minor Shadow

Type: Magic

Cost: N/A

Prerequisites: Dark E Rank

Description: This creates a small shadow of dark energy that has a Might of 1d3, critical multiplier of x2, and range of 1-2.

Name: Minor Sunray

Type: Magic

Cost: N/A

Prerequisites: Light E Rank

Description: This creates a small ray of holy energy that has a Might of 1d3, critical multiplier of x2, and range of 1-2.

Name: Run

Type: Stamina

Cost: 1

Prerequisites: N/A

Description: This allows the user to move twice on their turn however they are unable to attack if they do this.

Name: Sound

Type: Magic

Cost: N/A

Prerequisites: Magic 4+

Description: This allows the user to create illusory sounds. This can allow the use of Deception checks to fool people into believing the sounds are real.

Name: Thieves' Cant

Type: N/A

Cost: N/A

Prerequisites: Thief, Rogue, or Assassin

Description: This enables all allies within the party of the thief to communicate with the Thieves' Cant. This includes a series of nonsense words from other languages re-purposed for the cant. In addition to this, the cant also includes communication through knocks and whistles.

Each party has a different cant that they learn, and unless the Thief makes a Linguistic check DC 20 they cannot understand other thieves' cants.

Maneuvers

Name	Cost	Prerequisites	Description
Accurate Heft	—	—	Use your Strength for accuracy.
Astral Strikes	5	Any A Rank	Make five attacks at half damage each.
Brave Stance	—	Unarmed B Rank	Gain “Brave Weapon” like qualities.
Bull’s Stance	4	STR 14+, Any A Rank	Add Strength to damage.
Cheetah’s Stance	4	SPD 14+, Any A Rank	Add Speed to damage.
Combat Healer	1	Heal trained	Help an ally recover some HP.
Curved Shot	1	Bow D Rank	Make an accurate bow attack.
Dangerous Rebuttal	—	SPD 10+, TL 5+	Always strike first while under half HP.
Defensive Gunfire	3	Firearm C Rank	Grant self a defense bonus with weapon.
Duelist’s Blade	2	Sword C Rank	Temporarily increases damage if doubling.
Eagle Eye	1	Awareness trained	Gain a bonus to hit against enemies.
Fake-Out Gambit	2	Any C Rank	Ignore the opponent’s terrain bonuses.
Feint	1	Deception trained	Negate an enemies’ speed through deception.
Ferocity Swipe	2	Lance C Rank	So long as you go last, gain a bonus to-hit.
Finesse	—	SPD 13+, TL 5+	Use SPD instead of STR for damage.
Flash of Inspiration	6	Any S Rank	Automatically hit on an attack with no roll.
Follow	1	—	Follow an enemy if they move away.
Follow-up Attack	1	—	Double attack, even if you’re unable to.
Grapple Technique	2	Unarmed D Rank	Grapple opponents on a regular attack.
Headshot	3	Firearm B Rank	Add Slayer (Monster) to this weapon.
Hexblade	3	No spells/tomes, TL 15+	Add Slayer (Magic) to a weapon for rounds.
Hit and Run	1	Lance D Rank	After making an attack, move 1 sq. back.
Improved Puncture	—	Puncture, TL 5+	Gain an increased to-hit after a critical hit.
Intense Swing	3	Axe C Rank	Enemies hit by this attack are less accurate.
Jump Away	1	Acrobatics trained	Move while out of turn.
Killer Stance	—	Unarmed C Rank	Gain “Killer Weapon” like qualities.
Many Shot	2	Bow C Rank	Make three attacks at a large penalty.
Martial Arts	—	—	Use your unarmed strikes as a weapon.
Mercy	—	—	Stop your attack from killing an enemy.
Mounted Charge	4	Mounted unit, TL 12+	Add double squares moved as bonuses.
No Escape	2	SPD 8+	Enemies trying to move away get hit.
Pass	—	SPD 16+	Move through enemy squares freely.
Puncture	—	—	Gain increased damage on a critical hit.
Rebuttal	1	SPD 10+	Strike first if an opponent attacks you.
Riposte	—	SPD 12+	Make a free attack if you’re hit.
Staying Strike	3	Axe B Rank	Enemies hit by this are unable to move.
Target Shot	2	Firearm D Rank	Deal a penalty to attack or movement.
Tiger Stance	4	SKL 14+, Any A Rank	Add Skill to damage.
Trip Technique	2	Unarmed D Rank	Trip opponents on a regular attack.
Weapon Focus	—	—	Gain a bonus to-hit with a weapon.
Weapon Master	—	Weapon Prodigy, TL 35+	Weapon doesn’t reduce uses.
Weapon Prodigy	—	Weapon Specialization	Increase your bonuses further.
Weapon Specialization	—	Weapon Focus	Gain a bonus to damage with a weapon.
Weapon Training	—	—	Gain a minor proficiency in a single weapon.
Wrath Strike	1	Sword or Axe D Rank	Make a powerful attack.

Name: Accurate Heft
Cost: N/A
Prerequisites: N/A
Description: Instead of using Skill, use Strength for to-hit.

Name: Astral Strikes
Cost: 5
Prerequisites: Any A Rank
Description: As a Complex action you can use this ability. This allows you to make five separate attacks in one action against an opponent, and for each one that hits the opponent takes half the regular damage that would be dealt.

Brave weapons add an additional attack to this, making it six attacks. Abilities that give a character additional attacks besides Brave do not stack with Astral Strikes.

Name: Brave Stance
Cost: N/A
Prerequisites: Unarmed B Rank
Description: As a Simple action you can apply the Brave quality to your unarmed strikes. While this is active you can't have another "Stance" Maneuver active.

Name: Bull's Stance
Cost: 4
Prerequisites: Strength 14+, Any A Rank
Description: As a Simple action you can add Strength to damage. This is on top of the normal addition of Strength to damage. This Stance is active for 5 rounds before it needs to be reinstated. While this is active you can't have another "Stance" Maneuver active.

Name: Cheetah's Stance
Cost: 4
Prerequisites: Speed 14+, Any A Rank
Description: As a Simple action you can add Speed to damage. This is on top of the normal addition of Strength to damage. This Stance is active for 5 rounds before it needs to be reinstated. While this is active you can't have another "Stance" Maneuver active.

Name: Combat Healer
Cost: 1
Prerequisites: Heal trained
Description: As a Complex action this can be used to heal an adjacent ally or yourself for 8 HP.

Name: Curved Shot

Cost: 1

Prerequisites: Bow D Rank

Description: As a Complex action you can make a single accurate bow attack. This attack is made with a +5 bonus to-hit. Brave weapons and other abilities which grant extra attacks still grant an additional attack, but these additional attacks do not gain the +5 bonus.

Name: Dangerous Rebuttal

Cost: N/A

Prerequisites: Speed 10+, Total Level 5+

Description: When under half HP, you always strike first even if the opponent's Speed is higher. If both you and the opponent have this Maneuver, its effect is negated.

Name: Defensive Gunfire

Cost: 3

Prerequisites: Firearm C Rank

Description: As a Simple action you can use this ability to grant yourself a +4 bonus to Physical Defense. This lasts for 3 rounds.

Name: Duelist's Blade

Cost: 2

Prerequisites: Sword C Rank

Description: If you double attack on your turn, you can use this Maneuver to gain a +4 bonus to damage for both attacks. This only comes into effect if your Speed is high enough to double, and does not work if you have a Brave weapon and cannot double attack.

Name: Eagle Eye

Cost: 1

Prerequisites: Awareness trained

Description: Use this ability to gain a +2 on attack rolls for this turn.

Name: Fake-Out Gambit

Cost: 2

Prerequisites: Any C Rank

Description: Use this ability to negate an opponent's terrain bonuses for your attacks this turn.

Name: Feint

Cost: 1

Prerequisites: Deception trained

Description: Make a Deception check as a Complex action with a DC equal to the opponent's Physical Defense. On a successful hit, the opponent loses their Speed as a bonus to Physical Defense for your next attack.

Name: Ferocity Swipe

Cost: 2

Prerequisites: Lance C Rank

Description: If you go last when being attacked by an opponent due to them having a higher Speed, you can use this ability to gain a +4 bonus to hit.

Name: Finesse

Cost: N/A

Prerequisites: Speed 13+, Total Level 5+

Description: Instead of Strength you use Speed for damage.

Name: Flash of Inspiration

Cost: 6

Prerequisites: Any S Rank

Description: As a Simple action you can use this ability to automatically hit on your next attack without the need to roll. This attack cannot critically hit, even if abilities which make an attack automatically critically hit are used.

Name: Follow

Cost: 1

Prerequisites: N/A

Description: Use this ability to follow an opponent if they move out of melee range with you. You can move 1 square, or pay more in order to move additional squares to a maximum of your normal movement speed. (For example, an Assassin using this ability would spend 6 SP in order to follow the opponent for 6 squares.)

Name: Follow-Up Attack

Cost: 1

Prerequisites: N/A

Description: You can use this ability to double attack on your turn, even if you wouldn't be able to. Your opponent still is able to double attack if they'd normally be able. This cannot be used with Brave weapons.

Name: Grapple Technique

Cost: 2

Prerequisites: Unarmed D Rank

Description: You can use this ability to apply the Grappled condition to any opponents hit by you on attacks you make this round.

Name: Headshot

Cost: 3

Prerequisites: Firearm B Rank

Description: You can use this ability to apply Slayer (Monsters) to your firearm for 5 rounds. In addition to this, against non-monsters you gain a +4 to damage for aiming for the head.

Name: Hexblade

Cost: 3

Prerequisites: No spells, No Tome proficiency, Total Level 15+

Description: You can use this ability to apply Slayer (Magic) to your weapon for 5 rounds.

Name: Hit and Run

Cost: 1

Prerequisites: Lance D Rank

Description: After making an attack with your Lance you can choose to use this ability to move 1 square back.

Name: Improved Puncture

Cost: N/A

Prerequisites: Puncture, Total Level 5+

Description: After you critically hit an opponent you gain a +4 bonus to-hit on your next attack. This supersedes the original bonus from Puncture.

Name: Intense Swing

Cost: 3

Prerequisites: Axe C Rank

Description: You can use this ability after successfully hitting an opponent with an axe attack. This opponent takes a penalty to-hit equal to half your level for 2 rounds.

Name: Jump Away

Cost: 1

Prerequisites: Acrobatics trained

Description: You can use this ability in order to move out of turn. This ability must be used before you make your movement and not on your turn, and you can only move up to half your move speed.

Name: Killer Stance

Cost: N/A

Prerequisites: Unarmed C Rank

Description: As a Simple action you can apply the Deadly quality to your unarmed strikes, and increase your unarmed strike's critical multiplier by x1 (increasing it effectively to x3). While this is active you can't have another "Stance" Maneuver active.

Name: Many Shot

Cost: 3

Prerequisites: Bow C Rank

Description: As a Complex action you can make three attacks using your bow all at once. Make three attack rolls which take a -10 to-hit. Total the damage of all three bow attacks before applying defensive bonuses or damage reducing effects.

Name: Martial Arts

Cost: N/A

Prerequisites: N/A

Description: You are able to use your unarmed strikes as a weapon. Unarmed strikes are outside of the weapon triangle, and can be used by any character - even without this maneuver. This maneuver makes unarmed combat easier for the recipient.

Characters receive E Rank in Unarmed, and their proficiency in Unarmed does not raise beyond C unless they are a Brawler or Pugilist.

Because unarmed strikes are unable to break and have a weight of 0, they tend to be weaker than due to their lack of special abilities.

Unarmed

Name	Uses	Might	Crit	Weight	Rank	Range	Type	Price	Special
Untrained Unarmed	—	1d4	—	0	—	1	B	—	—
Unarmed Strikes	—	1d6	x2	0	E	1	B	—	—
Trained Unarmed	—	1d8	x2	0	D	1	B	—	—
Skilled Unarmed	—	1d8+1	x2	0	C	1	B	—	—
Superior Unarmed	—	1d8+2	x2	0	B	1	B	—	—
Master Unarmed	—	1d10+1	x2	0	A	1	B	—	—
Mighty Unarmed	—	1d12+2	x2	0	S	1	B	—	—

Name: Mounted Charge

Cost: 4

Prerequisites: Mounted units, Total Level 12+

Description: You can use this ability before moving in order to designate an opponent. You move up to this opponent and make a single attack, adding double the amount of squares you moved as a bonus to-hit and damage. You must move in a straight line to use this ability.

Name: No Escape

Cost: 2

Prerequisites: Speed 8+

Description: If an enemy within your melee range moves outside of your melee range, you can use this ability to make an attack against the opponent moving away, and the opponent cannot retaliate.

Name: Pass

Cost: N/A

Prerequisites: Speed 16+

Description: You can move through enemy squares freely as if they were allied squares. You cannot however end your turn on an enemy or allies' square as normal. This maneuver negates the No Escape maneuver.

Name: Puncture

Cost: N/A

Prerequisites: N/A

Description: After you critically hit an opponent you gain a +2 bonus to-hit on your next attack.

Name: Rebuttal

Cost: 1

Prerequisites: Speed 10+

Description: You can use this ability to strike first if an opponent attacks you, similar to Dangerous Rebuttal. If an opponent has Dangerous Rebuttal and is under half HP, they go first instead. Against another opponent with Rebuttal, its effects are negated.

Name: Riposte

Cost: N/A

Prerequisites: Speed 12+

Description: If you are successfully hit by a melee attack, the opponent takes half the damage they dealt to you back at them if you're able to hit their Physical or Magical Defense (depending on your weapon). Use your weapon's attack roll for this. This does not work against bows, firearms, or tomes.

Name: Staying Strike

Cost: 3

Prerequisites: Axe B Rank

Description: You can use this ability before you make an attack. Your next attack reduces an opponent's movement to 0 if it hits. This makes the opponent incapable of moving on their own. This lasts for 1 round.

Name: Target Shot

Cost: 2

Prerequisites: Firearm D Rank

Description: You can use this ability before you make an attack against an opponent and choose the arms or the legs for this attack. If the attack hits it deals a penalty to the opponent. If it hits the arms they take a -4 to attack for 1 round. If it hits the legs it reduces movement by 3 for 1 round.

Name: Tiger Stance

Cost: 4

Prerequisites: Skill 14+, Any A Rank

Description: As a Simple action you can add Skill to damage. This is on top of the normal addition of Strength to damage. This Stance is active for 5 rounds before it needs to be reinstated. While this is active you can't have another "Stance" Maneuver active.

Name: Trip Technique

Cost: 2

Prerequisites: Unarmed D Rank

Description: You can use this ability to apply the Grappled condition to any opponents hit by you on attacks you make this round.

Name: Weapon Focus

Cost: N/A

Prerequisites: N/A

Description: Choose a weapon group you have proficiency in. You gain a +1 to-hit with weapons of this group.

Name: Weapon Master

Cost: N/A

Prerequisites: Weapon Prodigy, Total Level 35+

Description: Weapons you own do not reduce their uses (including staves). This doesn't affect single use weapons/staffs (such as the Holy Staff).

Name: Weapon Prodigy

Cost: N/A

Prerequisites: Weapon Specialization

Description: Double the Weapon Focus and Weapon Specialization bonuses.

Name: Weapon Specialization

Cost: N/A

Prerequisites: Weapon Focus

Description: Choose a weapon group you have proficiency in. You gain a +2 to damage with weapons of this group.

Name: Weapon Training

Cost: N/A

Prerequisites: N/A

Description: Choose a weapon group you do not have proficiency in. This cannot be used on Unarmed (see Martial Arts). You proficiency in that weapon group, and this weapon group's proficiency is two below the maximum weapon rank you can use (minimum of E Rank).

Name: Wrath Strike

Cost: 1

Prerequisites: Sword or Axe D Rank

Description: Gain a +1d6 on your next attack's damage roll. This lasts for 3 rounds or until the next attack you make hits.

Spells

Name	Cost	Prerequisites	Description
Beyond Toughness	5	MAG 20+, Any Tome A Rank	Grant yourself or an ally bonus HP.
Blood Splinter	3	Dark C Rank	Cause an opponent's blood to splinter out.
Corpse Bomb	3	Dark C Rank	Cause a corpse to explode, dealing damage.
Cursed Aura	2	Dark C Rank	Create an aura that reduces defenses.
Dark Poison	2	Dark D Rank	Poison a target with dark magic.
Dark Strike	1	Dark E Rank	Send out a small bolt of dark energy.
Earth Barrier	4	Anima B Rank	Create a stone wall that occupies a square.
Elemental Bolt	1	Anima E Rank	Send out a small bolt of elemental energy.
Elemental Purge	6	Anima S Rank	Deal immense elemental damage.
Energy Immunity	5	MAG 15+, TL 20+	Grant yourself or an ally energy immunity.
Fly	2	MAG 10+	Grant a temporary Flying type.
Force Armor	1	Any D Rank	Grant yourself or an ally a magic armor.
Force Shield	1	Any D Rank	Grant yourself or an ally a magic shield.
Gold Bullet	—	—	Use gold pieces as a weapon.
Holy Spark	1	Light E Rank	Send out a small bolt of holy energy.
Immunize	3	MAG 14+ or Staff C Rank	Negate certain status conditions.
Invisibility	4	MAG 14+, Stealth trained	Become invisible and unable to be targeted
Laughter Fits	1	—	Prevent an opponent from drinking potions.
Long Shot	3	Any Tome C Rank	Give a bow a longer range for a time.
Magic Blade	1	MAG 8+, Sword Proficiency	Give yourself a temporary magic sword.
Magic Buster	4	Any Tome B Rank	Reduce an opponent's tome or staff uses.
Magic Drain	1	MAG 8+	Make an attack to absorb stamina.
Mass Heal	3	Staff C Rank	Heal all allies in a radius with a staff.
Mountaineer	2	MAG 10+	Grant temporary Mountain Stride.
Omnicide	6	MAG 18+, TL 25+	Deal immense damage to an opponent.
Paralysis	6	Any S Rank	Paralyze an opponent.
Plummet	4	Any Tome B Rank	Do an attack with Slayer (Flying)
Radiance	3	Light C Rank	Prevent an opponent from attacking you.
Raise Dead	6	Light S Rank	Revive an ally from the dead.
Redirect	2	—	Cause an opponent's attack to hit another.
Safe Haven	2	Light D Rank	Allies in a radius gain bonuses.
See Invisibility	4	MAG 14+, Aware trained	Able to see invisible foes.
Silence	2	—	Negate all sound, to grant a bonus to Stealth.
Slay	6	Dark S Rank	Kill an enemy instantly.
Spell Reflection	4	Any Tome B Rank	Cause an enemies' spell to reflect.
Stamina Drain	1	MAG 8+	Make an attack to absorb magic.
Swim	2	MAG 10+	Grant temporary Water Stride.
Thrown Weapon	1	Any D Rank	Increase a melee weapon's range by 1 square.
Tome Line	4	MAG 12+, Any Tome B Rank	Use a tome in a line attack.
Tome Radius	4	MAG 12+, Any Tome B Rank	Use a tome in a radius attack.
Weapon Buster	4	Any Tome B Rank	Reduce an opponent's weapon uses.
Wind Blast	3	Anima C Rank	Trip a foe with a gust of wind.
Woodsman	2	MAG 10+	Grant temporary Forest Stride.
Wreath of Elements	2	Anima D Rank	Enemies who hit you take some damage.

Name: Beyond Toughness

Cost: 5

Prerequisites: Magic 20+, Any Tome A Rank

Description: As a Complex action you can cast this spell on yourself or an adjacent ally. The one affected by this spell gains a number of bonus HP equal to your Total Level (maximum of +40 HP). This lasts until the end of combat, or until the bonus HP has been completely depleted (it is subtracted first from health before regular HP).

Name: Blood Splinter

Cost: 3

Prerequisites: Dark C Rank

Description: As a Complex action you can attack an opponent within a 1-2 range with this, and it targets Magical Defense. This spell causes the target's blood to harden and shoot from their veins like miniature spears. On a successful hit the opponent takes 4d6 + 1/2 MAG in cold damage and the target is fatigued.

Name: Corpse Bomb

Cost: 3

Prerequisites: Dark C Rank

Description: As a Complex action you can target a corpse within 1-4 range. This does not require an attack roll to hit the corpse, however when the corpse explodes you make an attack against their Magical Defense. This deals 3d6+6 slashing damage on a hit.

Name: Cursed Aura

Cost: 2

Prerequisites: Dark C Rank

Description: As a Simple action you can activate an aura around you. All allies and enemies (excluding yourself) take a -4 to Physical and Magical Defense.

Name: Dark Poison

Cost: 2

Prerequisites: Dark D Rank

Description: As a Complex action you can target an enemy within a 1-2 range with this spell. On a successful hit against the opponent, they are Poisoned.

Name: Dark Strike

Cost: 1

Prerequisites: Dark E Rank

Description: As a Complex action you can target an enemy within a 1-2 range with this spell. On a successful hit they take 1d6+3 points of dark damage.

Name: Earth Barrier

Cost: 4

Prerequisites: Anima B Rank

Description: As a Complex action you can use this spell in order to create a stone barrier that occupies a single square within 1-6 squares of you. This wall is impassable (except by Flying units) and must be broken. The wall has 25 HP, and a 0 in both Physical and Magical Defense.

Name: Elemental Jolt

Cost: 1

Prerequisites: Anima E Rank

Description: As a Complex action you can use this spell against an opponent within 1-2 squares of you. On a successful hit this deals 1d6+2 damage of a single arcane element of your choice.

Name: Elemental Purge

Cost: 6

Prerequisites: Anima S Rank

Description: As a Complex action you can use this spell against an opponent within 1-3 squares of you. On a successful hit this deals 6d12+20 damage of a single arcane element of your choice.

Name: Energy Immunity

Cost: 5

Prerequisites: Magic 20+, Total Level 20+

Description: As a Complex action you can grant yourself or an adjacent ally immunity to a single arcane element for 5 rounds. This spell cannot be used multiple times on the same target.

Name: Fly

Cost: 2

Prerequisites: Magic 10+

Description: As a Complex action you can use this spell to grant yourself or an adjacent ally the Flying type. This comes with all of the positives such as all terrain being traverse-able, and all of the negatives such as being affected by Slayer (Flying) effects. This lasts for 5 rounds. If you end your turn on a square you wouldn't normally be allowed to remain on you are shunted to the nearest square you can occupy. GMs can apply appropriate penalties for this.

Name: Force Armor

Cost: 1

Prerequisites: Any D Rank

Description: As a Complex action you can use this spell on yourself or an adjacent ally. This grants you or the ally a +4 bonus to Physical Defense for 3 rounds.

Name: Force Shield

Cost: 1

Prerequisites: Any D Rank

Description: As a Complex action you can use this spell on yourself or an adjacent ally. This grants you or the ally a +4 bonus to Magical Defense for 3 rounds.

Name: Gold Bullet

Cost: N/A

Prerequisites: N/A

Description: You can make attacks, sacrificing 1 gold per use of this attack. This attack goes against Magical Defense, and deals 1d6+1 bludgeoning damage at a range of 1-2.

Name: Holy Spark

Cost: 1

Prerequisites: Light E Rank

Description: As a Complex action you can use this spell against an opponent within 1-2 range. On a successful hit the opponent takes 1d6+1d4 points of light damage.

Name: Immunize

Cost: 3

Prerequisites: Magic 14+, Staff C Rank

Description: As a Complex action you can use this spell on yourself or an adjacent ally. You or your ally is immune to the effects of poison, berserk, paralyzed, fatigue, and damned. If any one of these effects are on you when this spell is cast upon you, they immediately end.

Name: Invisibility

Cost: 4

Prerequisites: Magic 14+, Stealth trained

Description: As a Complex action you can use this spell on yourself or an adjacent ally. You or your ally turn invisible, and while invisible you are unable to be seen by anyone without *See Invisibility* or similar effects and cannot be targeted by anything so long as you remain out of sight. This grants a +40 bonus to Stealth checks, and lasts for 5 rounds or until you attack an opponent.

Name: Laughter Fits

Cost: 1

Prerequisites: N/A

Description: As a Complex action you can use this spell against an opponent within 1-2 range. On a successful hit the opponent is stricken with intense laughter and cannot use any potions or use voice-based effects. This lasts for 3 rounds.

Name: Long Shot

Cost: 3

Prerequisites: Any Tome C Rank

Description: As a Complex action you can use this spell on a bow within your possession or the possession of an adjacent ally. This bow receives a +1 to range (a 2 range bow is now 2-3, a 2-3 bow is now 2-4, and so on). This lasts until the end of the encounter.

Name: Magic Blade

Cost: 1

Prerequisites: Magic 8+, Sword Proficiency

Description: As a Simple action you can summon a magic sword. This sword functions as an Iron Sword and lasts for a number of rounds equal to half Magic. Only you can wield this sword while it is active.

Name: Magic Buster

Cost: 4

Prerequisites: Any Tome B Rank

Description: As a Complex action you can use this spell against an opponent within 1-3 range. On a successful hit the opponent's tome or staff decreases its uses by 1. If this would reduce it's uses to 0, it immediately breaks and is unusable. This can only affect it within the same combat once. Legendary Weapons are immune to this.

Name: Magic Drain

Cost: 1

Prerequisites: Magic 8+

Description: As a Complex action you can use this spell against an opponent within 1-2 range. On a successful hit you steal 1d4 points of the opponent's Magic Pool and absorb it into your own.

Name: Mass Heal

Cost: 3

Prerequisites: Staff C Rank

Description: As a Complex action you can use modify your staff with this spell and use it. The staff affects all allies within a 4 square radius of you. This does not affect the Holy Staff, or staffs which affect enemies.

Name: Mountaineer

Cost: 2

Prerequisites: Magic 10+

Description: As a Complex action you can use this spell on yourself or an ally to grant Mountain Stride for 5 rounds.

Name: Omnicide

Cost: 6

Prerequisites: Magic 18+, Total Level 25+

Description: As a Complex action you can use this spell against an opponent within 1-4 range. On a successful hit the opponent takes 40 untyped damage.

Name: Paralysis

Cost: 6

Prerequisites: Any S Rank

Description: As a Complex action you can use this spell against an opponent within 1-2 range. On a successful hit the opponent is paralyzed for 3 rounds.

Name: Plummets

Cost: 4

Prerequisites: Any Tome B Rank

Description: As a Complex action you can use this spell against a Flying enemy unit within 1-2 range. This attack has the Slayer (Flying) property. On a successful hit this spell deals 3d6+1d8 points of wind damage.

Name: Radiance

Cost: 3

Prerequisites: Light C Rank

Description: As a Complex action you can cast this spell on yourself. So long as you have not initiated an attack against an opponent (counter attacking does not count towards this) opponents can't attack you. This lasts for 3 rounds.

Name: Raise Dead

Cost: 6

Prerequisites: Light S Rank

Description: As a Complex action you can use this spell on an adjacent deceased ally who has not been dead longer than a day. This revives the ally at 1 HP. The same person cannot be revived twice, ever, unless by the action of a deity.

Name: Redirect

Cost: 2

Prerequisites: N/A

Description: If an opponent makes an attack against you, you can use this spell to change the target square of the opponent's attack (within their range). This can be used to redirect attacks into hitting the opponent's allies.

Name: Safe Haven

Cost: 2

Prerequisites: Light D Rank

Description: As a Complex action you can use this spell on yourself in order to create a 3 square radius. All allies within this radius (including you) receive a +2 bonus to Physical and Magical Defenses, and gain a +1 to attack and damage. This lasts for 3 rounds.

Name: See Invisibility

Cost: 4

Prerequisites: Magic 14+, Awareness trained

Description: As a Complex action you can use this spell on yourself or an adjacent ally in order to see invisible enemies. Enemies who are invisible are highlighted by a bright and colorful aura with this vision, and their +40 bonus to Stealth is negated against you, with you also gaining a +5 bonus to Awareness in order to see them if they're in Stealth. This lasts for 3 rounds.

Name: Silence

Cost: 2

Prerequisites: N/A

Description: As a Complex action you can use this spell to create a 4 square aura around you where sound ceases to function. Everyone (including you) within the aura is unable to cast spells (but you can still use tomes), talk, or other things which may require a voice. This also grants a +5 bonus to Stealth checks for those within the aura. This lasts for 3 rounds.

Name: Slay

Cost: 6

Prerequisites: Dark S Rank

Description: As a Complex action you can use this spell against an opponent within 1-2 range. On a successful hit the opponent takes 8d10+10 points of dark damage. If the opponent's level is lower than your own, they immediately die on a successful hit instead (this also counts as dark damage for those immune).

Name: Spell Reflection

Cost: 4

Prerequisites: Any Tome B Rank

Description: If you are being attacked by an enemies' spell and they are of a lower level than you, you can use this spell to instantly reflect their spell back at them. If they are of equal or greater level, you instead halve any damage the attack may deal.

Name: Stamina Drain

Cost: 1

Prerequisites: Magic 8+

Description: As a Complex action you can use this spell against an opponent within 1-2 range. On a successful hit you steal 1d4 points of the opponent's Stamina Pool and absorb it into your own.

Name: Swim

Cost: 2

Prerequisites: Magic 10+

Description: As a Complex action you can use this spell on yourself or an ally to grant Water Stride for 5 rounds.

Name: Thrown Weapon

Cost: 1

Prerequisites: Any D Rank

Description: As a Complex action you can use this spell on a melee weapon within your possession or the possession of an adjacent ally. This weapon receives a +1 to range (a 1 range is now 1-2). This only affects 1 (aka melee) range weapons and lasts until the end of the encounter.

Name: Tome Line

Cost: 4

Prerequisites: Magic 12+, Any Tome B Rank

Description: This can be used when making an attack with a tome to change it from a single target effect to instead target a 4 square line and making separate attacks against those within the line.

Name: Tome Radius

Cost: 4

Prerequisites: Magic 12+, Any Tome B Rank

Description: This can be used when making an attack with a tome to change it from a single target effect to instead target a 4 square radius and making separate attacks against those within the radius.

Name: Weapon Buster

Cost: 4

Prerequisites: Any Tome B Rank

Description: As a Complex action you can use this spell against an opponent within 1-3 range. On a successful hit the opponent's weapon decreases its uses by 1. If this would reduce it's uses to 0, it immediately breaks and is unusable. This can only affect it within the same combat once. Legendary Weapons are immune to this.

Name: Wind Blast

Cost: 3

Prerequisites: Anima C Rank

Description: As a Complex action you can create a 3 square line of wind and make an attack against all within the line. On a successful hit the opponents within the line are Tripped.

Name: Woodsman

Cost: 2

Prerequisites: Magic 10+

Description: As a Complex action you can use this spell on yourself or an ally to grant Forest Stride for 5 rounds.

Name: Wreath of Elements

Cost: 2

Prerequisites: Anima D Rank

Description: As a Simple action you can use this spell to surround yourself with the blazing inferno of a single arcane energy type. For 3 rounds enemies who hit you in melee combat take 4 points of that energy's damage.

Chapter 10: Open Gaming License

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