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Lionheart Tactical Manual [EARLY ACCESS]

Lionheart Tactical Manual [PUBLIC ALPHA]

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This playtest document presents a collection of new material to playtest for Purdue Fantasy Club, including the following options:

Back to School! Every Warrior School has had their constituent skills polished and improved.

New Skills. This document introduces all-new Passive and Activated skills which guide players along certain playstyles for each school. Read about the playstyles below.

Improved Warrior Core. Many of the essential damage skills from the past School of the Wolverine have been moved to Warrior Core, alongside the former Marine Core skills, granting a more solid and viable core for all Warriors.

School of the Wolverine. Powerful DPS warriors focused on overwhelming damage and heavy, strong hits, at the expense of their defense.

School of the Bear. The same tank as they have always been, now buffed up to provide an improved ability to draw enemy ire and protect their party. Moved from a DV defensive system to one more focused on DR and DP.

School of the Wolf. A martial support class, specialized in granting extra *skill* damage. Skills have been streamlined for more powerful, relevant effects and easier use.

School of the Hawk. Took the "crit-fisher" playstyle in an expanded direction, offering multiattack potential and heavily improved utility.

School of the Dragon. Reworked into an anti-magic tank, providing peerless utility when it comes to withstanding and punishing enemy spellcasters.

School of the Gorilla. Ported over from old Marines' Brawler, a multiattack-focused DPS school featuring the ability to attack a *stunning* amount of times, as well as improved grappling ability.

Blue Highlighted material denotes a new addition to an existing skill or ability.

Yellow Highlighted material denotes a modified version of an existing skill or ability.

Feedback Survey Link

Please provide any feedback in the thread linked under this document in the [*#public-playtesting-pipeline*](#) channel, in our official Discord.

This is *Early Access* Material

Early Access (or **Beta**) status is given to material that has been reviewed by the Approvals and New Materials team, and can be used for explicit playtest games or campaigns. Players should always ask if the GM will allow *Early Access* material. Characters with this material are considered *Playtesting* status, so it is always recommended to "branch" off a copy of your character if choosing to learn or use this material. One copy can be under playtesting while the other copy is the official one in the PFC. It is the player's responsibility to keep track of EXP, Gold, and Items on both copies of the character.

Feedback. The best way for you to give us feedback on this material is in the survey we'll release alongside this document. If we decide to make this material official, it will be refined based on your feedback, and then it will appear in a compiled guidebook edition, or in a supplement book.

Power Level. The character options you read here might be more or less powerful than options in the *PFC: Player's Guidebook*. If a design survives playtesting, we may adjust its power to the desirable level before official publication. This means an option could be more or less powerful in its final form

"War has set our world aflame. Between the trenches and across no-man's-land, new tactics have emerged; out of genius and necessity both. This document contains a collection of the Lionheart Alliance's best documented and most used strategies. Learn them, and use them well."

-- Gwendolyn Young, Paladin of the Kings' Guard

Playtesting Color Code

Green Highlighted material denotes a completely new addition to the system.

Warriors

A lizard in shining plate armor steadies her shield before charging toward the massed goblins. An elf behind her, clad in studded leather armor, fires arrow after arrow from his longbow. The orc nearby shouts orders, helping the two combatants coordinate their movements and attacks.

All of these heroes are warriors, perhaps the most diverse background of adventurers on Jaern and Cahyali. Warriors fight with an unparalleled mastery with weapons and armor, and a thorough knowledge of the skills of combat.

Creating a Warrior

As you build your warrior, think about two related elements of your adventurer's backstory: Where did you train, and what sets you apart from other fighters?

You might have formally trained in a noble's army or in a local militia. You may be fighting for a cause greater than your own, perhaps as the paladin of a faith, or as a pawn in a larger war. Your modifier costs are:

200 200 200

Quick Build

You can make a warrior quickly by following these suggestions. First, make CSE your highest attribute score. Your next-highest score should be STR or PER for melee or ranged warriors, respectively. If you intend on joining the School of the Dragon, you should choose PWR as your second-highest score. For a melee (combat) warrior, choose the Brutal perk. For a ranged warrior, choose the Marksmen perk for either *Bows (W)* or *Versatile Linear Weapons (W)*.

Warrior Schools

Warriors may select to follow a school of combat, which grants them access to special skills and abilities. They buy all abilities from their schools at base, and abilities from other schools at double cost. All warriors receive **Core** skills and abilities at base cost.

The **School of the Wolverine** teaches reckless melee combat that allows warriors to become the most brutally efficient killers on the battlefield, at the cost of their personal safety. Left untouched, these warriors can easily wreak havoc among the enemy backline.

The **School of the Bear** teaches expertise in defensive combat and armor usage. These warriors are not only inhumanly tough, but also excel at defending their allies from all varieties of martial attacks.



The **School of the Wolf** teaches techniques that let the warrior assist their allies in combat. These warriors may not be the most dangerous on their own, but can grant a massive tactical advantage to their team.

The **School of the Hawk** teaches precision and swiftness in ranged combat. These warriors excel at determining an enemy's weak points and can score critical hits with frightening regularity.

The **School of the Dragon** teaches the harnessing of elemental magics. These warriors can unleash magical attacks that often parallel the destructive potential of a mage, while also protecting themselves from the magics of enemy spellcasters.

The **School of the Gorilla** has focused on buffing up and using their body as a weapon, including trained martial artists and rough-and-tumble tavern brawlers. They specialize in a flurry of small strikes; death by a thousand punches.

WARRIOR CORE SKILLS / SPECIALIZATIONS	ATTR	COST
Armor Handling (Athletics) ☆	STR	1000
Arson/Assassination (Stealth) ☆	INT/AGI	2000
Graceful Fighting (Unique / Special) ☆	COM	25
Horsemanship (Animal Handling)	CSE	500
Military Protocol (Lore)	CSE	300
Sprinting (Athletics)	AGI/STR	300
Tactics (Psychology) ☆	INT	400

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
C O R E	Ambidextrous (P)	AGI/4	500
	Artillery (W)	CSE	200
	Artillery Expert (P)	—	3000
	Axes (Mstr)	—	7500
	Bite (Mstr)	—	7500
	Bloodshed (M)	STR/PER	100
	Bows (Mstr)	—	7500
	Brawling (Mstr)	—	7500
	Charge (M)	STR	100
	Claws (Mstr)	—	7500
	Crossbows (Mstr)	—	7500
	Daggers (Mstr)	—	7500
	Defensive Maneuver (A)	CSE/4	600
	Flanking (M)	CSE	100
	Gunnery (Mstr)	—	7500
	Hammers (Mstr)	—	7500
	Handguns (Mstr)	—	7500
	Heavy Melee Weapons (W)	STR/CSE	200
	Heavy Ranged Weapons (W)	STR/CSE	200
	Hooves (Mstr)	—	7500
	Horns (Mstr)	—	7500
	Improvised Melee Weapons (W)	CSE	200
	Light Melee Weapons (W)	AGI/CSE	200
	Light Ranged Weapons (W)	AGI/CSE	200
	Nets (Mstr)	—	7500
	Oversized Melee (Mstr)	—	7500
	Oversized Ranged (Mstr)	—	7500
	Polearms (Mstr)	—	7500
	Rifles (Mstr)	—	7500
	Rope Weapons (Mstr)	—	7500
	Shotguns (Mstr)	—	7500
	Swords (Mstr)	—	7500

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
C O R E	Tactical Assault (P)	—	2000
	Tail (Mstr)	—	7500
	Thrown Weapons (Mstr)	—	7500
	Two Weapon Fighting (M)	STR/AGI	100
	Versatile Melee Weapons (W)	CSE	200
	Versatile Ranged Weapons (W)	CSE	200
	Whirlwind (M)	STR	100

☆ denotes a Skill/Specialization that exists in PFC but functions in a special way.



School of the Wolverine

Wolverine Warriors choose to embody the violent, unpredictable personality of their namesake beast. Even when critically injured or in the face of insurmountable odds, they choose to fight with the utmost ferocity, focusing solely on landing devastating blows against their opponents.

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
W O L V E R I N E	Blunt Claws (P)	CSE/6	2500
	Decimation (A)	STR/2	400
	Destructive Blows (P)	—	5000
	Glass Cannon (P)	STR/6	2500
	Dueling (M)	STR	100
	Lifesteal (A)	STR/4	600
	Maiming (M)	STR	150
	Merciless (A)	STR/4 or AGI/4	600
	Piercer (P)	STR/4	600
	Vicious Critical (A)	STR/6 or PER/6	2000
	Vorpal Strike (M)	STR	100

School of the Bear

Bear Warriors are not only the hardest to kill, but also the warriors best-equipped to draw enemy ire. They dedicate their training not only to survival, but also to being able to protect others.

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
B E A R	Blade's Edge (A)	CSE/3	600
	Defensive Tactics (M)	STR	200
	Dueling (M)	STR	100
	Heavily Armored (P)	STR/4	1500
	Intercept (M)	STR	100
	Interpose (P)	STR/4	1500
	Iron Will (P)	HEA/3	1500
	Rejuvenate (A)	HEA	200
	Shields (Mstr)	Defensive Tactics	7500
	Vigor (P)	HEA	200

School of the Wolf

Wolf Warriors realize that battle is not merely a competition of who can strike the hardest or tank the most blows, but rather who can work together and outmaneuver their opponent. These fighters focus not only on killing foes themselves, but helping their allies achieve their maximum potential in combat.

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
W O L F	Battle Litany (Mstr)	Flanking	7500
	Captain's Command (M)	CSE	100
	Collateral Damage (A)	CSE/4	1500
	Coordinated Fighting (M)	CSE	100
	Deadly Mark (M)	PER	100
	First Strike (A)	CSE/6	2500
	Hit Assist (A)	CSE/4	500
	Mobile Fighter (P)	STR/6 or AGI/6	2500
	Stratagem (A)	CSE/2	400
	Team Effort (P)	CSE/6	2500

School of the Hawk

Hawk Warriors place an emphasis on mastering the full capabilities of ranged weaponry. These warriors have incredible manual dexterity, landing shots that are impossible for untrained fighters.

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
H A W K	Aimed Shot (M)	PER	100
	Cover (M)	CSE/AGI	100
	Deadeye (P)	PER/4	1200
	Deft Hands (A)	CSE/AGI	300rejuv
	Long Shot (A)	PER	600
	Overkill (P)	—	5000
	Overwatch (A)	PER/4	600
	Piercing Projectiles (M)	PER	100
	Rapid Fire (M)	PER	100
	Ricochet (A)	PER	200
	Snipe (M)	PER	100

School of the Dragon

Dragon Warriors learn how to manipulate elemental energy to infuse their weapon with destructive power and to shield themselves from the magics of their opponents. These warriors excel in combat against spellcasters, due to their ability to fend against magical attacks.

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
D R A G O N	Arcane Shield (P)	PWR/6	1500
	Blade's Edge (A)	CSE/3	600
	Defensive Tactics (M)	STR	200
	Drachenfate (A)	PWR/4	1000
	Infusion, Divine (Mstr)	Spellswrd	7500
	Infusion, Elemental (Mstr)	Spellswrd	7500
	Infusion, Psionic (Mstr)	Spellswrd	7500
	Infusion, Spiritual (Mstr)	Spellswrd	7500
	Nimmersatt (A)	PWR/3	500
	Spell Counter (A)	PWR	150
	Spellswrd (M)	PWR	100
	Wyrmscale (P)	PWR/6	2500
	Wyrmsstrike (M)	PWR	100

School of the Gorilla

Gorilla Warriors train to use their bodies in battle in lieu of weapons, becoming experts in many forms of martial arts. They excel in quick hits at a short range, performing physical feats others could only dream of.

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
G O R I L L A	Berserk (P)	STR/6	1000
	Brace (A)	AGI/4	600
	Combo (P)	STR/6	2500
	Dirty Fighting (M)	CSE/AGI	100
	Finisher (A)	STR/6 or AGI/6	800
	Guarded Stance (P)	—	5000
	Immobilize (M)	STR	400
	Kung Fu (M)	STR/AGI	100
	Reeling Strike (A)	STR/6 or AGI/6	1000
	Tackling (M)	STR/AGI	100
	Wrestling (M)	STR/CSE	100

Buying Outside of Your Sub-Background

Warriors may buy the skills of other Schools at double cost, including any special Passive (P) and Activated (A) skills.

Warriors of any Sub-Background can buy into another Background's skills and abilities at triple cost. This new Background is termed a Secondary Background. When doing this, you must select a specific Sub-Background. If you expand into another of your secondary Background's Sub-Backgrounds, you pay both a triple Non-Background cost multiplier as well as the double Sub-Background cost multiplier.

Damien, a School of the Hawk Warrior, would like to buy into the School of the Dragon's Wyrmsstrike (M) ability (base cost 100), from rank 3 to 4. He would pay double cost since it is a different sub-background, but still under the Warrior background. He would spend $100 \times 2 \times 4 = 600$ EXP.

Damien would also like to purchase the Air Magics spell group (base cost 300) in the Air Mage sub-background from rank 2 to 3. He had already chosen the Fire Mage sub-background earlier. He would pay $300 \times 3 \times 3 = 2700$ EXP.

NOTE: All background Warriors can buy the *Instinct (P)* and *Dodging (P)* skills at double cost. These are Rogue combat skills.

Combat Skill List (Alphabetical)

Aimed Shot (M)

Ambidextrous (P)

Arcane Shield (P)

Artillery (W)

Gunnery (Mstr)

Artillery Expert (P)

Assassinate (M)

Axes (Mstr)

Battle Cast (CS)

Berserk (P)

Bite (Mstr)

Blade's Edge (A)

Blind Fighting (P)

Bloodshed (M)

Bludgeon (M)

Blunt Claws (P)

Boarding (M)

Bows (Mstr)

Brace (A)

Brawling (Mstr)

Captain's Command (M)

Charge (M)

Claws (Mstr)

Collateral Damage (A)

Combo (P)

Coordinated Fighting (M)

Cover (M)

Crossbows (Mstr)

Daggers (Mstr)

Dance Cast (CS)

Deadeye (P)

Deadly Mark (M)

Decimation (A)

Defensive Maneuver (A)

Defensive Tactics (M)

Shields (Mstr)

Deferred Cast (CS)

Deft Hands (A)

Destructive Blows (P)

Dirty Fighting (M)

Disruptive Shot (A)

Dodging (P)

Drachenfate (A)

Dueling (M)

Elusive (A)

Escape (P)

Finisher (A)

First Strike (A)

Flanking (M)

Battle Litany (Mstr)

Glass Cannon (P)

Guarded Stance (P)

Hammers (Mstr)

Handguns (Mstr)

Heavily Armored (P)

Heavy Melee Weapons (W)

Heavy Ranged Weapons (W)

Hit Assist (A)

Hooves (Mstr)

Horns (Mstr)

Improvised Melee Weapons (W)

Instinct (P)

Intercept (M)

Interpose (P)

Iron Will (P)

Kung Fu (M)

Lifesteal (A)

Light Melee Weapons (W)

Light Ranged Weapons (W)

Long Shot (A)

Maiming (M)

Maintained Cast (CS)

Merciful Cast (CS)

Merciless (A)

Mindful Cast (CS)

Mobile Fighter (P)

Nets (Mstr)

Nimmersatt (A)

Overkill (P)

Oversized Melee (Mstr)

Oversized Ranged (Mstr)

Overwatch (A)

Piercer (P)

Piercing Projectiles (M)

Poison (M)

Polearms (Mstr)

Rapid Fire (M)

Reaping Cast (CS)

Reeling Strike (A)

Rejuvenate (A)

Restorative Cast (CS)

Ricochet (A)

Rifles (Mstr)

Rope Weapons (Mstr)

Shotguns (Mstr)

Silent Cast (CS)

Snake Bite (A)

Snipe (M)

Spell Counter (A)

Spellsworn (M)

Divine Infusion (Mstr)

Elemental Infusion (Mstr)

Psionic Infusion (Mstr)

Spiritual Infusion (Mstr)

Stratagem (A)

Subdue (M)

Swords (Mstr)

Tackling (M)

Tactical Assault (P)

Tail (Mstr)

Team Effort (P)

Thrown Weapons (Mstr)

Two Weapon Fighting (M)

Verbal Cast (CS)

Versatile Melee Weapons (W)

Versatile Ranged Weapons (W)

Vicious Critical (A)

Vorpal Strike (M)

Whirlwind (M)

Wrestling (M)

Wyrmscale (P)

Wyrmsstrike (M)

Combat Skill List (By Background)

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
WARRIOR CORE	Ambidextrous (P)	AGI/4	500
	Artillery (W)	CSE	200
	Artillery Expert (P)	—	3000
	Axes (Mstr)	—	7500
	Bite (Mstr)	—	7500
	Bloodshed (M)	STR/PER	100
	Boarding (M)	AGI/STR	100
	Bows (Mstr)	—	7500
	Brawling (Mstr)	—	7500
	Charge (M)	STR	100
	Claws (Mstr)	—	7500
	Crossbows (Mstr)	—	7500
	Daggers (Mstr)	—	7500
	Defensive Maneuver (A)	CSE/4	600
	Flanking (M)	CSE	100
	Gunnery (Mstr)	—	7500
	Hammers (Mstr)	—	7500
	Handguns (Mstr)	—	7500
	Heavy Melee Weapons (W)	STR/CSE	200
	Heavy Ranged Weapons (W)	STR/CSE	200
	Hooves (Mstr)	—	7500
	Horns (Mstr)	—	7500
	Improvised Melee Weapons (W)	CSE	200
	Light Melee Weapons (W)	AGI/CSE	200
	Light Ranged Weapons (W)	AGI/CSE	200
	Natural Sailor (P)	CSE/4	2500
	Nets (Mstr)	—	7500
	Oversized Melee (Mstr)	—	7500
	Oversized Ranged (Mstr)	—	7500
	Polearms (Mstr)	—	7500
	Rifles (Mstr)	—	7500
	Rope Weapons (Mstr)	—	7500
	Shotguns (Mstr)	—	7500
	Swords (Mstr)	—	7500
	Tactical Assault (P)	—	2000
	Tail (Mstr)	—	7500
	Thrown Weapons (Mstr)	—	7500
	Two Weapon Fighting (M)	STR/AGI	100
	Versatile Melee Weapons (W)	CSE	200
	Versatile Ranged Weapons (W)	CSE	200
	Whirlwind (M)	STR	100

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
WOLF VENERI	Blunt Claws (P)	CSE/6	2500
	Decimation (A)	STR/2	400
	Destructive Blows (P)	—	5000
	Glass Cannon (P)	STR/6	2500
	Dueling (M)	STR	100
	Lifesteal (A)	STR/4	600
	Maiming (M)	STR	150
	Merciless (A)	STR/4 or AGI/4	600
	Piercer (P)	STR/4	600
	Vicious Critical (A)	STR/6 or PER/6	2000
BEAR AR	Vorpal Strike (M)	STR	100
	Blade's Edge (A)	CSE/3	600
	Defensive Tactics (M)	STR	200
	Dueling (M)	STR	100
	Heavily Armored (P)	STR/4	1500
	Intercept (M)	STR	100
	Interpose (P)	STR/4	1500
	Iron Will (P)	HEA/3	1500
	Rejuvenate (A)	HEA	200
	Shields (Mstr)	—	7500
WOLF F	Vigor (P)	HEA	200
	Battle Litany (Mstr)	—	7500
	Captain's Command (M)	CSE	100
	Collateral Damage (A)	CSE/4	1500
	Coordinated Fighting (M)	CSE	100
	Deadly Mark (M)	PER	100
	First Strike (A)	CSE/6	1000
	Hit Assist (A)	CSE/4	500
	Mobile Fighter (P)	STR/6 or AGI/6	2500
	Stratagem (A)	CSE/2	600
	Team Effort (P)	CSE/6	2500

	WARRIOR COMBAT SKILLS	ATTR/SKILL	COST
HAWK	Aimed Shot (M)	PER	100
	Cover (M)	CSE/AGI	100
	Deadeye (P)	PER/4	1200
	Deft Hands (A)	CSE/AGI	300
	Long Shot (A)	PER	600
	Overkill (P)	PER/6	2500
	Overwatch (A)	PER/4	600
	Piercing Projectiles (M)	PER	100
	Rapid Fire (M)	PER	100
	Ricochet (A)	PER	200
DRAGON	Snipe (M)	PER	100
	Arcane Shield (P)	PWR/6	1500
	Blade's Edge (A)	CSE/3	600
	Defensive Tactics (M)	STR	200
	Drachenfate (A)	PWR/4	1000
	Infusion, Divine (Mstr)	—	7500
	Infusion, Elemental (Mstr)	—	7500
	Infusion, Psionic (Mstr)	—	7500
	Infusion, Spiritual (Mstr)	—	7500
	Nimmersatt (A)	PWR/3	500
GOBLIN	Spell Counter (A)	PWR	100
	Spellsword (M)	PWR	100
	Wyrmscale (P)	PWR/6	2500
	Wyrmsstrike (M)	PWR	100
	Berserk (P)	STR/6	1000
	Brace (A)	AGI/4	600
	Combo (P)	STR/6	2500
	Dirty Fighting (M)	CSE/AGI	100
	Finisher (A)	STR/6 or AGI/6	800
	Guarded Stance (P)	—	5000
AL	Kung Fu (M)	STR/AGI	100
	Reeling Strike (A)	STR/6 or AGI/6	1000
	Tackling (M)	STR/AGI	100
	Wrestling (M)	STR/CSE	100

ROGUE COMBAT SKILLS	ATTR	COST
Ambidextrous (P)	AGI/4	500
Artillery (W)	AGI/CSE	100
Artillery Expert (P)	—	3000
Assassinate (M)	AGI/CSE	100
Blind Fighting (P)	PER/4	500
Bludgeon (M)	AGI/STR	100
Bows (Mstr)	—	7500
Brace (A)	AGI/4	600
Crossbows (Mstr)	—	7500
Daggers (Mstr)	—	7500
Dirty Fighting (M)	CSE/AGI	100
Disruptive Shot (A)	CSE/4 or AGI/4	700
Dodging (P)	AGI/4	1000
Elusive (A)	AGI/6	1000
Escape (P)	INT/4 or AGI/4	1000
Handguns (Mstr)	—	7500
Improvised Melee Weapons (W)	CSE	200
Instinct (P)	AGI/6	1000
Light Melee Weapons (W)	AGI/CSE	200
Light Ranged Weapons (W)	AGI/CSE	200
Natural Sailor (P)	CSE/4	2500
Poison (M)	INT/CSE	100
Snake Bite (M)	INT/CSE	100
Thrown Weapons (Mstr)	—	7500
Versatile Ranged Weapons (M)	CSE	200

NOTE: All background Rogues can buy the *Snipe (M)* and *Rapid Fire (M)* skills at double cost. These are School of the Hawk maneuvers.

Combat Skill Descriptions

Weapon Skills

Combat (Melee) Weapons

Light Melee Weapons (W)

Base Cost:	Attribute:	Background:
200	AGI/CSE	Warrior/Rogue

Quickdraw: Use two dice to draw a weapon without spending any actions on it.

Good Precise: For each die, add +5 to the attack roll for one attack.

Bad Lethal: For each die, add +2 to the damage (*skill*) for one attack.

Good Multiattack: Use two dice to make an extra attack. For each extra die, make one more attack. *Advanced.*

Versatile Melee Weapons (W)

Base Cost:	Attribute:	Background:
200	CSE	Warrior

Quickdraw: Use two dice to draw a weapon without spending any actions on it.

Average Precise: For each die, add +3 to the attack roll for one attack.

Average Lethal: For each die, add +3 to the damage (*skill*) for one attack.

Average Multiattack: Use two dice to make an extra attack. For each extra die, make one more attack. Missing skips the next attack. *Advanced.*

Heavy Melee Weapons (W)

Base Cost:	Attribute:	Background:
200	STR/CSE	Warrior

Quickdraw: Use two dice to draw a weapon without spending any actions on it.

Bad Precise: For each die, add +2 to the attack roll for one attack.

Good Lethal: For each die, add +5 to the damage (*skill*) for one attack.

Bad Multiattack: Use two dice to make an extra attack. For each extra die (two dice if *Oversized*), make one more attack. Missing stops further attacks. *Advanced.*

Improvised Melee Weapons (W)

Base Cost:	Attribute:	Background:
200	CSE	Warrior/Rogue

All improvised weapons do a d8 of blunt damage. Must be smaller than the user and be free standing.

Quickdraw: Use two dice to draw a weapon without spending any actions on it.

Bad Precise: For each die, add +2 to the attack roll for one attack.

Average Multiattack: Use two dice to make an extra attack. For each extra die, make one more attack. Missing skips the next attack. *Advanced.*

Item Bash: For each die, add 1d4 to the damage (*skill*) for one attack.

Item Toss: Use two dice to make a ranged attack. The range by default is 30ft. The target makes a 4d6 vs HEA check or is *dazed* in their next round. *Advanced.*

Combat Masteries

Axes (Mstr)

Base Cost:	Background:
7500	Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Head Split: Use four dice to make an attack that is a critical hit if it hits, and is a regular hit if it misses but hits their touch defense value. For each extra die, add +1 to the critical hit roll. *Advanced.*

Armor Pierce: Use three dice, all attacks made in the round ignore armor defense values.

Shield Smash: Use three dice to make a regular attack. If the attack at least hits the touch DV of the target, their shield is unusable until repaired. *Advanced.*

Bite (Mstr)

Base Cost:	Background:
7500	Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Grappling Attack: Use two dice to make an attack and automatically *grapple* the target. *Advanced.*

Gnaw: Use two dice to make a full attack against the grappled target without releasing the grapple.

Brawling (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Increased Damage: For each die, increase a die size for core attack damage by 2 for this round.

Grappling Attack: Use two dice to make an attack and automatically *grapple* the target. *Advanced.*

Trip: Make an attack against a target that is not *prone*. If it hits, the target must make an AGI resist check equal to the number of dice assigned (up to 6d6) or fall *prone* and take 1d6 falling damage (*skill*) per die. *Advanced.*

Claws (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Deadly: For each die, add +1 to the natural roll for one attack.

Rake: Use at least three dice to make two attacks. If both attacks hit, make a free grapple attack. If the grapple succeeds, for each extra die, make an extra attack at no mod. *Advanced.*

Daggers (Mstr)

Base Cost:

7500

Background:

Warrior/Rogue

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Very Deadly: For each die, add +1 to the natural roll for one attack and +1 to the critical roll if the attack is a critical hit.

Crippling Attack: Use at least two dice to make an attack against a specific limb (hand, leg or wing) of the target. If the attack hits, the target suffers a penalty for their next round of action based on the limb hit. Attacks using the crippled hand subtract -1 damage (*skill*) per die assigned. Crippled leg/wing reduces the target's movement rate by 5' per die assigned. On crit, the target rolls the assassin chart. *Advanced.*

Hammers (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Rend: Make a regular attack. If it hits, for every two dice, reduce the armor defense values of the target by one until repaired. If it doesn't hit, but touches the target, the DVs are damaged but the target takes no damage. *Advanced.*

Stunning Attack: Use at least three dice to make an attack. On hit, the target must make a 3d6 vs HEA check or be *dazed* for their next round. For each extra die, increase the difficulty of the check by one die. *Advanced.*

Hooves (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Stunning Attack: Use at least three dice to make an attack. On hit, the target must make a 3d6 vs HEA check or be *dazed* for their next round. For each extra die, increase the difficulty of the check by one die. *Advanced.*

Stomp: Use two dice to make an attack against a *prone* target and automatically *grapple*. For each extra die, add +6 to the damage (*skill*) for the attack. *Advanced.*

Horns (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Stampede: Use two dice to make a full move and attack. On a failure you may only make a full move. *Advanced.*

Pin: Make a regular attack. If it hits, the target takes normal damage and is *rooted*. The target can attempt to break free as a fifth by succeeding a resistance check against their STR attribute equal to the dice assigned (up to 6d6). *Advanced.*

Nets (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Knockdown: A grappled target must make a STR check equal to the dice assigned (up to 6d6) to avoid being *knocked prone*. *Advanced.*

Hold: For every two dice, add a die to grapple escape check difficulty.

Oversized Melee (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Unstoppable Strike: Use three dice to make an attack against the target's touch defense value. For each extra die, add +2 to the natural roll. *Advanced.*

Obliterate: Spend one round winding up, during which you can only use a fifth. The next round, use five dice to make an attack. If it hits, the target must succeed at a 4d6 AGI resist check or be cut in half and die. If they succeed, the attack is a critical hit instead. If the attack misses but hits the target's touch DV, then it is a regular hit. For each extra die, add +1 to the critical hit roll on a hit or add +6 to the damage (*skill*) if it is not a critical hit. *Advanced.*

Polearms (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Armor Pierce: Use three dice, all attacks made in the round ignore armor defense values.

Lunge: For each die, increase the range of the weapon by 5' for one attack.

Pin: Make a regular attack. If it hits, the target takes normal damage and is *rooted*. The target can attempt to break free as a fifth by succeeding a resistance check against their STR attribute equal to the dice assigned (up to 6d6). *Advanced.*

Rope Weapons (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Increased Range: For each die, increase the range of the weapon by 5'.

Trip: Make an attack against a target that is not *prone*. If it hits, the target must make an AGI resist check equal to the number of dice assigned (up to 6d6) or fall *prone* and take 1d6 falling damage (*skill*) per die. *Advanced.*

Disarm: Use at least two dice and make an attack. If it hits, the target must make a check against their STR equal to the number of dice assigned (up to 6d6). If they fail, their weapon is flung 10' in the direction of your choice. *Advanced.*

Swords (Mstr)

Base Cost:

7500

Background:

Warrior/Rogue

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Deadly: For each die, add +1 to the natural roll for one attack.

Riposte: For each die, add +2 to your combat and grapple weapon DVs until your next round of action. If an incoming attack misses you, you may use a reaction to make a simple attack against them, adding +2 damage (*skill*) for each die.

Lunge: For each die, increase the range of the weapon by 5' for one attack.

Tail (Mstr)

Base Cost:

7500

Background:

Warrior

Whack: For each die, increase the damage die size by 2.

Trip: Make an attack against a target that is not *prone*. If it hits, the target must make an AGI resist check equal to the number of dice assigned (up to 6d6) or fall *prone* and take 1d6 falling damage (*skill*) per die. *Advanced.*

Grappling Attack: Use two dice to make an attack and automatically *grapple* the target. *Advanced.*

Ranged Weapons

Light Ranged Weapons (W)

Base Cost:	Attribute:	Background:
200	AGI/CSE	Warrior/Rogue

Quickdraw: Use two dice to draw a weapon without spending any actions on it.

Quickload: Use two dice to reload the weapon.

Increased Range: For each die, increase the range increment by 10' for one attack.

Good Precise: For each die, add +5 to the attack roll for one attack.

Bad Lethal: For each die, add +2 to the damage (*skill*) for one attack.

Good Multiattack: Use two dice to make an extra attack. For each extra die, make one more attack. *Advanced.*

Versatile Ranged Weapons (W)

Base Cost:	Attribute:	Background:
200	CSE	Warrior/Rogue

Quickdraw: Use two dice to draw a weapon without spending any actions on it.

Quickload: Use two dice to reload the weapon.

Increased Range: For each die, increase the range increment by 10' for one attack.

Average Precise: For each die, add +3 to the attack roll for one attack.

Average Lethal: For each die, add +3 to the damage (*skill*) for one attack.

Average Multiattack: Use two dice to make an extra attack. For each extra die, make one more attack. Missing skips the next attack. *Advanced.*

Heavy Ranged Weapons (W)

Base Cost:	Attribute:	Background:
200	STR/CSE	Warrior

Quickdraw: Use two dice to draw a weapon without spending any actions on it.

Quickload: Use two dice to reload the weapon.

Increased Range: For each die, increase the range increment by 10' for one attack.

Bad Precise: For each die, add +2 to the attack roll for one attack.

Good Lethal: For each die, add +5 to the damage (*skill*) for one attack.

Bad Multiattack: Use two dice to make an extra attack. For each extra die (two dice if *Oversized*), make one more attack. Missing stops further attacks. *Advanced.*

Ranged Masteries

Bows (Mstr)

Base Cost:	Background:
7500	Warrior/Rogue

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Pin: Make a regular attack. If it hits, the target takes normal damage and is *rooted*. The target can attempt to break free as a fifth by succeeding a resistance check against their STR attribute equal to the dice assigned (up to 6d6). *Advanced.*

Multiarrow: Use a die to fire twice. For every additional two dice, fire another arrow. You make one attack roll. If it hits, all shots fired with this skill hit. On a natural 20, only the first shot is a critical hit; all other shots are standard hits. *Advanced.*

Crossbows (Mstr)

Base Cost:	Background:
7500	Warrior/Rogue

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Pierce: Use three dice and make a regular attack. On hit, it ignores any effect that would reduce the damage of the attack (*Weapon or Physical DR*), cause it to miss or redirect it (*Deflect Missile*). *Advanced.*

Armor Pierce: Use three dice, all attacks made in the round ignore armor defense values.

Handguns (Mstr)

Base Cost:	Background:
7500	Warrior/Rogue

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Disarm: Use at least two dice and make an attack. If it hits, the target must make a check against their STR equal to the number of dice assigned (up to 6d6). If they fail, their weapon is flung 10' in the direction of your choice. *Advanced.*

Point Blank: For each die, add +1 to the natural roll for one attack and +1 to the critical roll if the attack is a critical hit. Can only be used when within 10' of the target.

Oversized Ranged (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Explosive Shot: Use at least two dice to make an attack against every target in a 15' radius area within range using a single attack roll. On natural 20+, every target is hit but not critically hit. For an additional two dice, the attack can critically hit. For each extra die, you can exclude a target from the attack or expand/reduce the radius of the attack by 5'. *Advanced.*

Obliterate: Spend one round aiming, during which you can only use a fifth. The next round, use five dice to make an attack. If it hits, the target must succeed at a 4d6 AGI resist check or be blown to bits and die. If they succeed, the attack is a critical hit instead. If the attack misses but hits the target's touch DV, then it is a regular hit. For each extra die, add +1 to the critical hit roll on a hit or add +6 to the damage (*skill*) if it is not a critical hit. *Advanced.*

Rifles (Mstr)

Base Cost:

7500

Background:

Warrior

Acquiring the Mastery adds its options to the Mastered Skill when using the appropriate weapon.

Crippling Attack: Use at least two dice to make an attack against a specific limb (hand, leg or wing) of the target. If the attack hits, the target suffers a penalty for their next round of action based on a limb hit. Attacks using the crippled hand subtract -1 damage (*skill*) per die assigned. Crippled leg/wing reduces the target's movement rate by 5' per die assigned. On crit, the target rolls the assassin chart. *Advanced.*

Rend: Make a regular attack. If it hits, for every two dice, reduce the armor defense values of the target by one until repaired. If it doesn't hit, but touches the target, the DVs are damaged but the target takes no damage. *Advanced.*

Shotguns (Mstr)

Base Cost:

7500

Background:

Warrior/Rogue

Acquiring the Mastery adds its options to the Mastered Skill when using the appropriate weapon.

Blowback: Use two dice and make an attack. On hit, the target of the attack is blown back 10' and must attempt a 4d6 vs STR or AGI. If they fail, they are knocked prone. For each extra die, increase the distance the target is moved by 5'. *Advanced.*

Overcharged Shot: For each die, add +1d10 to the damage (*skill*) for one attack. *Advanced.*

Thrown Weapons (Mstr)

Base Cost:

7500

Background:

Warrior/Rogue

Acquiring the Mastery adds its options to the Mastered Skill when using the appropriate weapon.

Projectile Catch: For each die, attempt to catch one item thrown at you or an adjacent target before your next round. To do so, roll a ranged attack and exceed the incoming attack roll. You must exceed the roll by at least 5 to catch oversized weapons and ammunition, or 10 for if the item counts as both.

Stopping Power: Use three dice and make an attack. On hit, the target's movement rate is reduced to half until the end of their next round. For each extra die the effect lasts for 1 extra round. *Advanced.*

Increased Damage: For each die, increase the die size of all thrown weapons you use by 2 for the round, up to 1d20.

Artillery Skills

Artillery (W)

Base Cost:	Attribute:	Background:
200	CSE	Warrior/Rogue

Ballistas, catapults and other artillery weapons are complex to load, aim and fire. An engineer or other adventurer may increase their skill using these weapons. This skill is a combination of different loading and firing styles that gives the artillerist flexibility. This one skill can be applied to any type of artillery piece.

Quickload: For each die, reduce the use rate of the Artillery by one. Artillery cannot be loaded and fired on the same round.

Long Shot: For each die, the range of the artillery is increased by 25%. When this skill is used, a natural attack roll of one results in the artillery piece breaking under the stress of the shot.

Deadly: For each die, add +1 to the natural roll for one attack.

Average Precise: For each die, add +3 to the attack roll for one attack.

Average Lethal: For each die, add +3 to the damage (*skill*) for one attack.

Gunnery (Mstr)

Base Cost:	Attribute:	Background:
7500	Artillery	Warrior/Rogue

Crew Assist: For each die, add +1 to AMOD of shots fired by a crew this round, multiple instances of this ability will not stack in a round.

Reload Order: For every three dice, reduce the use rate of all artillery weapons on the ship by 1, to a minimum of 2, multiple instances of this ability will not stack in a round.

Warrior Core Skills

Maneuvers

Bloodshed (M)

Base Cost:	Attribute:	Background:
100	CSE	Warrior

This skill uses PER for ranged attacks and STR for combat attacks.

Bloodshed: For each die, add +1d6 to the damage (*skill*) for one attack. Damage type is inherited from the weapon.

Bloody Blitz: For each die, add +1 to the damage (*skill*) for all attacks this round. Damage type is inherited from the weapon.

Charge (M)

Base Cost:	Attribute:	Background:
100	STR	Warrior

Blitz: Use two dice to charge forwards in a straight line for 20', striking all within 5' of your path. Roll a single attack and one damage roll against every target hit. On critical hit, the damage is only multiplied for one target, other targets take regular attack damage.

For each die, exclude a target from the attack or extend the range of the charge by up to 10'. For every two dice, make a turn during the charge, with an angle of no more than ninety degrees. *Advanced.*

Skewer: Use two dice to move up to a target within your maximum movement range and make an impaling attack using your full modifier. On impale, for two extra dice, the target is forced to make a 4d6 vs STR or be moved with you for the remainder of your movement. *Advanced.*

Flanking (M)

Base Cost:	Attribute:	Background:
100	CSE	Warrior

The target must be adjacent to one of your allies or *Controlled Creatures*.

Circle of Blades: All allies involved in flanking gain +2 MOD and +2 damage (*skill*) per die for one attack.

Interference: For each three dice, the flanked target makes all STR, AGI, and WIL resist checks with an extra die (max 6d6). *Advanced.*

Two Weapon Fighting (M)

Base Cost:	Attribute:	Background:
100	STR/AGI	Warrior

You cannot roll against any ranks of Two Weapon Fighting that exceed your offhand weapon skill.

Offhand Attack: Use two dice to make a single attack with your offhand weapon. You may only use this option once per turn.

Enhance Offhand Attack: For each die, you may assign one die to the offhand weapon's skill. This cannot be used to make any additional attacks.

Whirlwind (M)

Base Cost:	Attribute:	Background:
100	STR	Warrior

Whirlwind: Use two dice to make an attack against everything within your melee weapon range. Roll a single attack and one damage roll against every target hit. On critical hit, the damage is only multiplied for one target, other targets take regular attack damage.

For each die, exclude a target from the attack or increase the range by 5. For every two dice, make another Whirlwind attack. *Advanced.*

Passives

Ambidextrous (P)

Base Cost:	Attribute:	Background:
500	AGI/4	Warrior/Rogue

Using a weapon in the off hand imposes a -4 penalty on any "to hit" roll. The penalty is reduced by the rank of this ability.

Artillery Expert (P)

Base Cost:	Attribute:	Background:
3000	non	Warrior/Rogue

Whenever you man or use an artillery weapon, reduce the use rate of that weapon by 1, to a minimum of 2.

Tactical Assault (P)

Base Cost:	Attribute:	Background:
2000	non	Warrior

You may roll against a secondary maneuver skill instead of your weapon skill.

Activated

Defensive Maneuver (A)

Base Cost:

600

Attribute:

CSE/4

Background:

Warrior

Use a charge to *Defend* as a fifth.

Action: Defend

Your adventurer can choose to defend themselves as an **Action**. Until the end of the next enemy turn, you gain **physical DR** equal to half of your Combat Modifier (CMOD) or Grapple Modifier (GMOD). In addition, gain a +2 bonus to all **resist checks**.

Wolverine Skills

Maneuvers

Dueling (M)

Base Cost:	Attribute:	Background:
100	STR	Bear/Wolverine

Counterattack: When used, you gain the ability to execute these effects as a free action, lasting until the end of the next enemy turn. When you are attacked, activate to make a simple attack with a MOD bonus of +2 per die. If this attack hits, gain 1 DR per die against the attacker.

Use two extra dice to make the attacker lose any additional attacks they would have gotten from Multiattack.

Feint: Use two dice and make an attack. If this attack hits, the target's next attack does -3 damage per die used. If the target tries to *Parry*, *Interpose*, *Riposte*, or *Counterattack*, their action fails. *Advanced*.

Maiming (M)

Base Cost:	Attribute:	Background:
150	STR	Wolverine

Roughhewn: Inflict 1d6 *Bleeding* to the target per die used. Can only activate once per round.

Bloodspiller: Use three dice and attack a target suffering from at least 3d6 *Bleeding*. On a successful hit, the *Bleeding* status immediately deals its damage, ends, and the target must make a HEA check with difficulty equal to the *Bleeding* potency up to 6d6 or be *Stunned* for one round. Additional dice increase the damage of *Bleeding*'s final hit by 1d6 each. *Advanced*.

Vorpal Strike (M)

Base Cost:	Attribute:	Background:
100	STR	Wolverine

Reckless Swing: For each die, sacrifice 3 DVs (from one pool) and add +10 damage (*skill*) for one attack. You cannot lose more DVs than your total. DV penalty lasts until the start of your next turn.

Advanced.

Total Focus: Use three dice to ignore armor DVs for the round. Each additional die grants +2 to hit.

Passives

Blunt Claws (P)

Base Cost:	Attribute:	Background:
2500	CSE/6	Wolverine

For each rank, raise your minimum critical hit damage multiplier by 1 (up to x6). (Global baseline is x2 minimum).

However, you will critically fail and automatically miss an attack on a natural roll (before modifiers) of 1 + rank. Critically failing an attack deals the weapon's full damage for a single strike back to you.

You can toggle this effect as a free action once per turn.

Destructive Blows (P)

Base Cost:	Attribute:	Background:
5000	non	Wolverine

Surefire Technique: Your core damage die roll is changed to the average.

Risky Technique: Reroll up to 3 damage dice each round. You must use the new result.

You can toggle these effects as a free action once per turn. They are mutually exclusive.

Glass Cannon (P)

Base Cost:	Attribute:	Background:
2500	STR/6	Wolverine

Gain 15 universal Damage Susceptibility, and your core damage increases by 1d8 per rank. Additionally, missing stops further attacks.

You can toggle this effect as a fifth.

Piercer (P)

Base Cost:	Attribute:	Background:
600	STR/4	Wolverine

Ignore 1 physical DR per rank. Has a halved effect on general/universal DR.

Activated

Decimation (A)

Base Cost:	Attribute:	Background:
400	STR/2	Wolverine

Activate as a reaction to bringing a target to 0 DP. Any excess damage past that which brought the target to 0 may be immediately applied to a different target within your melee range.

Lifesteal (A)

Base Cost:	Attribute:	Background:
600	STR/4	Wolverine

Activate as a free action on hit. *Skill* damage of the attack is halved, and you restore DP equal to half of the original damage dealt.

Merciless (A)

Base Cost:	Attribute:	Background:
600	STR/4 or AGI/4	Wolverine

Activate as a free action on defeating a target. At the beginning of your next round, you may move up to 20' towards a new target and make a simple attack as a free action. Every charge of *Merciless* used cumulatively adds +5 damage (*skill*) to the next *Merciless* attack, resetting at the end of the combat.

Vicious Critical (A)

Base Cost:	Attribute:	Background:
800	STR/6 or PER/6	Wolverine

This skill uses STR for combat attacks and PER for ranged attacks.

Activate as a reaction on a critical hit to additionally inflict 2d6 *Bleeding* to the target.

Bear Skills

Maneuvers

Defensive Tactics (M)

Base Cost:	Attribute:	Background:
200	STR	Bear/Dragon

Cover: Use two dice and select a target within melee range. Until the end of the next enemy turn, up to 4 attacks on the covered target are automatically redirected to you (if they do not exceed your DVs, they do not hit). Additional dice increase this radius by 5' per die OR the number of covered attacks by 2 per die. If you exit the radius, this effect is canceled. *Advanced.*

Parry: For each die, gain 2 physical DR until the end of the next enemy turn.

Provoke: Use three dice and make a simple attack against a target. On hit, the target *must* target all offensive actions towards you in their next round of action. If they are capable of making AoE attacks, you must be included in the area. *Advanced.*

Shields (Mstr)

Base Cost:	Skill:	Background:
7500	Defensive Tactics	Bear

Acquiring the Mastery adds its options to the Mastered skill when using the appropriate weapon.

Deflect: For each die, gain +3 to all shield DVs until the end of the next enemy turn.

Diffuse: For each die, gain +1 to STR, HEA, and WIL resist checks until the end of the next enemy turn.

Bash: Use two dice to make a simple attack with your shield. Each extra die allows you to either add +3 *skill* damage to this attack **or** push the target back 5' on hit.

Dueling (M)

Base Cost:	Attribute:	Background:
100	STR	Bear/Wolverine

Counterattack: When used, you gain the ability to execute these effects as a reaction, lasting until the end of the next enemy turn. When you are attacked, activate to make a simple attack with a MOD bonus of +2 per die. If this attack hits, gain 1 DR per die against the attacker until the Counterattack effect ends.

Use two extra dice to make the attacker lose any additional attacks they would have gotten from Multiattack.

Feint: Use two dice and make an attack. On hit, the target's next attack does -3 damage per die used. If the target tries to *Parry*, *Interpose*, *Riposte*, or *Counterattack*, their action fails.

Intercept (M)

Base Cost:	Attribute:	Background:
100	STR	Bear

Effects of *Intercept* last until the end of the next enemy turn.

Preemptive Strike: Use one die to make a simple attack against one target entering your melee range. For each extra die, you may use this feature again if another target enters your melee range or add +5 to the MOD **or** damage (*skill*) of all of these simple attacks.

Sentinel: Use two dice and choose a target within 30' LOS. If the target moves out of your melee range or makes an attack that doesn't target you, you may use a free action to make a simple attack against the target. For each extra die, the target suffers a -4 penalty to-hit for all attacks that don't target you and your free simple attacks gain +2 damage (*skill*).

Stymie: For two dice, you may reduce the movement speed of a target hit by an *Intercept* attack to 0' until the beginning of the target's next turn. These effects last until the beginning of your next round. *Advanced*.

Passives

Heavily Armored (P)

Base Cost:	Attribute:	Background:
1500	STR/4	Bear

Gain 1 physical DR per rank. This is upgraded to **universal DR** if you are wearing Medium or Heavy armor, or using a Medium or Heavy shield, or their natural armor counterparts.

Interpose (P)

Base Cost:	Attribute:	Background:
1500	STR/4	Bear

For each rank you may redirect one attack each round that would hit an ally within your melee range to yourself. You take the attack damage regardless of DVs, but it can be reduced by the applicable DR effects.

Iron Will (P)

Base Cost:	Attribute:	Background:
600	HEA/3	Bear

For each rank, your maximum temporary DP increases by 10.

Vigor (P)

Base Cost:	Attribute:	Background:
200	HEA	Bear

Your DP pool is increased by 2 per rank. This counts as part of your natural DP pool.

Activated

Blade's Edge (A)

Base Cost:	Attribute:	Background:
600	STR/3 or CSE/3	Bear/Dragon

Activate as a reaction to raise one weapon DV by 5. Up to 2 charges can be expended at once for this purpose.

Rejuvenate (A)

Base Cost:	Attribute:	Background:
200	HEA	Bear

Activate as a reaction. Heal **1d8 DP** for every charge spent. You can spend up to 6 charges simultaneously.

Wolf Skills

Unless specified, you may not benefit from skills and abilities that target “allies”.

Maneuvers

Battle Litany (Mstr)

Base Cost:	Skill:	Background:
7500	Flanking	Wolf

Acquiring the Mastery adds its options to the Mastered skill.

Shatterpoint: Use two dice and point out a weak point on an enemy within LOS. The enemy suffers 2 physical Damage Susceptibility for one round. For each two extra dice, increase the DS inflicted by 1. Alternatively, for two dice, inflict universal DS.

Encirclement: Use two dice and make a simple attack against a single target. If there are at least two friendly creatures (this can include you and *Controlled Creatures*) within melee range of the target and your attack hits, they are *Slowed* by half. Additionally, on a failed 4d6 CSE resist, they cannot make more than one attack per action.

Each additional die increases the resist check's difficulty by 1d6 (max 6d6), OR the MOD of your simple attack by 3. *Advanced.*

Captain's Command (M)

Base Cost:	Attribute:	Background:
100	CSE	Wolf

Captain's Command only affects Weapon (W) or Maneuver (M) skills. Multiple instances of *Captain's Command* do not stack. This skill may raise an ally's skill rank beyond their normal attribute limit.

Motivation: For each die, add +1 to ranks of a single skill of an ally's choice for their next round.

Captain on Deck: For every two dice, all allies can add +1 to ranks of a skill of their choice during their next round.

Coordinated Fighting (M)

Base Cost:	Attribute:	Background:
100	CSE	Wolf

Coordinated Assault: Choose a target within 30' LOS. For each die, enable an ally of your choice to make a single simple attack against the target as a free action.

Coordinated Movement: For each die, enable an ally of your choice to move up to half of their movement rate using a free action.

Coordinated Defense: For each die, grant +2 physical DR **or** +1 movement DVs to an ally of your choice.

Deadly Mark (M)

Base Cost:	Attribute:	Background:
100	PER	Wolf/Buccaneer

Assistance: Point out a target's weak points to a single ally. For each die, the ally gains a +2 bonus to hit and +1d8 to damage (*skill*) on a single attack. For each two extra dice you may grant this bonus to a different ally or make the bonus affect one more attack. *Advanced.*

Critical Mark: You assist a single ally in delivering a devastating blow. For each die, an ally adds +1 to their next natural roll to hit. In addition, if the attack crits, then for each extra die +1 is added to the critical roll. This will not stack with other bonuses to the natural roll or to the critical roll.

Passives

Mobile Fighter (P)

Base Cost:	Attribute:	Background:
2500	STR/6 or AGI/6	Wolf

For each rank, your base movement speed increases by 10'.

Once per day, activate this Passive as a fifth for rounds equal to your skill rank, allowing you to move your full movement as a fifth and extending the Passive's bonus to allies within 30'. Once the duration transpires, this Passive deactivates until the next day.

Team Effort (P)

Base Cost:	Attribute:	Background:
2500	CSE/6	Wolf

For every rank, your party is granted a +1 bonus on group skill or attribute checks. If multiple adventurers use this skill, **the first adventurer to announce the use of the skill** gains 1 effective rank for every ally assisting.

Activated

Collateral Damage (A)

Base Cost:	Attribute:	Background:
2500	CSE/4	Wolf

As a reaction to an ally within LOS 30' scoring a critical hit, allow the *skill* damage of their strike to be doubled.

First Strike (A)

Base Cost:	Attribute:	Background:
1000	CSE/6	Wolf

Activate as a reaction to the initiative roll. Roll the initiative twice and choose which result to keep. Only one charge can be used per party per round.

Hit Assist (A)

Base Cost:	Attribute:	Background:
500	CSE/4	Wolf

Activate as a reaction to an ally missing their attack, and turn the miss into a hit. Alternatively, use 3 charges to turn a miss or hit into a critical hit.

Stratagem (A)

Base Cost:	Attribute:	Background:
600	CSE/2	Wolf

Activate as a reaction to refill uses of allies' Activated (A) skills. This skill can only be used on (A) skills with a base cost equal to or lower than 600.

Hawk Skills

Maneuvers

Aimed Shot (M)

Base Cost:	Attribute:	Background:
100	PER	Hawk

Any attacks enhanced using this skill are made at -4 MOD.

Headshot: Use three dice. On hit, the target must make a 4d6 HEA or WIL check (attacker's choice) or be *stunned* for one round. Additional dice extend this effect for one round per two dice. *Advanced.*

Vital Shot: Use two dice. On hit, roll against the Assassin critical table and apply the effect. If an instant death or backfire effect occurs, reroll. This attack is not considered critical and does no bonus damage. Additional dice allow you to modify the roll by +/-1 per die. *Advanced.*

Cover (M)

Base Cost:	Attribute:	Background:
100	CSE/AGI	Hawk

This skill can be used if physically next to a solid, inanimate object large enough to be able to obscure 50% or more of your body from an attack.

Gain 1 charge of Damage Barrier per die for as long as you remain behind cover. If the barrier is depleted, the cover is considered destroyed/no longer effective as cover.

Attacks made from the flank of the cover, ricocheted or directed around the cover, or shots that specifically can pierce through cover will ignore the barrier.

Piercing Projectiles (M)

Base Cost:	Attribute:	Background:
100	PER	Hawk

Punchthrough Shot: Use at least two dice to make an attack against every target in a 20' long by 5' wide line using a single attack roll. On critical hit, the damage is multiplied for all targets, to a maximum of x3 multiplier. For each extra die, you can exclude a target from the attack or extend the line by 10'. *Advanced.*

Cover Pierce: Use two dice to deal double damage against temp DP and DP shields. Overflow damage to the target's normal DP is applied but not doubled. Additional dice allow you to ignore 2 armor, weapon, and/or shield DVs per die used.

Rapid Fire (M)

Base Cost:	Attribute:	Background:
100	PER	Hawk

Suppressive Fire: Lock down a 10' radius with a barrage. Anyone within or attempting to enter that radius until your next turn must make a WIL check equal to the dice made or use their next fifth to move away. If their fifth cannot get them out of the area, they must also use their action to move away. The radius is increased by 5' per additional die. *Advanced.*

Deadly Barrage: For every 2 dice, add +1 to the natural roll of all of your attacks **or critical rolls** during the round.

Snipe (M)

Base Cost:	Attribute:	Background:
100	PER	Hawk/Rogue

All In: For each die, add +2 to the natural roll of one ranged attack **or the critical roll** of one ranged attack.

Snipe: Spend consecutive standard actions aiming. Each aiming round, roll for this skill, with the difficulty increasing by 1 die per round (starting at 2d6). When you fire, guarantee a crit. The damage multiplier is set by this skill (not rolled) and doubles with each successful check, up to x16.

You must maintain LOS on the target at all times, or the multiplier resets. While aiming, your movement speed is halved. *Advanced.*

Passives

Deadeye (P)

Base Cost:	Attribute:	Background:
1200	PER/4	Hawk

Graze targets and deal damage even when you miss. Each rank lets you deal 1 point of the weapon's damage to a single target when you miss (but not critically miss) with an attack. You cannot deal any (*skill*) or (*bonus*) damage with this feature, nor can you activate any "on-hit" effects.

Overkill (P)

Base Cost:	Attribute:	Background:
2500	PER/6	Hawk

For each rank, add +1 to the damage (*core*) for all attacks.

Activated

Deft Hands (A)

Base Cost:	Attribute:	Background:
300	CSE/AGI	Hawk/Buccaneer

Activate as a free action to reload or draw your weapon.

Long Shot (A)

Base Cost:	Attribute:	Background:
600	PER/4	Hawk

Activate as a fifth to double the range of your weapon for one round. Additional charges can be spent at the same time to triple, quadruple, and so on.

Overwatch (A)

Base Cost:	Attribute:	Background:
600	PER/4	Hawk

Activate as a reaction when a target moves from their position on their turn. Make a simple attack against them.

Ricochet (A)

Base Cost:	Attribute:	Background:
200	PER	Hawk

Activate as a free action to hit targets who you are aware of but are not in direct LOS (behind cover, around corners, etc.) You may target a ricochet point within normal weapon range and take a normal turn with -4 RMOD. The target must be in LOS of the final ricochet point.

You can expend multiple charges at once to chain-ricochet off multiple points.

Dragon Skills

Maneuvers

Defensive Tactics (M)

Base Cost:	Attribute:	Background:
200	STR	Bear/Dragon

Cover: Use two dice and select a target within melee range. Until the end of the next enemy turn, any attacks originating from a 10' radius of the covered target are automatically redirected to you. Additional dice increase this radius by 5' per die. If you exit the radius, this effect is canceled. *Advanced.*

Parry: For each die, gain 2 physical DR until the end of the next enemy turn.

Spellsword (M)

Base Cost:	Attribute:	Background:
100	PWR	Dragon

Warp: For one round, the damage type of all core weapon damage you deal is turned to your choice of damage, based on which Infusions you have mastered. For each die used, gain +2 *skill* damage on all attacks.

Spectral Hunt: Use one die. For one round, you may hit immaterial and ethereal creatures as if they were physical. Additionally, the weapon now counts as magical for the purposes of bypassing resistances. For each additional die, extend the duration of this effect by 1 round.

Wormstrike (M)

Base Cost:	Attribute:	Background:
100	PWR	Dragon

Turmoil: On hit, inflict DoT of a type chosen from gained Infusion masteries. For each die, the target takes 1d6 DoT for 2 rounds. If the target activates magic while under this DoT, its duration is increased by 1 round. *Advanced.*

Wormsting: Use two dice. On hit, the target is inflicted with one rank of *Susceptible* to the damage type of your attack's *core*, *skill*, or *bonus* damage; choose one, excluding bodily damage. Stacks to normal limits, and lasts for 3 rounds. Additional dice increase the duration by 1 round each. *Advanced.*

Drain: Make a normal attack. On hit, for every die assigned, the target loses 2 units out of a pool of your choice. Lost units count as used for the purpose of units spent per round limits. Effects that prevent energy drains also apply to this ability.

Passives

Arcane Shield (P)

Base Cost:	Attribute:	Background:
1500	PWR/4	Dragon

For each rank of this skill, gain a +1 bonus to resist checks against spells and other magical effects for certain damage types, based on which Infusions you have mastered. This stacks with similar effects such as Resistance, up to a maximum of +8.

Once per day, you can stress this Passive as a fifth, extending the bonus to all creatures in a 20' radius for a number of rounds equal to the skill rank. After the duration transpires, this Passive deactivates until the next day.

Wyrmscale (P)

Base Cost:	Attribute:	Background:
2500	PWR/6	Dragon

For each rank of this skill, gain 1 Arcane DR. You may toggle this Passive as a free action to instead grant Physical DR.

Once per day, you can activate this Passive as a fifth, gaining an effective 1 rank of Resist Magic per skill rank, for a number of rounds equal to the skill rank (to normal limits). After the duration transpires, this Passive deactivates until the next day.

Infusions

School of the Dragon masteries ending with "Infusion" enable options for multiple skills, though their listed special moves apply to the mastered skill only. Upon selecting Dragon as your Warrior school, choose one Mastery. You get this mastery for free.

Divine Infusion (Mstr)

Base Cost:	Skill:	Background:
7500	Spellsword	Dragon

Your *skill* damage, *Wormstrike*, and *Spellsword* damage type may be changed to **light** or **blight** damage. In addition, your *Spell Counter* activations may now be considered divine magic.

Heavenly Hunt: Using two dice, halve the *skill* damage of your next attack and turn it into temp DP, which will apply to a target within 5' of the initial target. Additional dice increase this temp DP by 2 per die. *Advanced.*

Elemental Infusion (Mstr)

Base Cost:	Skill:	Background:
7500	Spellsword	Dragon

Your *skill* damage, *Wyrmsstrike*, and *Spellsword* damage type may be changed to **fire, ice, earth, lightning, or water** damage. In addition, your *Spell Counter* activations may now be considered elemental magic.

Arcane Hunt: Using two dice, allow the *skill* and *bonus* damage of your next attack to bounce to one additional target within 15' of the initial target. Each additional two dice allows one more bounce to occur, but it cannot hit the same target twice. *Advanced.*

Psionic Infusion (Mstr)

Base Cost:	Skill:	Background:
7500	Spellsword	Dragon

Your *skill* damage, *Wyrmsstrike*, and *Spellsword* damage type may be changed to **mental/pain or energy** damage. In addition, your *Spell Counter* activations may now be considered psionic magic.

Psychic Hunt: On attack, *Slow* the target by 10' per die used. Alternatively, use three dice to *Delay* them and further *Slow* by 10' per additional die. *Advanced.*

Spiritual Infusion (Mstr)

Base Cost:	Skill:	Background:
7500	Spellsword	Dragon

Your *skill* damage, *Wyrmsstrike*, and *Spellsword* damage type may be changed to **poison or acid** damage. In addition, your *Spell Counter* activations may now be considered spiritual magic.

Wild Hunt: On attack, use two dice to make any DoT the target is suffering reduce the target's armor DVs by 1 each time the DoT deals damage (once per turn). Each additional two dice increases this DV reduction by 1. *Advanced.*

Activated

Blade's Edge (A)

Base Cost:	Attribute:	Background:
600	CSE/3	Bear/Dragon

Activate as a reaction to raise one weapon DV by 5. Up to 2 charges can be expended at once for this purpose.

Drachenfate (A)

Base Cost:	Attribute:	Background:
1000	PWR/4	Dragon

Activate as a reaction upon failing a resist check to reroll it. Up to 2 charges can be spent on a single check. Cannot be used with *Nimmersatt*.

Nimmersatt (A)

Base Cost:	Attribute:	Background:
500	PWR/3	Dragon

Activate as a reaction when you are targeted by magic which targets at least one other creature within LOS. You become the only target of the magic, but will automatically fail the resist check. Cannot be used with *Drachenfate*.

Spell Counter (A)

Base Cost:	Attribute:	Background:
150	PWR	Dragon

As a reaction to being targeted by a spell or being included in the spell's area of effect, you may use up to 6 charges at once to roll *Counterspell*. Each charge provides 2d6 to the *Counterspell* roll. You must have LOS on the spell's origin. Use 2 extra charges to *Rebound* instead.

This *Counterspell* roll is considered to have no magic type at base, and takes the normal penalty for a mismatched magic type. If you have an Infusion mastery, you can choose for it to gain a magic type based on which masteries you have unlocked.

NOTE: Due to the changes to Infusion, crafting materials which enhance it also need to change. Below is a brief proposal for replacements of Eternal Ice, Thunderblitz Wood, Tark Ore, and Terradite.

Aetheric Alloy	E, P, B	300	2	A blanket term for various Elemental Plane materials and their alloys, such as air-attuned thunderblitz wood, never-melting eternal ice, earth-infused terradite crystals, and fiery tark ore. Weapons forged from it deal 1d6 points of fire, ice, lightning, or earth damage (<i>bonus</i>) - you must choose one when forging. The user takes one die off Elemental Infusion checks and can finesse Elemental spells once for free. Infusion damage must be applied to attacks made with this weapon.
Paladin's Brand	E, P, B	300	2	Metal or wood infused with the power of the gods via dedication and ritual. Commonly made in Centralian temples, and glows with various cosmetic effects based on the god or gods which blessed it. Weapons forged from it deal 1d6 points of energy damage (<i>bonus</i>). The user takes one die off Divine Infusion checks and can finesse Divine spells once for free. Infusion damage must be applied to attacks made with this weapon.
Spectroporea	E, P, B	300	2	A lightly glowing, resin-like substance carefully mined from the Kurago Delves and wild corners of the Dreaming. Canny nomads and worldly fey creatures have learned how to work it into effective weaponry. Weapons forged from it deal 1d6 points of pure arcane damage (<i>bonus</i>). The user takes one die off Spiritual Infusion checks and gain a +4 to nomadic secondary effect rolls. Infusion damage must be applied to attacks made with this weapon.
Vama Steel	E, P, B	300	2	Metal forged with an enigmatic metalworking technique designed by the isolationist Vama clan of the Onivero, tempered and carved with runes to enhance psionic activity. Weapons forged from it deal 1d6 points of mental damage (<i>bonus</i>). The user takes one die off Psionic Infusion checks and can finesse Psionic spells once for free. Infusion damage must be applied to attacks made with this weapon.

Gorilla Skills

Maneuvers

Dirty Fighting (M)

Base Cost:	Attribute:	Background:
100	CSE/AGI	Gorilla/Rogue

Tripe: Make an attack against a target that is not *prone*. If it hits, the target must make an AGI resist check equal to the number of dice assigned (up to 6d6) or fall *prone* and take 1d6 falling damage (*skill*) per die. *Advanced*.

Catapult: Use two dice to kick an object at a target in melee. They must make a 3d6 vs AGI, or be knocked off balance and lose 4 move DVs for the next attack on them. Each extra die assigned increases the check by one die (up to 6d6) or the DV reduction by 2. *Advanced*.

Pocket Sand: Use two dice to take some sand or dirt in your pocket and throw it at a target in melee. If they fail a 3d6 vs PER check, they are *blinded* for two rounds, or can use an action to remove the sand from their eyes. For each extra die, increase the check by one die (up to 6d6). *Advanced*.

Kung Fu (M)

Base Cost:	Attribute:	Background:
100	STR/AGI	Gorilla

Flying Attack: Use two dice to move your full movement and attack. For each extra die, add +2 to the damage (*skill*). On hit, the target must make a 4d6 AGI or STR check. If they fail, they're knocked *prone*. *Advanced*.

Brick Break: For every two dice, take one die off any checks required to break an object. *Advanced*.

Disarm: Use at least two dice and make an attack. If it hits, the target must make a check against their STR equal to the number of dice assigned (up to 6d6). If they fail, their weapon is flung 10' in the direction of your choice. *Advanced*.

Open Hand: Use two dice to enhance an attack and shove the target back 10' on hit. For each extra die, increase the length of the shove by up to 5'. The target must make a 4d6 AGI or STR check. If they fail, they're knocked *prone*.

Tackling (M)

Base Cost:	Attribute:	Background:
100	STR/AGI	Gorilla/T'or/Zepherin

Tackle: Use two dice to enhance a grapple attack. The target must make an AGI or STR check equal to the number of dice used +2 (up to 6d6). If they fail, they are knocked *prone* and you may execute a free simple attack. The number of dice to resist the tackle may be altered based on the size of the opponent. *Advanced*.

Pummel: For each die, deal 1d6 points of blunt damage (*skill*) to a grappled target.

Wrestling (M)

Base Cost:	Attribute:	Background:
100	STR/CSE	Gorilla/T'or/Zepherin

Grab: For each die, add +3 to the attack roll for one attack.

Heave: For each die, increase grapple shove/throw distance by 5'.

Lock: Use two dice to attempt to *restrain* a grappled target immediately. Each additional die grants one bonus die to you on the contested roll. *Advanced*.

Cosh: Use four dice. A grappled target must make a 4d6 HEA check. The resistance check is two dice easier if the target is wearing a helmet and is one die harder for each extra die (up to 6d6). If the target fails the check, they are *stunned* for 1d6 rounds. This causes you to break the grapple. *Advanced*.

Passives

Berserk (P)

Base Cost:	Attribute:	Background:
1000	STR/6	Gorilla

You can toggle this effect on and off as a free action while rolling Weapon or Maneuver skills. When berserk, gain 1 physical DR and +2 core damage per rank. However, lose shield and weapon DVs, and become unable to activate any form of magic.

Combo (P)

Base Cost:	Attribute:	Background:
2500	STR/6	Gorilla

When striking a target suffering from the *prone*, *grappled*, *dazed*, or *stunned* conditions, gain a number of free simple attacks equal to the skill rank. This Passive only applies if the target was already suffering a status before you begin your turn.

Guarded Stance (P)

Base Cost:	Attribute:	Background:
5000	non	Gorilla

When you are grappling a target, you do not lose move DVs, and your movement speed is halved instead of dropped to 0. If you move while grappling, the grappled target moves with you.

Activated

Brace (A)

Base Cost:	Attribute:	Background:
600	AGI/4	Gorilla/Rogue

Upon being attacked, target the attacker and use this ability as a reaction. Gain 4 physical DR per charge used for one round, applicable only to attacks originating from the target, and 2 physical DR for all other attacks. In addition, you cannot be knocked *prone*, *dazed*, or *stunned* by the target while this effect lasts.

Finisher (A)

Base Cost:	Attribute:	Background:
800	STR/6 or AGI/6	Gorilla

*The use of this skill has variable prerequisites. Satisfying **either** condition allows you to execute the Finisher.*

- Make at least 4 attacks in one turn. Every attack you make must hit.
- Successfully *Restrain* a grappled target.

Activate as a reaction to roll on the Assassin crit table, applying the effect on your last hit or upon the *Restrain*. If an instant death or backfire effect occurs, reroll. This is not considered a critical hit, and does no bonus damage.

Reeling Strike (A)

Base Cost:	Attribute:	Background:
1000	STR/6 or AGI/6	Gorilla

Activate this ability as a reaction to beginning an attack - before rolling to hit. On hit, the target is *Dazed* for a number of rounds equal to the charges spent. On a critical hit, the target is instead *Stunned*. *Advanced*.