

Artificer

Artificer Level Progression						
Level	HP	Attack	Focus	Max Spell Lvl.	Spell Points	Spells Prepared
1	6	0	Artisan + Armored Magic	1	1 + Mod	1 + Mod
2	10	+1	Specialist: Craft	1	1 + Mod	3 + Mod
3	13	+1		1	2 + Mod	3 + Mod
4	17	+2		1	2 + Mod	4 + Mod
5	20	+2	Artisan 2	2	3 + Mod	4 + Mod
6	24	+3		2	3 + Mod	5 + Mod
7	27	+3	Armored Magic 2	2	4 + Mod	5 + Mod
8	31	+4		2	4 + Mod	6 + Mod
9	34	+4		3	5 + Mod	6 + Mod
10	38	+5	Specialist: Craft 2	3	6 + Mod	7 + Mod

Quick Learner

When you advance a character level, you gain an extra skill point which may only be spent on gaining or improving non-combat skills or raising attributes. You may save this point to spend later if you wish.

Artificer Magitech

You gain Magic as a bonus skill, acquiring it at level-0, or level-1 if it was already level-0.

You use your Intelligence as your attribute modifier and you can learn and prepare spells marked with "A." You cannot learn and prepare spells marked with "C." You cannot cast spells when wearing any armor or wielding a shield.

You can prepare a number of known spells as indicated by the table each day, plus your Intelligence modifier. You have a number of spell points based on your level, to which is added your Intelligence modifier. When you cast the spell, you subtract its level from your available spell points for the day. So long as you have sufficient spell points left, you can cast the same spell repeatedly. Spell points refresh each morning.

You begin play knowing two first level spells. When you advance a level, you learn one more of any level from which you can cast.

Spell Storing Device

You can infuse a wand or similar item with one of your spells. Instead of the spells usual casting time, infusing a device in this way takes ten minutes. The device can be used by anyone, using your caster level, skills, and attributes if relevant. When the device is used in this way, the casting time is the same as the original spell. You cannot recover spell points spent on these devices until after they have been used.

Use Magical Device

You have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, level, and skill requirements on the use of magic items and scrolls.

Artisan

Gain Craft as a bonus skill. Your Craft skill is treated as one level higher, up to a maximum of 5, for purposes of crafting and maintaining mods. Mods you build require one fewer unit of arcane salvage, down to a minimum of one. Your Craft skill is applicable to any normal crafting profession's work, allowing you to fashion their wares without penalty.

Armored Magic

You can cast spells or use arts while wearing armor that has an Encumbrance value of no more than two. You can use a shield while casting, provided your other hand is empty for gesturing.

Specialist: Craft

Gain Craft as a bonus skill. Roll 3d6 and drop the lowest die for all skill checks in this skill. In this special case, if the 3 skill points offered by this Focus would increase Craft to level-2, you can ignore the usual limitation of minimum character level.

Artisan 2

The first mod you add to an item requires no Maintenance and only half the silver piece cost usually required. This benefit is in addition to the benefits of installing a mod in masterwork gear you build. You automatically succeed at any attempt to build masterwork gear, and once per month you can reduce a created mod's salvage cost by one further unit, down to a minimum of zero.

Armored Magic 2

You can cast spells while wearing armor of any Encumbrance. You've also learned to cast spells while both your hands are full, though not bound.

Specialist: Craft 2

Roll 4d6 and drop the two lowest dice for all Craft checks.

Barbarian

Barbarian Level Progression

Level	HP	Attack	Killing Blow	Focus
1	10	+1	+1	Die Hard + Impervious Defense
2	18	+2	+1	Shocking Assault
3	25	+3	+2	
4	33	+4	+2	
5	40	+5	+3	Shocking Assault 2
6	48	+6	+3	
7	55	+7	+4	Whirlwind Assault
8	63	+8	+4	
9	70	+9	+5	
10	78	+10	+5	Impervious Defense 2

Killing Blow

Whenever you inflict damage with any attack, spell, or special ability you may add half your character level, rounded up, to the damage done. This damage is also added to any Shock you may inflict.

Veteran's Luck

Once per scene, as an Instant action, you may turn a missed attack you have made into a hit. Alternatively, you may turn a successful attack against you into a miss, also as an Instant action.

Only one exercise of this ability is possible in a scene, either to force a miss or ensure a hit on a foe; both options may not be employed in the same fight.

Unbroken

Once per day as an Instant action, when reduced to zero hit points or affected by hostile magic, you can negate the magical effect or push through the injury. Using this ability reduces you to 1 HP. This ability can't save you from large-scale, instantly-lethal trauma.

Die Hard

You gain an extra 2 maximum hit points per level. This bonus is already accounted for in the level progression table. You automatically stabilize if Mortally Wounded, provided you have not been incinerated, dismembered, or otherwise torn apart.

Impervious Defense

You have an innate Armor Class of 15 plus half your character level, rounded up.

Shocking Assault

Gain Punch or Stab as a bonus skill. The Shock damage of your weapon treats all targets as if they were AC 10, assuming your weapon is capable of harming the target in the first place and the target is not immune to Shock.

Shocking Assault 2

In addition, you gain a +2 bonus to the Shock damage rating of all melee weapons and unarmed attacks that do Shock. As usual, regular hits never do less damage than this Shock would do on a miss.

Whirlwind Assault

Gain Stab as a bonus skill. Once per scene, as an On Turn action, apply your Shock damage to all foes within melee range, assuming they're susceptible to your Shock.

Impervious Defense 2

Once per day, as an Instant action, you can shrug off any single weapon attack or physical trauma inflicted by a foe. Environmental damage, falling damage, or other harm that couldn't be forfended by strong armor cannot be resisted this way.

Bard

Bard Level Progression						
Level	HP	Attack	Focus	Max Spell Lvl.	Spell Points	Spells Prepared
1	6	0	Polymath + Specialist: Perform	1	1 + Mod	1 + Mod
2	10	+1	Diplomatic Grace	1	1 + Mod	3 + Mod
3	13	+1		1	2 + Mod	3 + Mod
4	17	+2		1	2 + Mod	4 + Mod
5	20	+2	Cultured	2	3 + Mod	4 + Mod
6	24	+3		2	3 + Mod	5 + Mod
7	27	+3	Cultured 2	2	4 + Mod	5 + Mod
8	31	+4		2	4 + Mod	6 + Mod
9	34	+4		3	5 + Mod	6 + Mod
10	38	+5	Diplomatic Grace 2	3	6 + Mod	7 + Mod

Quick Learner

When you advance a character level, you gain an extra skill point which may only be spent on gaining or improving non-combat skills or raising attributes. You may save this point to spend later if you wish.

Bardic Tradition

You gain Magic as a bonus skill, acquiring it at level-0, or level-1 if it was already level-0.

You can learn and prepare most spells from the [spell list](#). You use your Charisma as your attribute modifier and you can learn and prepare spells marked with both "A" and "C". You cannot cast spells when wearing any armor or wielding a shield.

You can prepare a number of known spells as indicated by the table each day, plus your Charisma modifier. You have a number of spell points based on your level, to which is added your Charisma modifier. When you cast the spell, you subtract its level from your available spell points for the day. So long as you have sufficient spell points left, you can cast the same spell repeatedly. Spell points refresh each morning.

You begin play knowing two first level spells. When you advance a level, you learn one more of any level from which you can cast.

Bardic Inspiration

For a number of times per day equal to your Magic skill plus your Charisma modifier, you can use Bardic Inspiration as an On Turn action. You may choose to bolster your allies within earshot or you may choose to curse one intelligent creature who can hear you.

If you bolster your allies, they gain +1 to hit, saving throws, and damage, including Shock, for one round per level you have.

If you curse a target, they are inflicted with a -1 penalty to their hit, damage, and saving throw rolls for one round per level.

At 4th level the bonus/penalty becomes +/-2, and at 9th it becomes +/-3.

Polymath

Gain any one bonus skill. You treat all non-combat skills as if they were at least level-0 for purposes of skill checks, even if you lack them entirely.

Specialist: Perform

Gain Perform as a bonus skill. Roll 3d6 and drop the lowest die for all skill checks in this skill. In this special case, if the 3 skill points offered by this Focus would increase Perform to level-2, you can ignore the usual limitation of minimum character level.

Diplomatic Grace

Gain Convince as a bonus skill. You speak all the languages common to your region of the world and can learn new ones to a workable level in a week, becoming fluent in a month. Reroll 1s on any skill check dice related to negotiation or diplomacy.

Cultured

Gain Connect as a bonus skill. You can fluently speak all the common languages of your native region and convey at least basic information in the uncommon or esoteric ones. You can learn a new language with only a week's practice with a native speaker. Once per game day, your polished ways automatically gain a minor favor from an NPC that would not put them to significant expense or risk, assuming the NPC isn't hostile to you.

Cultured 2

Once per game session, reroll a failed social skill check as you use your cultural knowledge to push your interlocutor toward the desired result.

Diplomatic Grace 2

Once per day, silently consecrate a bargain; the target must make a Mental save to break the deal unless their life or something they love as much is imperiled by it. Most NPCs won't even try to break it. The deal must be for something specific and time-limited, and not an open-ended bargain.

Cleric

Cleric Level Progression						
Level	HP	Attack	Focus	Max Spell Lvl.	Spell Points	Spells Prepared
1	6	0	Armored Magic + Specialist: Pray	1	1 + Mod	1 + Mod
2	10	+1	Armored Magic 2	1	2 + Mod	3 + Mod
3	13	+1		1	3 + Mod	4 + Mod
4	17	+2		2	3 + Mod	4 + Mod
5	20	+2	War Caster	2	4 + Mod	5 + Mod
6	24	+3		3	5 + Mod	5 + Mod
7	27	+3	Nullifier	3	6 + Mod	6 + Mod
8	31	+4		3	7 + Mod	7 + Mod
9	34	+4		4	8 + Mod	7 + Mod
10	38	+5	War Caster 2	4	9 + Mod	8 + Mod

Cleric Tradition

You gain Magic as a bonus skill, acquiring it at level-0, or level-1 if it was already level-0.

You can learn and prepare most spells from the [spell list](#). You use your Wisdom as your attribute modifier and you can learn and prepare spells marked with “C.” You cannot learn and prepare spells marked with “A.” You cannot cast spells when wearing any armor or wielding a shield.

You can prepare a number of known spells as indicated by the table each day, plus your Wisdom modifier. You have a number of spell points based on your level, to which is added your Wisdom modifier. When you cast the spell, you subtract its level from your available spell points for the day. So long as you have sufficient spell points left, you can cast the same spell repeatedly. Spell points refresh each morning.

You begin play knowing three first level spells. When you advance an even level, you learn one more of any level from which you can cast. You learn two spells on odd levels.

Lay on Hands

For a number of times per day equal to your Pray skill plus your Wisdom modifier, as a Main Action you may touch a target within melee range. The target receives 1d6+2 points of magical healing. If done in combat or used to revive a Mortally Wounded subject, the rushed haste of the healing adds 1 System Strain to the target, but no System Strain is added if it is applied outside of combat. At fourth level the healing done increases to 2d6+4 and at eighth level it becomes 4d6+8.

Thaumaturgy

You can dim, extinguish, or brighten lights, significantly raise your voice, cause small gales of wind, slam shut or open an unlocked door or window, or perform other small minor miracles. Conjured effects last no longer than a scene. This ability cannot actually be useful in solving a problem or overcoming a challenge more than once per game session.

Turn Undead

Once per day as a Main Action you may hold the sign of your patron god or saint before one or more visible targets within sixty feet. Roll 2d6 and add your character level; that many hit dice of undead must make Mental saving throws or cower for the rest of the scene or until they or their comrades are attacked. Cowering enemies will take no hostile action and may flee unless bound to their location. This power does not affect foes with twice as many hit dice as you have levels. If the rolled hit die total isn't enough to fully affect a creature, it is unaffected. At fourth level you may use this ability twice per day and at eighth level you may use it three times per day.

Armored Magic

You can cast spells while wearing armor that has an Encumbrance value of no more than two. You can use a shield while casting, provided your other hand is empty for gesturing.

Specialist: Pray

Gain Pray as a bonus skill. Roll 3d6 and drop the lowest die for all skill checks in this skill. In this special case, if the 3 skill points offered by this Focus would increase Pray to level-2, you can ignore the usual limitation of minimum character level.

Armored Magic 2

You can cast spells while wearing armor of any Encumbrance. You've also learned to cast spells while both your hands are full, though not bound.

War Caster

When injured while casting a spell, you may make a Physical saving throw to avoid losing it. Even if your spell is interrupted, you do not lose the spell slot; only your action is wasted.

Nullifier

You and all allies within twenty feet gain a +2 bonus to all saving throws against magical effects. As an On Turn action, you can feel the presence or use of magic within twenty feet of you, though you can't discern details about it or the specific source. The first failed saving throw against a magical effect you suffer in a day is turned into a success.

War Caster 2

Whenever you would lose a spell to an interruption, accept damage equal to twice the spell's level to continue casting it. If this extra accepted damage would reduce you to zero hit points, you complete the casting before passing out, stable but at zero HP.

Druid

Druid Level Progression						
Level	HP	Attack	Focus	Max Spell Lvl.	Spell Points	Spells Prepared
1	6	0	Armored Magic + Gifted Chirurgeon	1	1 + Mod	1 + Mod
2	10	+1	Specialist: Survive	1	2 + Mod	3 + Mod
3	13	+1		1	3 + Mod	4 + Mod
4	17	+2		2	3 + Mod	4 + Mod
5	20	+2	Gifted Chirurgeon 2	2	4 + Mod	5 + Mod
6	24	+3		3	5 + Mod	5 + Mod
7	27	+3	Poisoner	3	6 + Mod	6 + Mod
8	31	+4		3	7 + Mod	7 + Mod
9	34	+4		4	8 + Mod	7 + Mod
10	38	+5	Poisoner 2	4	9 + Mod	8 + Mod

Druid Tradition

You gain Magic as a bonus skill, acquiring it at level-0, or level-1 if it was already level-0.

You can learn and prepare most spells from the [spell list](#). You use your Wisdom as your attribute modifier and you can learn and prepare spells marked with “C.” You cannot learn and prepare spells marked with “A.” You cannot cast spells when wearing any armor or wielding a shield.

You can prepare a number of known spells as indicated by the table each day, plus your Wisdom modifier. You have a number of spell points based on your level, to which is added your Wisdom modifier. When you cast the spell, you subtract its level from your available spell points for the day. So long as you have sufficient spell points left, you can cast the same spell repeatedly. Spell points refresh each morning.

You begin play knowing three first level spells. When you advance an even level, you learn one more of any level from which you can cast. You learn two spells on odd levels.

Earth sight

For a number of times per day equal to your Magic skill plus your Wisdom modifier, you can use Earth sight as an On Turn action. For the rest of the scene, you can see the outlines of solid objects even in perfect darkness, and can peer through a number of feet of earth or stone equal to your character level.

Elemental Resilience

You are unharmed by mundane extremes of cold or by heat less than that of a furnace. You suffer only half damage from magical or extremely intense flame or frost attacks.

Druidcraft

You can conjure petty amounts of flame, water, ice, stone, or wind, sufficient to do small tricks, chill drinks, light candles, or do other minor things. Conjured substances last no longer than a scene, and conjured water cannot lastingly quench thirst. This ability cannot actually be useful in solving a problem or overcoming a challenge more than once per game session.

Armored Magic

You can cast spells while wearing armor that has an Encumbrance value of no more than two. You can use a shield while casting, provided your other hand is empty for gesturing.

Gifted Chirurgeon

Gain Heal as a bonus skill. You may attempt to stabilize one Mortally Wounded adjacent person per round as an On Turn action. When rolling Heal skill checks, roll 3d6 and drop the lowest die. You heal twice as many hit points as usual when applying first aid after a battle. This is equal to 2 * (1d6 plus your Heal skill).

Specialist: Survive

Gain Survive as a bonus skill. Roll 3d6 and drop the lowest die for all skill checks in this skill. In this special case, if the 3 skill points offered by this Focus would increase Survive to level-2, you can ignore the usual limitation of minimum character level.

Gifted Chirurgeon 2

Your curative gifts count as magical healing. You can heal 1d6+Heal skill in damage to an adjacent wounded ally as a Main Action, potentially reviving them without any lingering Frailty. Each such application of healing adds 1 System Strain to the target, and the gift cannot be used on targets already at their maximum System Strain.

Poisoner

Gain Heal as a bonus skill. Gain a reroll on any failed saving throw versus poison. Your toxins inflict 2d6 damage plus your level on a hit or Shock, with a Physical save for half. Your incapacitating or hallucinogenic toxins do the same, but those reduced to zero hit points are simply incapacitated for an hour.

Poisoner 2

You are immune to poison and can apply a universal antidote to any poisoned ally as a Main Action. Any attempt to detect or save against your poisons takes a penalty equal to your Heal skill. Your ingested poisons count as an Execution Attack against unsuspecting targets, as per page 44, with Heal used for the Physical saving throw penalty and 1d6 damage per level done on a success. Such poisons can be non-lethal at your discretion.

Fighter

Fighter Level Progression				
Level	HP	Attack	Killing Blow	Focus
1	8	+1	+1	Armsmaster + Deadeye
2	14	+2	+1	Armsmaster 2
3	19	+3	+2	
4	25	+4	+2	
5	30	+5	+3	Deadeye 2
6	36	+6	+3	
7	41	+7	+4	Whirlwind Assault
8	47	+8	+4	
9	52	+9	+5	
10	58	+10	+5	Whirlwind Assault 2

Killing Blow

Whenever you inflict damage with any attack, spell, or special ability you may add half your character level, rounded up, to the damage done. This damage is also added to any Shock you may inflict.

Veteran's Luck

Once per scene, as an Instant action, you may turn a missed attack you have made into a hit. Alternatively, you may turn a successful attack against you into a miss, also as an Instant action.

Only one exercise of this ability is possible in a scene, either to force a miss or ensure a hit on a foe; both options may not be employed in the same fight.

Slayer

Your hit rolls are always successful against any creature with equal or fewer hit dice than you have levels, assuming it's physically possible for your weapon to harm them.

Armsmaster

Gain Stab as a bonus skill. You can Ready a Stowed melee or thrown weapon as an Instant action. You may add your Stab skill level to a melee or thrown weapon's damage roll or Shock damage, assuming it has any to begin with.

Deadeye

Gain Shoot as a bonus skill. You can Ready a Stowed ranged weapon as an Instant action. You may use a bow or two-handed ranged weapon even when an enemy is within melee range, albeit at a -4 hit penalty. You may add your Shoot skill level to a ranged weapon's damage roll.

Armsmaster 2

The Shock from your melee attacks always treats the target as if they have AC 10. Gain a +1 bonus to hit with all thrown or melee attacks.

Deadeye 2

You can reload crossbows or other slow-loading weapons as an On Turn action, provided they don't take more than a round to reload. You can use ranged weapons of any size in melee without penalty. Once per scene, as an On Turn action when target shooting at an inanimate, non-creature target, you automatically hit unless you roll a 2 on your Shoot skill check or the shot is physically impossible.

Whirlwind Assault

Gain Stab as a bonus skill. Once per scene, as an On Turn action, apply your Shock damage to all foes within melee range, assuming they're susceptible to your Shock.

Whirlwind Assault 2

The first time you kill someone in a round with a normal attack, either with its rolled damage on a hit or with the Shock damage it inflicts, instantly gain a second attack on any target within range using any Ready weapon you have.

Paladin

Paladin Level Progression

Level	HP	Attack	Killing Blow	Focus
1	8	+1	+1	Authority + Rider
2	14	+2	+1	Valiant Defender
3	19	+3	+2	
4	25	+4	+2	
5	30	+5	+3	Valiant Defender 2
6	36	+6	+3	
7	41	+7	+4	Nullifier
8	47	+8	+4	
9	52	+9	+5	
10	58	+10	+5	Nullifier 2

Killing Blow

Whenever you inflict damage with any attack, spell, or special ability you may add half your character level, rounded up, to the damage done. This damage is also added to any Shock you may inflict.

Veteran's Luck

Once per scene, as an Instant action, you may turn a missed attack you have made into a hit. Alternatively, you may turn a successful attack against you into a miss, also as an Instant action.

Only one exercise of this ability is possible in a scene, either to force a miss or ensure a hit on a foe; both options may not be employed in the same fight.

Lay on Hands

Once per day as a Main Action you may touch a target within melee range. The target receives 1d6+2 points of magical healing. If done in combat or used to revive a Mortally Wounded subject, the rushed haste of the healing adds 1 System Strain to the target, but no System Strain is added if it is applied outside of combat. At fourth level the healing done increases to 2d6+4 and at eighth level it becomes 4d6+8.

Turn Undead

Once per day as a Main Action you may hold the sign of your patron god or saint before one or more visible targets within sixty feet. Roll 2d6 and add your character level; that many hit dice of undead must make Mental saving throws or cower for the rest of the scene or until they or their comrades are attacked. Cowering enemies will take no hostile action and may flee unless bound to their location. This power does not affect foes with twice as many hit dice as you have levels. If the rolled hit die total isn't enough to fully affect a creature, it is unaffected.

Authority

Gain Lead as a bonus skill. Once per day, you can make a request from an NPC who is not openly hostile to you, rolling a Cha/Lead skill check at a difficulty of the NPC's Morale score. If you succeed, they will comply with the request, provided it is not significantly harmful or extremely uncharacteristic.

Rider

Gain Ride as a bonus skill. Your steeds all count as Morale 12 in battle, use your AC if it's higher than theirs, and can travel 50% further in a day than normal for their kind. You can intuitively communicate with riding beasts, gaining as much information from it as its intellect can convey.

Valiant Defender

Gain Stab or Punch as a bonus skill. Gain a +2 on all skill checks for the Screen Ally combat action. You can screen against one more attacker per round than your skill would normally allow. Once per round, you can Screen Ally against even intangible spells or magical attacks or bodily shield them from an area-effect explosion or magic. Such attempts require the usual successful opposing skill check, with the assailant using their Magic skill.

Valiant Defender 2

The first Screen Ally skill check you make in a round is always successful. Gain +2 AC while screening someone. You can screen against foes as large as ogres or oxen.

Nullifier

You and all allies within twenty feet gain a +2 bonus to all saving throws against magical effects. As an On Turn action, you can feel the presence or use of magic within twenty feet of you, though you can't discern details about it or the specific source. The first failed saving throw against a magical effect you suffer in a day is turned into a success.

Nullifier 2

Once per day, as an Instant action, you are simply not affected by an unwanted magical effect or supernatural monstrous ability, even if it wouldn't normally allow a saving throw. Immunity to a persistent effect lasts for the rest of the scene.

Ranger

Ranger Level Progression

Level	HP	Attack	Focus
1	8	+1	Alert + Deadeye + Specialist: Survive
2	14	+2	Trapmaster
3	19	+2	
4	25	+3	
5	30	+4	Deadeye 2
6	36	+5	
7	41	+5	Trapmaster 2
8	47	+6	
9	52	+6	
10	58	+7	Alert 2

Quick Learner

When you advance a character level, you gain an extra skill point which may only be spent on gaining or improving non-combat skills or raising attributes. You may save this point to spend later if you wish.

Druidic Novice

You know the 1st level spells *Animal Familiar*, *Expeditious Retreat*, *Identify and Detect Magic*, and *Invisibility*. You may cast one of these spells once per day. If a spell refers to your caster level, it is one.

Elemental Resilience

You are unharmed by mundane extremes of cold or by heat less than that of a furnace. You suffer only half damage from magical or extremely intense flame or frost attacks.

Alert

Gain Notice as a bonus skill. You cannot be surprised, nor can others use the Execution Attack option on you. You can roll your initiative twice and take the better result.

Deadeye

Gain Shoot as a bonus skill. You can Ready a Stowed ranged weapon as an Instant action. You may use a bow or two-handed ranged weapon even when an enemy is within melee range, albeit at a -4 hit penalty. You may add your Shoot skill level to a ranged weapon's damage roll.

Specialist: Survive

Gain Survive as a bonus skill. Roll 3d6 and drop the lowest die for all skill checks in this skill. In this special case, if the 3 skill points offered by this Focus would increase Survive to level-2, you can ignore the usual limitation of minimum character level.

Trapmaster

Gain Notice as a bonus skill. Once per scene, reroll any failed saving throw or skill check related to traps or snares. Given five minutes of work you can trap a portal, container, passageway, or other relatively narrow space with foot snares, caltrops, toxic needles, or other hazards. Non-lethal traps cause the first victim to trigger it to lose a round of actions while dangerous ones inflict 1d6 damage plus twice the character's level, with an appropriate saving throw for half. Only one such improvised trap can be maintained at a time. More fearsome traps may be laid with congenial circumstances and the GM's permission.

Deadeye 2

You can reload crossbows or other slow-loading weapons as an On Turn action, provided they don't take more than a round to reload. You can use ranged weapons of any size in melee without penalty. Once per scene, as an On Turn action when target shooting at an inanimate, non-creature target, you automatically hit unless you roll a 2 on your Shoot skill check or the shot is physically impossible.

Trapmaster 2

You know secrets for unraveling even magical traps or arcane hazards that would normally require a wizard to dispel them. Once per scene, your efforts count as a *Dispel Magic* spell against the trap or hazard, cast as if a Mage of twice your level, with any relevant skill check being Int/Notice or Dex/Notice. This ability can be used against any stationary magical effect that's susceptible to being dispelled by *Dispel Magic*.

Alert 2

You always act first in a combat round unless someone else involved is also this Alert.

Rogue

Rogue Level Progression

Level	HP	Attack	Focus
1	6	0	Assassin + Lucky
2	10	+1	Specialist: Sneak
3	13	+1	
4	17	+2	
5	20	+2	Close Combatant
6	24	+3	
7	27	+3	Close Combatant 2
8	31	+4	
9	34	+4	
10	38	+5	Lucky

Quick Learner

When you advance a character level, you gain an extra skill point which may only be spent on gaining or improving non-combat skills or raising attributes. You may save this point to spend later if you wish.

Masterful Expertise

Once per scene, you may reroll any non-combat skill check as an Instant action. This allows you to make a roll and then immediately use this ability if the resulting total isn't good enough to succeed. In cases where it matters, the better of the two rolls may be used.

Use Magical Device

You have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, level, and skill requirements on the use of magic items and scrolls. If an item or scroll refers to your caster level, it is one.

Assassin

Gain Sneak as a bonus skill. You can conceal an object no larger than a knife from anything less invasive than a strip search. You can draw or produce this object as an On Turn action, and your point-blank thrown or melee attacks made during a surprise round with it cannot miss the target.

Lucky

Once per week, a blow or effect that would otherwise have left you killed, mortally wounded, or rendered helpless somehow fails to connect or affect you. You make any rolls related to games of chance twice, taking the better roll.

Specialist: Sneak

Gain Sneak as a bonus skill. Roll 3d6 and drop the lowest die for all skill checks in this skill. In this special case, if the 3 skill points offered by this Focus would increase Sneak to level-2, you can ignore the usual limitation of minimum character level.

Close Combatant

Gain any combat skill as a bonus skill. You can use knife-sized thrown weapons in melee without suffering penalties for the proximity of melee attackers. You ignore Shock damage from melee assailants, even if you're unarmored at the time, but invoking this benefit disrupts any spellcasting you might do that round due to the need for violently active evasion.

Close Combatant 2

The Shock damage from your melee attacks treats all targets as if they were AC 10. The Fighting Withdrawal combat action is treated as an On Turn action for you and can be performed freely.

Lucky 2

Once per session, in a situation of need or peril, you can trust your luck and roll 1d6. On a 2 or more, something fortunate will happen to further your goal, provide an escape from immediate peril, or otherwise give you an advantage you need, if not immediate victory. On a 1, the situation will immediately grow much worse, as the GM sees fit.

Wizard

Wizard Level Progression						
Level	HP	Attack	Focus	Max Spell Lvl.	Spell Points	Spells Prepared
1	5	0	Spirit Familiar	1	1 + Mod	2 + Mod
2	8	0	Specialist: Magic	1	3 + Mod	3 + Mod
3	10	0		2	4 + Mod	4 + Mod
4	13	0		2	5 + Mod	4 + Mod
5	15	+1	Spirit Familiar 2	3	6 + Mod	5 + Mod
6	18	+1		3	7 + Mod	6 + Mod
7	20	+1	Vast Erudition	4	8 + Mod	7 + Mod
8	23	+1		4	9 + Mod	7 + Mod
9	25	+1		5	10 + Mod	8 + Mod
10	28	+2	Vast Erudition 2	5	11 + Mod	9 + Mod

Wizard Tradition

You gain Magic as a bonus skill, acquiring it at level-0, or level-1 if it was already level-0.

You can learn and prepare most spells from the [spell list](#). You use your Intelligence as your attribute modifier and you can learn and prepare spells marked with “A.” You cannot learn and prepare spells marked with “C.” You cannot cast spells when wearing any armor or wielding a shield.

You can prepare a number of known spells as indicated by the table each day, plus your Intelligence modifier. You have a number of spell points based on your level, to which is added your Intelligence modifier. When you cast the spell, you subtract its level from your available spell points for the day. So long as you have sufficient spell points left, you can cast the same spell repeatedly. Spell points refresh each morning.

You begin play knowing four first level spells. When you advance a level, you learn two more of any level from which you can cast.

Eldritch Blast

For a number of times per scene equal to your Magic skill plus your Intelligence modifier you may as a Main Action hurl a blast of arcane force at a visible target within fifty feet per character level. The attack is made with Magic as the combat skill, Intelligence as the attribute, and a bonus to hit equal to your character level. It is not hindered by melee foes. On a hit, the attack does 1d6 damage plus your character level and Intelligence modifier.

Prestidigitation

You can dim, extinguish, or brighten lights, significantly raise your voice, instantly move items from your pack into your hand, clumsily move an object, or perform other small tricks of sorcery. Conjured effects last no longer than a scene. This ability cannot actually be useful in solving a problem or overcoming a challenge more than once per game session.

Spirit Familiar

Choose a form for your familiar no smaller than a cat nor larger than a human. It has the traits and abilities of an entity created by Summon Familiar, but may be summoned or dismissed as a Main Action, appearing within melee range of its owner. It cannot carry objects with it during its vanishment aside from the clothing natural to its shape. It has no need for food, water, or sleep. If killed, it vanishes and cannot be re-summoned for 24 hours.

Specialist: Magic

Gain Magic as a bonus skill. Roll 3d6 and drop the lowest die for all skill checks in this skill. In this special case, if the 3 skill points offered by this Focus would increase Magic to level-2, you can ignore the usual limitation of minimum character level.

Spirit Familiar 2

Your familiar gains two new abilities. It can hover or fly at its usual movement rate and it can communicate freely with others in any language you know

Vast Erudition

You automatically know all standard first level Wizard spells. When you advance a level, you learn four new spells instead of two.

Vast Erudition 2

You automatically know all standard first, second, third, and fourth level Wizard spells.