

These powers were not made for player godbound but instead for heroic mortals and NPCs. These powers are not the low arts of a lesser strife, or the raw divine potential of a true strife. They are representations of classic D&D classes. In terms of power they strike a balance between the two. If you do include them for heroic mortal characters, place them somewhere between learning a school of low magic and a true strife.

Strife of the barbarian-

Rage- Commit effort: You enter a rage. This allows you to activate the blood like water trait. It also gives you a fact about your being filled with rage strength.

Elemental spirit strike- Your unarmed and melee attacks gain a 1d10 damage. You may commit effort to infuse your strikes with an element.

Unarmored defense- Your ac becomes 5 if you wear no armor and is modified by constitution. You may sense if traps are in the area (unless they are hidden by divine means)

Danger sense- You may re-roll evasion saves vs effects that you can actively see.

Battle cry- commit effort for the scene. Every ally within movement range is blessed with increased vigor. Their fray dies are increased by one step.

Rage of the barbarian (SMITE)- Commit effort for the day. You may fly into a blood rage dealing 1d10 damage every other level to all within movement range of you. This effect may only be used once per week

Strife of the fighter-

Fighting style- Choose a favored form of combat. Archery, axes, great swords, ect. When using this form of combat you gain a d10 damage die. Your fray die increases by one tier to a maximum of d10.

Focused strike- If you have multiple attacks you can sacrifice half of them. Your opponent has an AC of 9 for these remaining strikes.

Power attack- You can willingly take disadvantage to your hit roll to maximize a damage roll

Defensive Line- On Turn- Choose an ally. Until you designate another target or stop using this talent, you may lose your shield bonus to AC and give that ally a shield bonus to their AC as long as they are adjacent to you. In a mob formation, the mob may use two-handed ranged weapons while receiving an AC bonus from shields as a front line protects their allies

Block'd- Commit effort for the scene to negate all damage for a round that you could block with sword and shield.

Multi-attack- Commit effort for the day, gain an extra attack each round until none of your hostile effects hit your target.

Strife of the generalist monk-

Resting dragon- The user directs Ki around their body in a shroud. Granting them an AC of 6 modified by both wisdom and dexterity. You gain an immunity to poisons as the shroud stops them from entering your body. You must use no armor or shields to benefit.

Roaring dragon- Commit effort. The user forces aura out of their bodies forcefully. This results in more strength, more Ki, and faster movement. You gain a 1d10 attack and a movement speed of 60ft per round.

The Dragon's wings- Commit effort to Project your aura across a 30ft area. Any hidden foes who are not using divine level stealth are revealed, and you may not be surprised by any attack. You can also sense invisible objects, and can effectively see everything within this radius.

The Dragon's limbs- Commit effort for the scene to amplify the Ki in one portion of the body while leaving yourself open to attack. All your attacks deal maximum damage, but all next round your defensive abilities become inactive.

Dragons freedom- Commit effort. You can ignore terrain, it never affects your movement actions. You take no falling damage. You may jump your full movement each round.

Dragons scales- You super condense your ki to form a thick armor. Commit effort for the Day. You gain an unalterable ac of 0 the rest of the scene.

Paladin strife- To gain this strife the potential user must worship a divinity. The powers a paladin gains are based off of the god they worship.

Blessed blade: The weapons of a Paladin are enhanced with the residual will of their gods, dealing 1d10 damage, they deal magical damage of a type similar to the god they worship. (So a god of the sun would have paladins that dealt radiant damage).

Spell like abilities: You gain a master level of understanding of a low magic tradition that aligns with your gods portfolio.

Detect evil: You can as an action detect evil within your presence. "evil" is decided based upon the morality and ethics of the god you worship. Word bound beings and those with deception gifts are immune to this power.

Smite evil: Commit effort: You may re-roll damage rolls against those who your detect evil pings as evil. If used against someone who is not "evil" the attack fails and the blessed blade gift shuts off for a scene.

The hearty chosen: You gain 1 extra HP per level. (For NPCs its like a extra 25% of their maximum hd so a 8HD paladin who took this power would then have 10HD)

Charismatic leader of the faith: You gain a massive reputation as a leader of your faith, You may freely issue commands to any who consider themselves followers of your religion. If they are lesser foes they must comply. Worthy foes can make a spirit save to ignore you, but this will negatively impact their position in the faith

Rouge strife-

Sneak attack- Commit effort for the scene and choose a target to become imperceptible to them. If you attack such a person your attack deals 1d6 damage per level. They may make a save to notice you if they are in a position were they logically could.

Mask of stealth: You vanish into stealth. Becoming imperceptible for one round. Each use after the first requires effort for the scene and worthy foes can make a save to notice you.

Stealthy stabbing: You deal 1d10 magic damage. Your attacks stifle alarm cries

Rogue skills: You gain a fact "rouge" which can be used for any skill a rouge has purview in. Effort can be committed for the day to auto succeed on related checks.

Cunning action: On your turn you can either choose not to draw opportunity attacks, or to double your base movement speed.

Assassinate: (smite)- If you can study someone for a full minute without them noticing you then you may commit effort for the day to assassinate them. They must make an evasion save or die.

Ranger Strife

Esoteric Training: When dual wielding weapons you may increase your fray dice by one size. When using a bow it deals 1d10 damage.

Favored foe: Choose a type of foe (such as beast, draconiod, goblinoid). When fighting these foes you do a minimum 1 damage to them. You may change the type of foe with a weeks study.

Outdoorsman: This counts as a fact helping with your skill checks when you are in your favored terrain. You choose one type of favored terrain and may change it with a weeks study.

Animal companion: You gain beast that is your companion and has 5HD. It can be taken out it a fight, but won't die while you still live unless divine power is used on it. It understands you and obeys your commands perfectly.

Horde Breaker: When fighting mobs you may spend effort for the scene to have your damage from your normal attacks read straight.

Gift of Nature: You become an master of Hedge Magic