

WARRIOR

Primary attribute: **STRENGTH**.

You are a fierce melee fighter and protector.

Warriors prefer close quarter combat where they can slay their enemies and protect their allies with mighty weapons, shields and heavy armor.

CLASS FEATURE

FEATS OF STRENGTH

When you use force to destroy an inanimate object you can choose to either do it very quickly or without a sound.

ABILITIES

WHIRLWIND

At will. A spinning attack that damages all enemies Close to you. The attack deals W2/S4 damage with one handed weapons and polearms, and W3/S6 with two handed weapons.

CHARGE

Once per encounter. Attack an enemy that is Far or Near with a stunning blow. The attack deals regular weapon damage and makes the target **Stuck**.

RAGE

Daily. You enter a state of raging fury. You gain two actions per turn but have Disadvantage on all defensive tests. On a strong success the activation of this ability does not count as your action. The rage lasts **three rounds**.

TALENTS

WEAPON MASTER

On Double Sixes when attacking with a melee weapon your attack deals +2 damage and also have the following effect based on it's damage type:

- **Slashing:** You also hit another Close enemy for your weapon's weak damage.
- **Crushing:** You ignore the target's armor.
- **Piercing:** The target starts to bleed and takes Ongoing damage.

SHIELD WALL

When wielding a shield you gain Advantage when defending against melee attacks and on a strong success you bash the opponent with your shield, dealing 3 damage.

WAR CRY

Daily. You let out a fierce warcry that inspires all allies Near and Close. You and all allies recover W1/S2 HP and gain Advantage on the **next test**.

ARMOR MASTER

You no longer gain Disadvantage on DEX tests when wearing heavy armor.

BARBARIAN

When not wearing armor or a shield you gain Advantage when attacking and have a natural AP of 1.

MIND OF STEEL

You gain advantage on all WILL tests when defending against magical attacks and effects. On a strong success you also reflect the effect back at the caster.

ROGUE

Primary attribute: **DEXTERITY**.

You are a nimble cut-throat that thrive in the shadows.

Rogues prefer to move in the shadows and strike unaware targets where it hurts the most.

CLASS FEATURE

TRICKS OF THE TRADE

You gain Advantage when sneaking and picking locks, a weak success also counts as a strong success. You don't need Supplies to pick locks.

ABILITIES

SINISTER STRIKE

At will. You strike the opponent where it hurts the most. The attack ignores armor. Can only be done with one handed weapons.

SMOKE BOMB

Once per encounter. Throw a smoke bomb at a location that is Near or Close. A thick smoke covers everything Close to the blast and prevents sight for all creatures caught in it. The smoke lasts for **one minute**.

VANISH

Daily. You vanish in thin air and stay invisible for up to **one minute**, or **until you interact** with anything. Attacking in melee when invisible always deals Massive damage. On a strong success the activation of this ability does not count as your action.

TALENTS

DECOY

You magically produce an illusion of an object you have seen before. The object looks and feels like the original but lacks any other abilities or features. The object must be smaller than a human head and only one object can be present at a time. The object vanishes after **one hour**.

SILK TOUCH

You no longer break the invisibility granted by *Vanish* when interacting with inanimate objects, such as picking locks, opening doors or setting traps.

POISON BOMB

Once per encounter. You throw a poisonous bomb at a target Near or Close. All creatures Close to the blast become **Stuck** and take W1/S2 damage, as well as Ongoing damage. This bomb is silent.

DODGE

Once per round you can make a DEX test to avoid a melee attack. On a strong success you avoid all damage, on a weak success you only take weak damage.

PUNCTURE

On Double Sixes your physical attacks deal +2 damage and cause the target to bleed and take Ongoing damage.

POISONED WEAPONS

Once per encounter. You coat your weapon in a magical poison. You next attack with that weapon either makes the target **Stuck** OR makes it take Ongoing damage.

WIZARD

Primary attribute: **WILLPOWER.**

You are a spellcasting loremaster.

Wizards prefer to sling spells from a safe distance and use their arcane arts to manipulate the minds and bodies of creatures around them.

30

CLASS FEATURE

ANCIENT KNOWLEDGE

You can identify magical and cursed items by spending one hour examining them. You also gain Advantage on all KNO tests related to history, religion and magic.

ABILITIES

FIREBALL

At will. Shoot a ball of fire at a target or location that is Far, Near or Close. The fireball can deal either W3/S6 damage to one target OR W2/S4 damage to all creatures Close to the target location.

SPECTRAL HAND

Once per encounter. Summon a glowing magical hand at a location Far, Near or Close. The hand can perform any action that a normal hand could but cannot attack or use magical items. The hand disappears if you get Distant to it, or you take damage.

MIND CONTROL

Daily. Look a Near or Close creature in the eyes and control it's mind with arcane power. On a weak success the creature stands confused and inactive, on a Strong success you can issue a one-word command, that the creature will follow without hesitation. The effect lasts **five turns** or **until the creature takes damage.**

TALENTS

OVERCHARGE

On Double Sixes your Fireball deals 10 damage to one target or 6 damage to all creatures Close to the target location.

ILLUSION

Daily. Change the appearance of a creature or object into any other creature or object from your memory, of roughly the same size. The target can not be larger than a horse, is only visually changed and retains its abilities and attributes. The effect lasts up to **1 hour.**

FREE MIND

You gain Advantage on all WILL tests while wearing no armor.

FROST NOVA

Daily. Summon an explosion of frost at a location Far, Near or Close. The explosion affects all creatures Close to the target. The explosion deals W2/S4 damage and makes all creatures Stuck and brittle, causing all physical attacks to ignore armor.

LEVITATION

Once per encounter. You make an object or creature up to the size of a man levitate as long as you spend your action concentrating (WILL test every turn). You can move the object or creature up to Near from you.

COUNTERSPELL

Daily. Hurl a sphere of anti-magic at a target Far, Near or Close. All temporary magical effects Close to the target are dispelled and all permanent effects are suspended until the **start of your next turn.**

31