

Color Code:

Green: A completely new addition to the game

Blue: A completely new addition to the skill or ability, but it is based off of another preexisting skill or ability.

Yellow: A modified version of a pre-existing skill or ability.

Weapon Skills

Every weapon has a basic type. For melee, this is light, versatile, heavy, and utility. For missile weapons, this is bows, crossbows, and thrown weapons. For linear weapons, this is light, versatile, and heavy. If a character has bought up one of these weapon skills, then they may effectively utilize all weapons under that basic subtype.

The character may also elect to buy up a weapon's specialized skill. These skills may only be used with their namesake weapon. Any dice made under these skills may be assigned to both the weapon's basic skill type (i.e. Heavy, light, versatile, or utility) or the weapon's namesake skill (i.e. Axes, claws, or swords), and are split however the character would like. However, characters cannot purchase more ranks of this skill than they have for their weapon's category. For instance, a character cannot buy up 16 ranks of Axes if they only have 14 ranks of Heavy Melee Weapons.

Melee Weapons

Light Melee Weapons (W)

Base Cost: 200

Attribute: CSE

Skill Type: Warrior/Marine/Rogue

Extra Dice: non

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending any actions on it.

Precise: For each die made against this skill, the character adds +4 to their attack roll for one attack.

Good Multiattack: For every die made against this skill, the character gets an extra attack. Each of their additional attacks gains a cumulative -3 penalty to hit. *Attack Action.*

Horns (W)

Base Cost: 100

Attribute: Light Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the light melee weapons skill.

Stampede Attack: If the character succeeds at a two die check against this skill, they may make a full move and attack. On a failure they may only make a full move. *Attack Action.*

Pinning Attack: The character makes a regular attack against an opponent. If it hits, the target takes normal damage and is pinned and cannot move, but can take actions. The attacker also cannot move or

use their horns again without freeing the target. The target can attempt to break free as a fifth movement by winning a contested STR check with the attacker, the attacker gets a bonus of one die per die made against this skill. *Attack Action.*

Impaling Weapons (W)

Base Cost: 100

Attribute: Light Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the light melee weapons skill.

Armor Piercing Attack: If the character makes a three die check against this skill, they make a regular attack that ignores all armor defense values. *Attack Action.*

Pinning Attack: The character makes a regular attack against an opponent. If it hits the target takes normal damage and is pinned and cannot move, but can take actions. The target can attempt to break free as a fifth movement by succeeding at a resistance check equal to the number of dice made against this skill plus one against STR. If they cannot break free, they can take off or destroy their armor and clothing to break free. If they have no armor or clothing and cannot break free, they can eventually work their way loose after 5 minutes. *Attack Action.*

Precision Weapons (W)

Base Cost: 100

Attribute: Light Weapons – Melee

Skill Type: Warrior/Rogue/Marine

Extra Dice: non

Any dice made against this skill may also be assigned to the light melee weapons skill.

Very Deadly: For each die made against this skill, the character adds +1 to their natural roll for one attack. If the attack is a critical hit, 5% is added to the critical hit roll per die as well.

Crippling Attack: If the character makes at least a two die check against this skill, they may make an attack against a specific limb of the target. If the attack hits, the target must make a resistance check equal to the number of dice rolled against this skill against WIL to use that limb for a number of rounds equal to the damage dealt. If a critical hit has an effect that could not be applied to that limb, ignore the effect but keep the damage multiplier. *Attack Action.*

Versatile Melee Weapons (W)

Base Cost: 200

Attribute: CSE

Skill Type: Warrior/Marine

Extra Dice: non

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending any actions on it.

Precise: For each die made against this skill, the character adds +2 to their attack roll for one attack.

Lethal: For each die made against this skill, the character adds +2 to damage for one attack.

Average Multiattack: For every die made against this skill, the character gets an extra attack. Each of their additional attacks gains a cumulative -4 penalty to hit. Missing prevents the character from making their next attack, but they may continue after that. *Attack Action.*

Brawling (W)

Base Cost: 100

Attribute: Versatile Weapons – Melee

Skill Type: Warrior/Marine

Extra Dice: non

Any dice made against this skill may also be assigned to the versatile melee weapons skill.

Increased Damage: For this round, increase the damage of all punches and kicks done by the character. One die increases it to 1d4, two dice increases it to 1d8, and three dice increases it to 1d12. Reduce this by one die if using an unarmed weapon like Cestus.

Grappling Attack: For every two dice made against this skill, they may make a brawling attack and automatically grapple the target as well as doing damage if it hits. *Attack Action.*

Tripping Attack: If a two dice check is made against this skill, the character may make a brawling attack and knock the target prone as well as doing damage if it hits. If this check is increased to four dice, the character may also attempt a free grapple attack against the target after they are knocked prone. *Attack Action.*

Claws (W)

Base Cost: 100

Attribute: Versatile Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the versatile melee weapons skill.

Deadly: For each die made against this skill, the character adds +1 to their natural roll for one attack.

Raking Attack: The character must make at least a three die check against this skill and have at least two limbs with claws. They make 1 attack with their first 2 claws, with no offhand penalty or two weapon fighting required. If both claw attacks hit, they may make a free grapple attack. If the grapple succeeds, for each additional die they made they may make an attack with one of their other claws. The first two attacks and grapple are at full mod, the other attacks get no mod but the target gets the usual defense penalties for being grappled. *Attack Action.*

Hooves (W)

Base Cost: 100

Attribute: Versatile Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the versatile melee weapons skill.

Stunning Attack: The character must make at least three dice versus this skill, then makes a single attack roll. If the attack hits, then the enemy must make a three die HEA check. If they fail, they cannot take any mental actions next round. Each additional die made versus this skill increases the difficulty of the check by one. *Attack Action*

Stomping Attack: If the character makes at least two dice against this skill they may make an attack against an opponent that has been knocked down. If it hits, the opponent is automatically grappled in addition to taking damage and any extra dice made are added to the attackers dice when holding the grapple. *Attack Action.*

Swords (W)

Base Cost: 100

Attribute: Versatile Weapons – Melee

Skill Type: Warrior/Marine

Extra Dice: non

Any dice made against this skill may also be assigned to the versatile melee weapons skill.

Deadly: For each die made against this skill, the character adds +1 to their natural roll for one attack.

Defensive Stance: For each die made against this skill, the warrior can add two to their combat and grapple defense until their next round of action.

Half Swording: The user grabs onto the blade part of the weapon in order to use it in a makeshift way. The user rolls one die plus however many dice they wish against their swords skill. The additional dice are considered successes against either **Light Melee Weapons Skill** (The user chokes down on the blade for more control) or **Heavy Melee Weapons Skill** (The user flips the blade around and uses the handle to hit). The weapon damage is 1d6 when used this way.

Heavy Melee Weapons (W)

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: non

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending any actions on it.

Lethal: For each die made against this skill, the character adds +5 to damage for one attack.

Bad Multiattack: For every die made against this skill, the character gets an extra attack. Each of their additional attacks gains a cumulative -6 penalty to hit. Missing prevents the character from making any further attacks. This cannot be used with oversized weapons. *Attack Action.*

Axes (W)

Base Cost: 100

Attribute: Heavy Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the heavy melee weapons skill.

Head Split Attack: If the character makes a five die check against this skill, they make an attack that is automatically a critical hit if it hits and is a regular hit if it misses but hits their touch defense value. For each additional d6 made, 5% is added to the critical hit roll. *Attack Action.*

Cleave Armor: For each d6 vs this skill the character reduces the target's armor or natural armor DVs by 3 for one attack. This does not reduce those DVs below 0, any extra dice rolled beyond the target's

actual armor DVs are wasted. This also does not tell the character exactly what the target's armor DVs are.

Smash Shield: The character makes 3d6 vs this skill and makes a regular attack. If the attack at least hits the touch DV of the target, the target's shield is damaged enough to make it unusable. The shield is not destroyed and can be repaired. If the attack also hits the regular DV of the target then it also does damage to the target. *Attack Action.*

Bite (W)

Base Cost: 100

Attribute: Heavy Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the heavy melee weapons skill.

Grappling Attack: If the character makes at least a two die check against this skill, they may make a bite attack and automatically grapple the target in addition to doing the standard bite damage if the attack succeeds. If they make an additional two dice (for a total of four), the target automatically takes the bite damage again if they break free from the grapple. *Attack Action.*

Gnaw: For each die made against this skill, the character gets +4 damage on an attack against a target they have grappled.

Hammers (W)

Base Cost: 100

Attribute: Heavy Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the heavy melee weapons skill.

Rending Attack: The character makes a regular attack against an opponent. If it hits, every two dice made against this skill reduces the defense values of the target's worn armor by one in addition to doing regular damage to the target. If it doesn't hit, but touches the target, the DVs are damaged but the target takes no damage. *Attack Action.*

Stunning Attack: The character must make at least three dice versus this skill, then makes a single attack roll. If the attack hits, then the enemy must make a three die HEA check. If they fail, they cannot take any mental actions next round. Each additional die made versus this skill increases the difficulty of the check by one. *Attack Action.*

Oversized Weapons (W)

Base Cost: 100

Attribute: Heavy Weapons – Melee

Skill Type: Warrior

Extra Dice: non

Special: Oversized weapons cannot use multiattack. This category includes all manufactured and natural weapons that have a die size of 1d13 or larger.

Any dice made against this skill may also be assigned to the heavy melee weapons skill. If the weapon has another type, such as being an axe or hoof, then being oversized trumps all other weapon types.

yanked to the ground. Missing does not stop further attacks and the character can attack the same target again if they miss and have more attacks. Attack Action.

Disarming Attack: The character must make at least a two die check against this skill. If they succeed on an attack roll, their weapon wraps up the target's weapon and they can attempt to disarm. They roll contested STR with the character getting +1 die for each extra die they made against this skill for having better leverage with their weapon. If the character wins, they disarm the target and can fling the weapon anywhere within weapon range. This attack does not deal damage. *Attack Action.*

Missile Weapons

Bows (W)

Base Cost: 300

Attribute: CSE

Skill Type: Warrior/Rogue

Extra Dice: non

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending an action on it.

Average Multiattack: For every die made against this skill, the character reloads their bow and gets an extra attack. Each of their additional attacks gains a cumulative -4 penalty to hit. Missing prevents the character from making their next attack, but they may continue after that. This cannot be used with oversized weapons. *Attack Action.*

Lethal: For each die made against this skill, the character adds +2 to damage for one attack.

Precise: For each die made against this skill, the character adds +4 to their attack roll for one attack.

Increased Range: For each die made against this skill, increase the range increment (and decrease the appropriate penalties) of the weapon by 50% for one attack.

Volley: The character makes a two die check versus this skill. If they do, they may choose a point within their weapon's range, and make an attack roll against all targets within a 10' radius of the point. On a 20, every target is hit, but not critically hit. With an additional two dice, the attack can critically hit. For every additional die made against this skill, the character can exclude a target from the attack, increase the radius of the attack by 5', or decrease the radius of the attack by 5'. *Attack Action.*

Multiarrow: The character makes a one die check against this skill. If they do, they knock an extra arrow. For every additional two dice made against this skill, they knock an extra arrow into the bow. The character then makes one attack roll. On a hit, all arrows hit. On a critical hit, only the first arrow is affected; all other arrows are just regular hits. This cannot be used with oversized weapons. *Attack Action.*

Crossbows (W)

Base Cost: 300

Attribute: CSE

Skill Type: Warrior/Rogue

Extra Dice: non

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending an action on it.

Quickload: For each die made against this skill, a bolt is loaded into the crossbow.

Bad Multiattack: For every die made against this skill, including any dice needed to load the weapon, the character gets an extra attack. Each of their additional attacks gains a cumulative -6 penalty to hit. Missing prevents the character from making any further attacks. This cannot be used with oversized weapons. *Attack Action.*

Lethal: For each die made against this skill, the character adds +5 to damage for one attack.

Precise: For each die made against this skill, the character adds +2 to their attack roll for one attack.

Increased Range: For each die made against this skill, increase the range increment (and decrease the appropriate penalties) of the weapon by 50% for one attack.

Piercing Attack: With a successful four die check against this skill the user can make a regular attack. If that attack hits, it ignores anything that would reduce the damage of the attack such as Magic Shield, Deflect Missile, Iron Salve, or Biofeedback. *Attack Action.*

Armor Piercing Attack: If the character makes a three die check against this skill, they make a regular attack that ignores all armor defense values. *Attack Action.*

Thrown Weapons (W)

Base Cost: 200

Attribute: CSE

Skill Type: Warrior/Rogue

Extra Dice: non

Quickdraw: If one die is made against this skill, the weapon can be drawn without spending an action on it.

Precise: For each die made against this skill, the character adds +2 to their attack roll for one attack.

Good Multiattack: For every die made against this skill, the character draws a throwing weapon and gets an extra attack. Each of their additional attacks gains a cumulative -3 penalty to hit. This cannot be used with oversized weapons. *Attack Action.*

Catch Thrown Weapons: For each die made against this skill, the character can attempt to catch one weapon thrown at them or a creature adjacent to them before their next round. They roll 1d20 and add their missile modifier. If it is higher than the attack roll, the attack does not hit and they catch the weapon.

Increased Damage: For each die made against this skill, the character increases the die size of all thrown weapons they use by two for the round. This caps at 1d12.

Linear Weapons

Light Linear Weapons

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: non

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending any actions on it.

Quickload: If one die is made against this skill, a single round is loaded into the rifle. If two dice are made against this skill, the weapon is completely reloaded.

Precise: For each die made against this skill, the character adds +4 to their attack roll for one attack.

Good Multiattack: For every die made against this skill, the character gets an extra attack. Each of their additional attacks gains a cumulative -3 penalty to hit. *Attack Action.*

Automatic Weapons (W)

Base Cost: 100

Attribute: Light Weapons – Linear

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the light linear weapons skill.

Full Auto Attack: At least a two die check must be made against this skill. They make an attack against every creature in a 5' radius area using a single attack roll. If they roll a natural 20, every target is hit but not critically hit. For each extra die on the check the character can exclude one target from the attack. With an additional two die on the check the attack can critically hit. *For each extra die on the check, the warrior may also expand the radius of the attack by 5'. Attack Action.*

Burst Attack: The character makes a one die check against this skill. If they do, they make a single attack roll, and fire twice. For every additional two dice made against this skill, the character fires another round. The character makes one attack roll. If it hits, all shots fired with this skill connect. On a critical roll, only the first shot is a critical hit; all other shots are standard hits. *Attack Action.*

Semi-Auto Weapons (W)

Base Cost: 100

Attribute: Light Weapons – Linear

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the light linear weapons skill.

Crippling Attack: If the character makes at least a two die check against this skill, they may make an attack against a specific limb of the target. If the attack hits, the target must make a resistance check equal to the number of dice rolled against this skill against WIL to use that limb for a number of rounds equal to the damage dealt. If a critical hit has an effect that could not be applied to that limb, ignore the effect but keep the damage multiplier. *Attack Action.*

Rending Attack: The character makes a regular attack against an opponent. If it hits, every two dice made against this skill reduces the defense values of the target's worn armor by one in addition to doing

regular damage to the target. If it doesn't hit, but touches the target, the DVs are damaged but the target takes no damage. *Attack Action.*

Versatile Linear Weapons

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: non

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending any actions on it.

Quickload: If two dice are made against this skill, the weapon is completely reloaded.

Lethal: For each die made against this skill, the character adds +2 damage to one attack.

Precise: For each die made against this skill, the character adds +2 to their attack roll for one attack.

Average Multiattack: For every die made against this skill, the character gets an extra attack. Each of their additional attacks gains a cumulative -4 penalty to hit. Missing stops the next roll to hit, but they may continue attacking after that. *Attack Action.*

Lever-Action Weapons (W)

Base Cost: 100

Attribute: Versatile Weapons – Linear

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the versatile linear weapons skill.

Stopping Power: For each die the character makes against this skill, the target of an attack loses 5' of move speed until the character's next round.

Blowback: The character makes a two die check versus this skill, then makes a single roll to hit. If they do, the target of their attack is blown back 10'. Additionally, the enemy must attempt a four die resistance check against their choice of STR or AGI. If they fail, they are knocked prone. Each additional die made against this skill increases the distance the target is moved by 5'. *Attack Action.*

Revolver Weapons (W)

Base Cost: 100

Attribute: Versatile Weapons – Linear

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the versatile linear weapons skill.

Area Attack: The character must make at least a two die check against this skill. They can attack everyone in a 15' long by 5' wide cone using a single attack roll. On a natural 20, everyone is hit but not critically hit. This skill can be combined with Multiattack, but the Multiattack skill is one die more difficult. (If it would take a one die check for each additional attack, it would require two dice instead when used with this skill.) Additionally, they suffer all normal penalties to LMOD. *Attack Action.*

Disarming Attack: The character must make at least a two die check against this skill. If they succeed on an attack roll, their bullet strikes the opponent's weapon, knocking it out of their hand. They roll

contested PER (the character) against the opponent's STR, with the character getting +1 die for each extra die they made against this skill for having better aim. If the character wins, they disarm the target and may knock the weapon 10' away in a direction of their choice. This attack does not deal damage. *Attack Action.*

Heavy Linear Weapons

Base Cost: 200

Attribute: CSE

Skill Type: Warrior

Extra Dice: non

Every linear weapon that deals more than 1d12 damage must be written up as a heavy weapon.

Quickdraw: If two dice are made against this skill, the weapon can be drawn without spending any actions on it.

Quickload: Every die made against this skill reduces the reload check by one. By making a two die check against this skill, the weapon is completely reloaded in one round.

Precise: For each die made against this skill, the character adds +2 to their attack roll for one attack.

Lethal: For each die made against this skill, the character adds +5 to damage for one attack.

Bad Multiattack: For every die made against this skill, the character gets an extra attack. Each of their additional attacks gains a cumulative -6 penalty to hit. Missing prevents the warrior from making any further attacks. This cannot be used with oversized weapons. *Attack Action.*

Bolt-Action Weapons (W)

Base Cost: 100

Attribute: Heavy Weapons – Linear

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the heavy linear weapons skill.

Punch Through: The character makes a single attack roll. If the attack roll successfully hits the enemy, it pierces through the first enemy, and continues forwards to strike another foe. This continues until the attack fails to pierce through an enemy. The character must roll one die against this skill for each enemy they wish to pierce. Additionally, every time the round pierces through an enemy, the attack roll suffers a -5 penalty to hit. *Attack Action.*

Increased Range: For each die made against this skill, increase the range increment (and decrease the appropriate penalties) of the weapon by 50% for one round.

Single-Shot Weapons (W)

Base Cost: 100

Attribute: Heavy Weapons – Linear

Skill Type: Warrior

Extra Dice: non

Any dice made against this skill may also be assigned to the heavy linear weapons skill.

Overcharged Shot: The character makes a single attack with a reduction to hit of -2 times the number of dice made. If the attack hits, the natural damage of the attack is multiplied by the number of dice made. *Attack Action.*

Piercing Attack: With a successful four die check against this skill the user can make a regular attack. If that attack hits, it ignores anything that would reduce the damage of the attack such as Magic Shield, Deflect Missile, Iron Salve, or Biofeedback. *Attack Action.*

Modifiers

Attack Modifier Cost

Background	Warrior	Priest	Mage	Nomad	Marine (Buccaneer)	Marine (Brawler)	Rogue	Psion
Combat	200	300	400	500	200	200	200	400
Missile	200	300	500	600	400	400	200	600
Grapple	200	400	600	500	400	200	400	500
Linear	200	300	500	600	200	400	400	600

Reduced Modifier Cost

If a character understands one form of combat well, their pre-existing knowledge of fighting will translate to learning other forms of combat:

-When a character is buying up a modifier that has fewer ranks than their ranks of their highest modifier, they may buy it up at half cost. This only counts any ranks that have been bought with experience points, not granted from racial bonuses or magical sources.

-When a character is buying up a modifier that has fewer natural ranks of their natural ranks of their highest two modifiers, they may buy it up at quarter cost. This only counts any ranks that have been bought with experience points, not granted from racial bonuses or magical sources.

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. Passive abilities are restricted; warriors can only buy up passive abilities from their own school.

The **School of the Wolverine** teaches reckless melee combat that allows warriors to become the most brutally efficient killers on the battlefield. 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.

School of the Wolverine

Warriors in the school of the wolverine choose to embody the violent, unpredictable personality of the wolverine. 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.

Maneuvers

Bloodshed (M)

Base Cost: 100

Attribute: STR

Skill Type: Warrior (Wolverine)

Extra Dice: non

Bloodshed: For each die made against this skill, the amount of Lethal damage per die from a melee Weapon Skill is increased by 1 per die. **Attack Action.**

Charge (M)

Base Cost: 100

Attribute: STR

Skill Type: Warrior (Wolverine)

Extra Dice

Blitz: The character must make a two die check against this skill. They then charge forwards in a straight line for 20', striking all within 5' of their path. Roll a separate attack roll for each target, but one damage roll against everyone that is hit. The character cannot travel further than their move speed would normally allow. If the character's melee range is greater than 5', then for every extra foot of range they have, they may travel forwards another foot. Enemies may only be struck once by a character's charge during a round. For every die made against this skill, the character may exclude a target from the attack. For every two dice made against this skill, the character may make a turn during their charge, with an angle of no more than ninety degrees. For every die made against this skill, the warrior may extend the range of their charge by up to 10'. **Attack Action.**

Skewer: The character must make a two die check against this skill. They may then move up to an enemy of their choice within their maximum movement range and make a simple attack. If they move at least half of their move speed, they may roll to impale using their full modifier. For an additional two dice against this skill, the warrior may instead make a different attack action, in which they do not impale the foe. **Attack Action.**

Two Weapon Fighting (M)

Base Cost: 100

Attribute: STR/AGI

Skill Type: Warrior (Wolverine)

Extra Dice: non

This skill may be bought up to the highest of the character's permanent STR or AGI attribute.

Two Weapon Fighting: The character must first make a one die check against this skill; they may make a single simple attack with their offhand. For every additional two dice made against this skill, the warrior

may roll a die against the offhanded weapon's relevant skill. The offhand weapon makes a separate attack action from the main hand; penalties for multiattacking with the offhand are separate from penalties for multiattacking using the main hand.

Example: Maria has a sword in her main hand, and a semi-auto handgun in her offhand. She rolls five dice against her Sword skill, and five dice against this skill. She then rolls two dice against her Light Linear Weapons skill. She decides to devote all her dice to multiattacking. She makes six attacks with her main hand at a cumulative -4 penalty using her full CMOD. Attacks in her offhand suffer a cumulative -4 penalty to hit, suffer a -4 penalty from using her offhand, and use her full LMOD.

Whirlwind (M)

Base Cost: 100

Attribute: STR

Skill Type: Warrior (Wolverine)

Extra Dice: non

Whirlwind: The character must make a two die check against this skill. They then make an attack against everyone within their melee weapon range. Roll a separate attack roll for each target but one damage roll against everyone that is hit. For each die made, the character can either increase the range by 5, decrease the minimum range by 5 for weapons that don't hit close, or exclude a target from the attack. The range increase comes from the character moving around to cover more area. They end their attack 5 feet per range increase die away from their starting position and if they did not increase the range they **do not move while using whirlwind**. *Attack Action.*

Activated Abilities

Merciless

Base Cost: 100

Attribute: STR

Skill Type: Warrior (Wolverine)

Extra Dice: non

Merciless: Upon killing a foe, the warrior activates this ability. At the beginning of their next round, they may roll two dice against this skill, and then use an extra action to move up to 10' towards a new foe and make a single simple attack. This is prior to any normal actions they may take, including moving and attacking. If the user takes an attack action after the simple attack, then the first attack suffers no penalties from multiattacking; further attacks suffer penalties from multiattacking. For each additional die made against this skill, the warrior may extend the range of their movement by 10', or they may add 5 damage to the attack.

Passive Abilities

Destructive Blows

Base Cost: 2500

Attribute: STR/6, PER/6

Skill Type: Warrior (Wolverine)

Extra Dice: res

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

Destructive Blows: After the character rolls damage for their round, they may select a number of dice up to their ranks in this ability. They may reroll those dice once, and they must use the new result of the roll.

School of the Bear

Warriors in the school of the bear are not only the hardest to kill, but also the warriors best-equipped to draw enemy ire. They can survive in the thick of battle for much longer than any of their brethren.

Maneuvers

Defensive Weapons (M)

Base Cost: 200

Attribute: STR

Skill Type: Warrior (Bear)/Marine

Extra Dice: non

This maneuver requires the use of a defensive weapon or shield. They can be in the main hand.

Quickdraw: If two dice are made against this skill, the weapon or shield can be drawn without spending an action on it. This may also be used to take shields off without spending an action.

Defend: For each die made against this skill, the character adds +1 to either all of their touch DVs or all of the touch DVs of another character in melee range.

Interpose: For every die the character makes against this skill, they may select an attack made against a target within their melee range, then redirects it to themselves. The character's player must decide this after attacks have been declared, but before rolls to-hit have been made. *Attack Action.*

Parry: For each die made against this skill, the character adds their ranks of the Defensive Weapons skill to their touch defense values for one attack against them before their next turn. *Attack Action.*

Fencing Weapons (M)

Base Cost: 100

Attribute: Defensive Weapons

Skill Type: Warrior (Bear)

Extra Dice: non

Counterattack: The character does not attack on their round and prepares to counter an attack against them. This looks similar to setting up to parry and cannot be distinguished from that. If they make a two die check against this skill, when someone attacks them they may roll d20, add their combat modifier, and +2 per extra die made against this skill. If they roll higher than the attacker, they hit the attacker and the attacker misses them. If they made an extra two die check against this skill, the attacker loses any additional attacks they would have gotten from Multiattack. *Attack Action.*

Feint Attack: The character must make a two die check against this skill. They make an attack and if the target tries to parry, interpose, or counterattack, the parry, interpose, or counterattack fails. If the target was not parrying or counterattacking, this attack misses. If they made an additional three dice against this skill, they may still attack if the target was not parrying or counterattacking, but they may not crit. *Attack Action.*

Shields (M)

Base Cost: 100

Attribute: Defensive Weapons

Skill Type: Warrior (Bear)

Extra Dice: non

Skill Type: Warrior (Wolf) Extra Dice: non

Assistance: The character points out an enemy's weak points to a single ally. For every die made against this skill, a single ally gains +2 bonus on their next roll to hit or damage roll. For every two extra dice warrior may grant this bonus to a different ally or make bonus affect one more attack.

Critical Mark: The character assists a single ally in delivering a devastating blow. For every die made against this skill, an ally within 30' LOS adds +1 to their next natural roll to hit. In addition, if the attack crits, then for every extra die +5% is added to the critical roll. This will not stack with other bonuses to the natural roll or to the critical roll.

Mobile Fighter (M)

Base Cost: 100 Attribute: STR/AGI

Skill Type: Warrior (Wolf) Extra Dice: non

This maneuver may be bought up to the higher of the character's STR or AGI.

Mobile Fighter: This skill may be used with any attack action. For each die made versus this skill, the character may move up to one fifth of their move speed and take any attack action using their full modifiers. The character may split their movement to be both before and after any attack they make and chooses how to allocate the movement. If the character makes several attacks, they may move in between each of their attacks. Additionally, the character cannot travel more in one round than their movement rate would allow them.

Team Effort (M)

Base Cost: 100 Attribute: CSE

Skill Type: Warrior (Wolf) Default: non

Team Effort: This skill is used to make party more successful in group tasks. For every two dice made against this skill, the character's party is granted a +1 bonus on group skill or attribute checks until the beginning of warrior's next turn. If multiple warriors use this skill, the first warrior to announce the use of the skill takes 1 die off for every ally assisting him with Team Effort.

Activated Abilities

First Strike

Base Cost: 2500 Attribute: CSE/6

Skill Type: Warrior (Wolf) Extra Dice: non

First Strike: For each rank in this ability, the character gains a charge of first strike. Upon rolling for initiative, the character may use their reaction and expend a charge of First Strike. If they do, their team rolls for initiative twice, and the character chooses which roll to keep. All charges are restored upon completing a rest period. This ability may not be used by a single team more than once per round.

Martial Guidance

Base Cost: 100 Attribute: CSE

Skill Type: Warrior (Wolf) Extra Dice: non

Pierce Cover: For every die the character makes against this skill, ranged attacks may ignore up to 1' of stone and wood, 6" of iron and steel, or 3" of adamantite. This does not allow attacks to ignore armor DVs. This lasts until the beginning of their next turn.

Snipe (M)

Base Cost: 100

Attribute: PER

Skill Type: Warrior (Hawk)

Extra Dice: non

Snipe: The character spends four rounds aiming at a target, which costs their physical and mental action during each round. If they succeed at least a two die check against this skill, they may make an attack action with a ranged weapon against the target. On a hit, the attack is a critical hit. If the attack touches, but does not exceed the target's total DVs, the attack is a hit. If the attack does not touch the target, then it misses. Each additional die made increases the result of the critical roll by 5%. *Attack Action.*

Activated Abilities

Deft Hands

Base Cost: 200

Attribute: CSE/AGI

Skill Type: Warrior (Hawk)

Extra Dice: res

This skill may be bought up to the highest of the character's CSE or AGI.

Deft Hands: For each rank the character has in this skill, they gain a charge of Deft Hands. As a free action, the character may expend any number of charges of Deft Hands to act as dice against the "quickload" or "quickdraw" skills for the duration of the round. All charges are restored upon completing a full rest period.

Passive Abilities

Hawkeye

Base Cost: 2500

Attribute: PER/6

Skill Type: Warrior (Hawk)

Extra Dice: non

Hawkeye: For every rank the character has in this skill, the amount of rounds they need to aim to use the Aiming and Snipe skills is reduced by one. With enough ranks in this skill, the character may aim and fire during the same round. Once a character has enough ranks in this skill to aim and fire in the same round, each additional rank in this skill will increase the damage roll of the attack by one; the damage roll cannot be increased beyond the maximum value of the damage dice.

School of the Dragon

Warriors from the School of the Dragon 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 at hunting down enemy mages, due to their ability to fend against magical attacks.

Maneuvers

Weapon Warp (M)

Base Cost: 100

Attribute: PWR

Skill Type: Warrior (Dragon)

Extra Dice: non

Elemental Warp: The character makes a two die check against this skill. For the duration of the round, all weapon damage they deal is treated as their choice of cold, earth, fire, or lightning damage. Damage is still multiplied on a critical hit.

Extrplanar Warp: The character makes three dice against this skill. For the duration of the round, they may hit immaterial and ethereal creatures as if they were physical. Until the beginning of the character's next round, the weapon counts as magical for the purposes of bypassing resistances.

Energy Warp: The character makes a five die check against this skill. For the duration of the round, all weapon damage they deal is treated as pure elemental magic damage; the weapon also ignores all magical DVs. Damage is still multiplied on a critical hit.

Earth Infusion (M)

Base Cost: 100

Attribute: PWR

Skill Type: Warrior (Dragon)

Extra Dice: non

Infusion: For each die made against this skill, the character adds 1d6 points of earth damage to single attack. Until the beginning of the character's next round, the weapon counts as magical for the purposes of bypassing resistances.

Fortification: For each die made against this skill, the character is able to absorb 2 points of earth damage until the beginning of his next turn.

Fire Infusion (M)

Base Cost: 100

Attribute: PWR

Skill Type: Warrior (Dragon)

Extra Dice: non

Infusion: For each die made against this skill, the character adds 1d6 points of fire/heat damage to single attack. Until the beginning of the character's next round, the weapon counts as magical for the purposes of bypassing resistances.

Fortification: For each die made against this skill, the character is able to absorb 2 points of cold/ice damage until the beginning of his next turn.

Ice Infusion (M)

Base Cost: 100

Attribute: PWR

Skill Type: Warrior (Dragon)

Extra Dice: non

Infusion: For each die made against this skill, the character adds 1d6 points of cold/ice damage to single attack. Until the beginning of the character's next round, the weapon counts as magical for the purposes of bypassing resistances.

Fortification: For each die made against this skill, the character is able to absorb 2 points of cold/ice damage until the beginning of his next turn.

Lightning Infusion (M)

Base Cost: 100 Attribute: PWR

Skill Type: Warrior (Dragon) Extra Dice: non

Infusion: For each die made against this skill, the character adds 1d6 points of lightning/electrical damage to single attack. Until the beginning of the character's next round, the weapon counts as magical for the purposes of bypassing resistances.

Fortification: For each die made against this skill, the character is able to absorb 2 points of lightning/electrical damage until the beginning of his next turn.

Chromatic Infusion (M)

Base Cost: Special Attribute: Special

Skill Type: Warrior (Dragon) Extra Dice: non

The character does not buy this skill up using experience points. Instead, they have a number of ranks in this skill equal to their lowest rank out of the following: Earth Infusion, Fire Infusion, Ice Infusion, and Lightning Infusion.

Infusion: For each die made against this skill, the character adds 1d6 points of pure elemental magic damage to single attack. Until the beginning of the character's next round, the weapon counts as magical for the purposes of bypassing resistances.

Fortification: For each die made against this skill, the character is able to absorb 2 points of pure magic damage until the beginning of his next turn; this will not absorb physical spell damage, such as the damage from Fireball. This will absorb damage from Weapon Charm, Power Bolt and similar sources.

Activated Abilities

Dragon Strike

Base Cost: 200 Attribute: PWR

Skill Type: Warrior (Dragon) Extra Dice: res

Dragon Strike: For each rank of this skill, the character gains one charge of Dragon Strike. When used in conjunction with Infusion, the character may use up to three charges to ignore ranks of resistances equal to charges spent that would otherwise be applied to Infusion damage.

Passive Abilities

Armor of the Dragon

Base Cost: 2500 Attribute: PWR/6

Skill Type: Warrior (Dragon) Extra Dice: non

Armor of the Dragon: For every two dice made against Infusion skill dedicated to Fortification, the character gains one rank of resistance against Infusion's damage type up to the rank of this skill. This resistance lasts for the duration of Fortification, and will not stack with other ranks of resistances.

Manual Weapons

Reloading: If the rate has a * next to it, this is the time it takes to fully reload the weapon with the proper quick loading device. Otherwise, it takes the reload time to reload a single shot into the weapon. Skill can be used to reduce reload times.

Oversized: If a weapon has a die size exceeding 1d12, it cannot multiattack. If an effect grants the weapon the ability to make several attacks in one round (ex: Speed, Forwards, etc.), then the attacks suffer a cumulative -10 penalty to hit; missing stops all further attacks.

Melee Weapons

No Changes

Shield Modifications

Shields may have spikes added on them, which increases their base weapon damage from 1d2 to 1d4. This adds a cost of 20 silver for iron shields, 4000 silver for steel shields, and 40000 silver for adamantine shields.

Missile Weapons

Bows

Type	Category	STR	DV	Rate	Weapon	Dmg	Range	Bkg	Hnds	Cost
P	Bow	8	1	1	Self-Bow	D6	40	W	2	60
P	Bow	10	1	1	Horse Bow	D6	60	W	2	75
P	Bow	12	1	1	Longbow	D8	60	W	2	120
P	Bow	14	1	1	Geleian Longbow	D10	60	W	2	250
P	Bow	16	1	1	Kieron Greatbow	D10	80	W	2	850

Crossbows

Type	Category	STR	DV	Rate	Cap.	Weapon	Dmg	Range	Bkg	Hnds	Cost
P	Crossbow	8	1	2	1	Crossbow	D8	40	W	2	150
P	Crossbow	10	1	2	1	Liston Crossbow	D10	60	W	2	30
P	Crossbow	12	1	2	1	Gramshire Crossbow	D12	80	W	2	1200

Thrown Weapons

Type	Category	STR	DV	Rate	Weapon	Dmg	Range	Bkg	Hnds	Cost
P	Thrown	12	1	1	Atlatl	D8	30	W	1	-
P	Thrown	10	1	1	Chakram	D6	20	W	1	-
P	Precision/Thrown	6	1	1	Dagger	D4	10	W	1	-
P	Thrown	8	1	1	Dart	D4	20	W	1	-
P	Impaling/Thrown	14	1	1	Harpoon	D8	30	W	1	-
E	Axe/Thrown	10	1	1	Hatchet	D6	20	W	1	-
P	Thrown	12	1	1	Javelin	D6	30	W	1	-
P	Thrown	6	1	1	Shuriken	D4	10	W	1	-
P	Thrown	6	1	1	Sling (Bullet)	D4	20	W	1	-
P	Thrown	8	1	1	Sling (Stone)	D3	15	W	1	-
P	Impaling/Thrown	12	1	1	Spear	D8	20	W	2/1	-
P	Precision/Thrown	8	1	1	Stiletto	D4	20	W	1	-

P	Impaling/Thrown	10	1	1	Trident	D8	10	W	2/1	-
B	Hammer/Thrown	10	1	1	War Hammer	D6	10	W	1	-

Linear

Handguns

Cartridge Handgun	Dmg	Range	Rate*	Cap.	Hnds	Cost
<i>Handgun, Single Shot</i>						
Light	D8	20	1,2*	1	1	30
Heavy	D10	30	1,2*	1	1	100
Oversized	D16	30	1,2*	1	2	400
<i>Handgun, Revolver</i>						
Light	D8	20	1,2*	6	1	75
Heavy	D10	30	1,2*	6	1	200
<i>Handgun, Semi-Auto</i>						
Light	D8	20	1,2*	6	1	150
Heavy	D10	30	1,2*	6	1	400
<i>Handgun, Automatic</i>						
Light	D8	20	1,2*	20	1	375
Heavy	D10	30	1,2*	20	1	1,000

Shotguns

Cartridge Shotgun	Dmg	Range	Rate*	Cap.	Hnds	Cost
<i>Shotgun, Single Shot</i>						
Buckshot	D12	30	1,2*	2	2	325
Rifled Slug	D12	50	1,2*	1	2	325
Oversized Buckshot	D20	30	1,2*	2	2	1300
Oversized Rifled Slug	D20	50	1,2*	1	2	1300
<i>Shotgun, Lever Action</i>						
Buckshot	D12	30	1,2*	8	2	650
Rifled Slug	D12	50	1,2*	4	2	650
<i>Shotgun, Semi-Auto</i>						
Buckshot	D12	30	1,2*	8	2	1300
Rifled Slug	D12	50	1,2*	4	2	1300
<i>Shotgun, Automatic</i>						
Buckshot	D12	30	1,2*	20	2	3250
Rifled Slug	D12	50	1,2*	10	2	3250

Long Arms

Cartridge Long Arm	Dmg	Range	Rate*	Cap.	Hnds	Cost
<i>Long Arm, Single Shot</i>						
Light	D10	80	1,2*	1	2	600
Heavy	D12	100	1,2*	1	2	2400
Oversized	D20	120	1,2*	1	2	9600
<i>Long Arm, Revolver</i>						
Light	D10	80	1,2*	5	2	1200
Heavy	D12	100	1,2*	5	2	4800
<i>Long Arm, Lever Action</i>						
Light	D10	80	1,2*	8	2	1200
Heavy	D12	100	1,2*	8	2	4800

<i>Long Arm, Bolt Action</i>							
	Light	D10	80	1,2*	8	2	1200
	Heavy	D12	100	1,2*	8	2	4800
	Oversized	D20	120	1,2*	8	2	19200
<i>Long Arm, Semi-Auto</i>							
	Light	D10	80	1,2*	8	2	2400
	Heavy	D12	100	1,2*	8	2	9600
<i>Long Arm, Automatic</i>							
	Light	D10	80	1,2*	20	2	6000
	Heavy	D12	100	1,2*	20	2	24000

Marines

Marines have previously been a largely unused class, seeing as they've been largely useless in combat if they cannot grapple a target. As such, any marine character now chooses one of two fighting styles: brawlers and buccaneers. Marines buy up all classes from their fighting style and core skills at base; they buy up skills from other fighting styles at double cost.

Buccaneers specialize in fast, fanciful fighting. They try to be highly mobile, and dance around the battlefield to avoid getting hit by their foes.

Brawlers specialize in direct hand-to-hand combat. They use their bare fists to pummel and wrestle their foes into submission.

Core Skills

Attack Modifiers

Fighting Style	CMOD	MMOD	GMOD	LMOD
Buccaneer	200	400	400	200
Brawler	200	400	200	400

Weapon Skills

- Light Melee Weapons
 - Precision Weapons
- Versatile Melee Weapons
 - Swords
- Artillery
- Defensive Weapons

Artillery (W)

Base Cost: 200

Attribute: **CSE**

Skill Type: Marine

Extra Dice: **non**

Quickload: Each die made against his skill reduces the use rate of the Artillery by one. Artillery cannot be loaded and fired on the same round.

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

Deadly Attack: For each die made against this skill, add one to the natural roll to hit. For example, if three dice are made against this skill, a critical hit occurs on a natural “to hit” roll of 17 or higher.

Precise Attack: For each die made against this skill, +4 is added to the attack roll.

Buccaneers

Weapon Skills

- Versatile Linear Weapons
 - Revolvers
- Heavy Linear Weapons
 - Single-Shot Weapons

Maneuver Skills

- Two Weapon Fighting
- Mobile Fighter
- Deadly Barrage
- Fencing Weapons

Activated Abilities

- Deft Hands

Brawlers

Weapon Skills

- Brawling
- Utility Weapons
 - Nets

Maneuver Skills

- Immobilize
- Kung Fu
- Tackling
- Wrestling

Immobilize (M)

Base Cost: 400

Attribute: STR

Skill Type: Marine (Brawler)

Extra Dice: non

Immobilize: A quick blow to certain body areas can immobilize an opponent. The standard check to immobilize a target is two dice. When a target is stuck, they must make a HEA check equal to the number of dice used to immobilize them plus 2. If they fail this check, they are incapacitated for 3d6 rounds. This check against HEA is modified based on the protection and armor used in the chart. On the failure, the attacker makes a roll to strike the target. *Attack Action.*

Leather Armor	-2 dice against HEA
Chain Armor	-3 dice against HEA
Plate Armor	-4 dice against HEA
Full Plate Armor	-5 dice against HEA
Exotic Creature	GMs discretion

Kung Fu (M)

Base Cost: 100

Attribute: STR

Skill Type: Warrior/Marine (Brawler)

Extra Dice: non

Flying Attack: The Kung Fu user may attempt to charge and jump at opponent with a brawling attack. They move their full movement and attack once if they succeed in a two die check. Upon failure, the user simply moves their full movement. An extra two dice allows the character to knock the target over or each extra die may increase the damage of the attack by two. *Attack Action.*

Brick Break: This skill is used when attempting to break through an object. The character spends their full round preparing to strike, and may take no other actions except for their reaction, then makes a single attack at the end of their round; the attack uses the full force of their body. For every two dice they make against this skill, they take one die off the STR check required to break the object. *Attack Action.*

Disarming Attack: The character must make at least a two die check against this skill. If they succeed on an attack roll, they strike the target's weapon and they can attempt to disarm them. The attacker and the target roll a contested STR check, with the attacker getting +1 to their roll for each extra die they made against this skill. If the attacker wins, they disarm the target and can fling the weapon anywhere within 10'. This attack does not deal damage. *Attack Action.*

Open Hand: The character must make a two die check against this skill. They then make a strike with their open palm. If the attack hits, the target is thrown back 10'; each additional die made against this skill increases the distance by 5'. The target must also make a four die check against their choice of STR or AGI. If they fail, they're knocked prone. *Attack Action.*

Tackling (M)

Base Cost: 100

Attribute: STR/AGI

Skill Type: Marine (Brawler)

Extra Dice: 2

Tackle: An adventurer can knock his opponent to the ground, if he gets a running start. The tackler must make at least a two die check against this skill. If successful, his opponent must make a check against their STR or AGI (the opponent chooses which to use) equal to the number of dice used to tackle plus two. If they fail this check, they are knocked to the ground and the tackler gets a free simple action or attack, but not an attack action. Upon a failure of the skill or a successful resist by the opponent, the tackler ends their round on the ground next to their opponent. The number of dice to resist the tackle may be altered based on the size of the opponent. *Attack Action.*

Wrestling (M)

Base Cost: 100

Attribute: CSE

Skill Type: Marine (Brawler)

Extra Dice: non

Clobber: For each die made against this skill, the character adds +2 to their grapple attack roll for a single attack.

Heave: For each die made against this skill, the character can throw a target an additional five feet with a successful grapple to throw.

Pummel: This skill can only be used on a target that is held in a grapple. For every die made against this skill, the grappler does 1d4 points of blunt damage to the target. The action causes the grappler to let go of the target. Attack Action

Cosh: This skill can only be used on a target that is held in a grapple. The character must make a four die check against this skill. If successful, the target must make a four die check versus their HEA. The resistance check is two dice easier if the target is wearing a helmet and is one die harder for each additional die the character makes against this skill. If the target fails the check, their head is smashed into the ground, and they are stunned for 1d6 rounds. This action causes the grappler to let go of the target. Attack Action.

Struggle: For each die made against this skill, the character gains a placed roll when attempting to break free from a grapple or attempting to hold a grapple.

Rogue

Maneuvers

Backstab (M)

Base Cost: 100

Attribute: AGI/CSE

Skill Type: Rogue

Extra Dice: non

This skill may be bought up to the higher of the character's CSE or AGI.

Backstab: This skill allows the character to perform a sneak attack on their target. If the character is positioned behind a target, they may roll any number of dice against this skill. If they make the skill, they gets +5 per die rolled to their melee attack roll and if they scores a successful hit, their attack does damage equal to the weapon's base damage times the number of dice rolled. This stacks additively with multipliers from critical hits. If the character is unnoticed and scores a critical hit, the target must roll on the assassination column of the critical hit chart. If they fail the skill, they simply get a normal melee attack roll on the target. Attack Action.

Bludgeon (M)

Base Cost: 100

Attribute: AGI/STR

Skill Type: Rogue

Extra Dice: non

This skill may be bought up to the higher of the character's AGI or STR.

Bludgeon: This skill allows the character to knock an unsuspecting target unconscious by striking them from behind with a blunt object. The character must be positioned behind the target and the target must not be in any way aware that the character is there. The character rolls two dice against this skill. The target must make a three die check versus their health attribute, which is increased by one die for each additional die the character makes versus this skill. If the target is wearing a helmet, the check is two dice easier. If the target fails, they must roll on the Bludgeon table to determine what happens to them.

Passive Abilities

Dodging

Base Cost: 1000 Attribute: AGI/4

Skill Type: Marine/Rogue Extra Dice: non

Warriors may buy up this skill at double cost.

For every rank the character has in this skill, they may add 2 to all of their move defensive values when they are not using any armor.

Priests

Maneuvers

Subdue

Base Cost: 200 Attribute: CSE

Skill Type: Priest (Isis) Extra Dice: non

This skill requires the use of a blunt weapon.

Subdue: The character attacks an opponent with the intent of knocking them unconscious instead of killing them. This requires a one die check against this skill. If successful, the user may attack his opponent as normal and damage is calculated normally. If the damage done is greater than or equal to the targets remaining DP at the end of the character's round (after figuring damage from other attacks), the target goes unconscious for 2d6 minutes. If the total is less than the target's remaining DP, the target takes no damage. Upon a failure of the skill, the attack damage is applied normally. For each additional die made against this skill, the threshold at which the target falls unconscious from DP loss increases by 3; this lasts until the beginning of the character's next round. *Attack Action.*

Take Down: The character attempts to render an opponent immobile in order to remove them from combat. If the opponent is stunned, this can be done with a three die check against this skill, otherwise a five die check is required. An attack roll is needed unless the opponent is already stunned. If successful, the opponent must make a 4d6 HEA check or be knocked to the ground and rendered immobile and unable to perform actions for 2d6 minutes. Upon a failure of the skill, a normal attack roll is made on the opponent (or is an automatic hit if the opponent is stunned). *Attack Action.*

Stun: The character attacks an opponent in a way that will stun him for a short amount of time. This requires a two die check against this skill. If successful, the user then must roll an attack on his opponent. On a successful hit, the opponent must make a 4d6 HEA check or be stunned and take no

actions for 1d6+1 rounds or until they are hit, dealt damage, or forced to make a resistance check. Upon failure of the skill, a normal attack roll is made on the opponent. *Attack Action.*

Other Rules Changes

Damage Stacking

In previous metagames, the system has had an issue of damage stacking. Typically, warriors would deal problematically high amounts of damage by combining magic items, spells, and creature abilities that add damage on to every hit. While these effects are powerful, but fine on their own, they become excessively powerful when combined. **As such, on every hit, characters can only have one damage boosting effect active, with the exception of the Brutal Perk.** Stacking damage is now a legendary creature ability. This can include:

- Physical boosts to damage, such as Wax, Enmass, Strength Patch, and Courage Draught.
- Magical boosts to damage, such as Weapon Charm, Rune of Elements, etc.
- Creature abilities that add extra damage, such as Toxic Attack, Fire Aura, etc.
- Any effect which would increase the base damage of a weapon above the average total of 1d12 or 2d6. This does not apply to oversized weapons. (Ex: If a sword dealt 1d12 edged + 1d6 piercing + 1d4 blunt damage, then the d6 and d4 would each count as a damage boosting effect. If a sword dealt 1d6 edged + 1d6 fire damage + 1d6 poison damage, then any two of the damage dice could be used without having them count as a damage boosting effect, with the third counting as the damage boost.)
- The static bonus to edged and piercing weapons from steel (+1) and adamantite (+2) weapons.
- Poisons applied to the weapon. (Both damaging and debilitating poisons)
- Any combat-relevant effect that applies on every hit, such as “effect daytime”, “on every hit the target must make a 2d6 PER check be blinded for 1 round”, etc.

Extra Attacks

All spell effects that grant extra simple attacks will now follow the exact same penalties for multiattacking with the weapon. These spells include, but are not limited to: Quicken, Speed, Hasten, Speed All, Reckless, and Forward. Characters may make several attacks with oversized weapons, but they will suffer a cumulative -10 penalty to hit; missing once with an oversized weapon will cause all further attacks to miss.

Example: Billy the spellsword is under the effects of speed and is wielding a sword. He uses his physical action to swing his blade, then an extra action to take two extra simple attacks. The two extra attacks each suffer a cumulative -3 penalty to hit. Additionally, if one of his attacks misses, then he loses the next attack he would make, but may continue after that.

Matrix Gems

All weapon skills, maneuvers, passive combat abilities, and active combat abilities are no longer boosted by matrix gems.

Oversized Weapons

If a weapon deals more than 1d12 damage, it is oversized, period. This trumps all other weapon categories, types, etc. All oversized linear and melee weapons must be assigned to the “heavy weapons” category.

Other Notes

-Giving access to the passive abilities from other warrior schools is to be treated as a very serious game reward. Access to these abilities must be given out via the magical item database. Attuning for these abilities circumvents this restriction.

-Abate Fatigue restores charges of activated abilities, such as Rejuvenate and First Strike.

Credits

Fedor Koleganov

-Created idea for warrior subclasses

-Proposed weapons be split into basic types (Heavy, Versatile, and Light)

-Designed the School of the Dragon

-Designed many maneuvers for the School of the Wolf

-Provided copious amounts of feedback throughout the process.

Hunter Sullivan

-Created the Blowback, Stopping Power, Overcharged Shot attack actions.

Ian Reidenbach

-Provided ideas for the School of the Wolf

Dan Weller

-Creator the Volley attack action and inspiration for the Punch Through attack action.