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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, utility, and improvised. 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

Skill Type: Warrior/Marine

Attribute: Light Weapons - Melee

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

Skill Type: Warrior/Marine/Rogue

Attribute: Light Weapons - Melee

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

Skill Type: Warrior/Marine

Attribute: CSE

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

Skill Type: Warrior/Marine (Brawler)

Attribute: Versatile Weapons - Melee

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
Skill Type: Warrior

Attribute: Versatile Weapons - Melee
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
Skill Type: Warrior

Attribute: Versatile Weapons - Melee
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
Skill Type: Warrior/Marine

Attribute: Versatile Weapons - Melee
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
Skill Type: Warrior

Attribute: CSE
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
Skill Type: Warrior

Attribute: Heavy Weapons - Melee
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
Skill Type: Warrior

Attribute: Heavy Weapons - Melee
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
Skill Type: Warrior

Attribute: Heavy Weapons - Melee
Extra Dice: non

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

Unstoppable Attack: The character makes a three die check against this skill and makes an attack roll against the target's touch defense value. Each additional die grants a +2 bonus to the natural roll. *Attack Action.*

Obliterating Attack: The character spends one round winding up, they can move one-fifth movement, but can take no other actions this round. The next round the character must make a five die check against this skill. The character makes an attack roll against the target. If it hits, the target must succeed at a resistance check of four dice against AGI or be cut in half and die, if they do succeed, the attack is a critical hit instead. If the attack misses, but hits the target's touch defense value then it is a regular hit. Each additional die made against this skill beyond five adds 5% to the critical hit roll on a hit or increases the damage by four if it is not a critical hit. *Attack Action.*

Utility Melee Weapons (W)

Base Cost: 100

Attribute: CSE

Skill Type: Warrior/Marine

Extra Dice: non

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

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 +2 to their attack roll for one attack.

Examples of utility melee weapons include Nets and Rope Weapons.

Nets (W)

Base Cost: 50

Attribute: Utility Weapons - Melee

Skill Type: Marine (Brawler)

Extra Dice: non

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

Knockdown: The character makes any number of dice against this skill. They make a contested STR check with a target they have grappled with their net and the character gets an extra die per die they rolled against this skill. If the character wins the target is knocked prone and still grappled in the net. *Attack Action.*

Hold: The character makes any number of dice against this skill. If they successfully grapple someone with a net or already have someone grappled, they add that many dice to the escape check difficulties.

Rope Weapons (W)

Base Cost: 50
Skill Type: Warrior

Attribute: Utility Weapons - Melee
Extra Dice: non

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

Increased Range: For each die made against this skill, increase the range of the weapon by 5.

Trip Attack: For every two dice made against this skill, the character can make one trip attack against a creature that is not prone. If it hits, the target falls prone and takes 1d6 falling damage from being 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.*

Improvised Melee Weapons (W)

Base Cost: 200 **Attribute: CSE**
Skill Type: Marine (Brawler)/Rogue **Extra Dice: non**

All improvised weapons do a d8 of blunt damage, and have a PWR stat as Iron (3). Must be smaller than the user and be free standing, this can include dead bodies.

Quick Draw: If two dice are made against this skill, a weapon can be equipped or picked up as a free action. If the weapon is already equipped it only will take one dice to draw the weapon.

Lethal: For each die made against this skill, you can add +2 to a damage roll from one attack with this weapon.

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 prevents the character from making their next attack, but they may continue after that. *Attack Action.*

Missile Weapons

Bows (W)

Base Cost: 300
Skill Type: Warrior/Rogue

Attribute: CSE
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/Marine (Buccaneer)

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 (W)

Base Cost: 200

Attribute: CSE

Skill Type: Warrior/Marine (Pirate)

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/Marine (Pirate)

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 (W)

Base Cost: 200

Skill Type: Warrior/Marine

Attribute: CSE

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

Skill Type: Warrior/Marine (Buccaneer)

Attribute: Versatile Weapons - Linear

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

Skill Type: Warrior/Marine

Attribute: Versatile Weapons - Linear

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 (W)

Base Cost: 200

Skill Type: Warrior/Marine (Buccaneer)

Attribute: CSE

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

Skill Type: Warrior

Attribute: Heavy Weapons - Linear

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

Skill Type: Warrior/Marine (Buccaneer)

Attribute: Heavy Weapons - Linear

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.*

Artillery Weapons

Artillery (W)

Base Cost: 200

Attribute: CSE

Skill Type: Marine (Buccaneer)/Warrior (Hawk)

Extra Dice: non

Brawlers and Pirates can buy this skill at double cost.

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

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.

Modifiers

Attack Modifier Cost

	Warrior	Priest	Mage	Nomad	Marine (Buccaneer)	Marine (Brawler)	Marine (Pirate)	Rogue	Psion
CMOD	200	300	400	500	300	200	200	200	400
MMOD	200	300	500	600	200	300	300	200	600
GMOD	200	400	600	500	400	200	400	400	500
LMOD	200	300	500	600	200	400	200	300	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

Skill Type: Warrior (Wolverine)

Attribute: STR

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

Skill Type: Warrior (Wolverine)

Attribute: STR

Extra Dice: non

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**

Marines can buy this skill at double cost.

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 Blow

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)

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)/Marine (Pirate)

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

Bash: The character makes a one die check against this skill. If they do, they forfeit all defensive benefits from their shield for the round, including bonuses from all skills, and may make a single melee attack using their shield.

Forceful Bash: This ability may only be used when shield bashing. The character makes a two die check against this skill, then shoves the enemy back 10' on a successful bash. Each additional die increases the length of the shove by up to 5'. The enemy must also make a four die check against their choice of AGI or STR. If they fail, they're knocked prone.

Lethal Bash: This ability may only be used in conjunction with a shield bash. For each die made against this skill, the bash deals +2 physical damage.

Shelter: The character interposes their shield in front of harmful effects. For each die made against this skill, the character may take one damage off of all physical spell damage and physical environmental damage, or they may gain a single placed roll on all checks to resist physical spell damage and physical environmental damage. This only applies to effects without a roll to hit.

Intercept (M)

Base Cost: 100 **Attribute: STR**
Skill Type: Warrior (Bear) **Extra Dice: non**

Intercept: The character makes a one die check against this skill. If any combatant enters the character's melee range, then the character may make a free simple attack against them. For each additional die assigned to this skill, the character may use this feature again if another combatant enters their melee range. For each additional die assigned to this skill, the character may grant all of these simple attacks +5 to damage. For each additional two dice assigned to this skill, the character may reduce the movement speed of a target hit by this attack to 0' until the beginning of the target's next turn. These effects last until the beginning of the character's next round.

Taunt (M)

Base Cost: 100 **Attribute: STR**
Skill Type: Warrior (Bear)/Marine **Extra Dice: non**

Taunt: The character makes a two die check against this skill, then selects any target within their melee range that is not under the effects of another taunt or challenge. If the target moves out of the character's melee range, or if the target makes an attack that doesn't target the character, the character may use their reaction to make a simple melee attack against the target. For each additional die the character makes against this skill, the target suffers a -3 penalty to-hit for all attacks that don't target the character and the character's simple attack gains +3 damage. These effects last until the beginning of the character's next round, and the effects are cancelled if the character moves such that the target is no longer within their melee range.

Activated Abilities

Defensive Maneuver

Base Cost: 800 **Attribute: CSE/4**
Skill Type: Marine (Pirate)/Warrior (Bear) **Extra Dice: non**

Defensive Stance: For every rank a character has in this skill, they gain a charge of Defensive Stance. A player may burn a charge as a fifth to enable them to go defensive, even if they attacked or did an action this round

Rejuvenate

Base Cost: 200 **Attribute: HEA**
Skill Type: Warrior (Bear) **Extra Dice: non**

Rejuvenate: The character gains a number of charges of rejuvenate equal to their ranks in this ability. As their reaction, the character may expend up to 5 charges of rejuvenate, and then roll that many d6 and heal that amount. All charges of rejuvenate are restored upon completing a rest period.

Passive Abilities

Vigor

Base Cost: 200	Attribute: HEA
Skill Type: Warrior (Bear)	Extra Dice: res

Marines (Brawler) can buy this skill at double cost.

Vigor: For each rank the warrior has in this skill, their DP pool is increased by 2. This counts as part of the character's natural DP pool.

Heavily Armored

Base Cost: 2500	Attribute: STR/6
Skill Type: Warrior (Bear)	Extra Dice: res

Heavily Armored: For each rank the character has in this skill, they reduce all incoming sources of physical damage by 1 while using medium, heavy armor, or natural armor. The combined ranks of natural armor must grant average DVs of at least 6 to qualify. This will not stack with other sources of damage reduction.

School of the Wolf

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

Maneuvers

Captain's Command (M)

Base Cost: 100	Attribute: CSE
Skill Type: Marine (Pirate)/Warrior (Wolf)	Extra Dice: non

Motivation: For every dice made against this skill, you can add +2 to ranks of a single skill of an ally's choice within 60' LOS for their next round.

Captain on Deck: For every two dice made against this skill, all allies within 60' LOS can add 1 to one of their skills during their next round.

Coordinated Fighting (M)

Base Cost: 100	Attribute: CSE
Skill Type: Warrior (Wolf)	Extra Dice: non

Coordinated Assault: The warrior attacks an enemy. For every die made against this skill, the warrior allows an ally of their choice to use their reaction to make a single simple attack against the enemy; this attack is taken after all other attacks are made, and does not suffer any penalties from multiattacking. Allies may not attack the enemy if they could not normally do so, such as if the enemy were not in their range, the ally is restrained, etc.

Coordinated Movement: For each die the character makes against this skill, all allies within 30' LOS may use their reaction to move up to one fifth of their movement speed. Allies can only move if they are not restrained, and this movement cannot exceed their maximum movement rate.

Deadly Mark (M)

Base Cost: 100 **Attribute: PER**
Skill Type: Warrior (Wolf)/Marine (Buccaneer) **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)/Marine (Buccaneer/Pirate) **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) **Extra Dice: 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.

Mandate Action

Base Cost: 500 **Attribute: CSE/4**
Skill Type: Marine (Pirate)/Warrior (Wolf) **Extra Dice: non**

Mandate Action: For every rank in this skill that the character has, they gain a charge of Mandate Action. They may use a charge and a fifth to activate the following effect.

If this character is in a ship battle, they may use this charge to allow a character to act twice in a round, either move to a new spot, man the sails and repair, etc. This will not grant two attack actions for buccaneers or spells.

If this character uses a charge in a non-ship battle, they may grant an additional movement to an ally within 60' LOS.

Martial Guidance

Base Cost: 100 **Attribute: CSE/6**
Skill Type: Warrior (Wolf) **Extra Dice: non**

Martial Guidance: The character shares their knowledge of how to use their weapons skillfully during battle. The character forgoes their standard maneuver skill, and instead grants an ally of their choice within 30' LOS a number of ranks of one weapon skill, maneuver skill, or attack modifier equal to their ranks in this skill. The ally cannot receive more ranks of a skill than they have of the skill's governing attribute, and the character cannot grant more ranks of a skill than what they have learned.

Passive Abilities

Tactical Assault

Base Cost: 2500 **Attribute: CSE/6**
Skill Type: Warrior (Wolf)/Marine (Buccaneer/Pirate) **Extra Dice: non**

Tactical Assault: If the character has bought tactical assault, then they may roll against a secondary maneuver skill instead of their weapon skill. This ability does not grant the character a second attack action. This can be used in combination with Martial Guidance to make a maneuver and assist an ally, or to assist two allies.

School of the Hawk

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

Maneuvers

Aiming (M)

Base Cost: 100 **Attribute: PER**
Skill Type: Warrior (Hawk)/Rogue **Extra Dice: non**

Aiming: The character spends one round Aiming at their target, in which they spend their mental and physical action. The next round they make this attack. For each die made against this skill, the character adds +2 to their natural roll on this attack with a ranged weapon. The skill check is made on the second round, so the first round is wasted on a failed skill check. *Attack Action.*

Cover (M)

Base Cost: 100 **Attribute: CSE/AGI**
Skill Type: Marine (Buccaneer), Warrior (Hawk) **Extra Dice: non**

This maneuver can be bought up to or defaulted against the higher of the character's CSE or AGI.

This skill can only be used if physically next to a wall or object large enough to be able to obscure your body from an attack, as a general rule it should be able to cover 50% or more of your body (ex. Trees, large rocks, Walls on the top deck of a ship).

By rolling two dice against this skill, you take cover against a solid object that can present obstacles to linear or missile projectiles. Add +2 to your linear and missile DVs from attacks with projectiles that are shot towards you from that direction. For every extra dice beyond two, add 2 more to those respective DVs

Attacks made from the flank of the cover, bullets that are bounced or directed around the cover, or shots that specifically can pierce through cover will ignore this DV Bonus.

Deadly Barrage (M)

Base Cost: 100 **Attribute: PER/STR**
Skill Type: Warrior (Hawk) **Extra Dice: non**

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

Deadly Barrage: For every three dice made versus this skill, the natural roll needed to score a critical hit with all attacks during the round is decreased by one. For example, a character that makes a 3 die check with this skill would score a critical hit on a natural of both 19 and 20.

Piercing Projectiles (M)

Base Cost: 100 **Attribute: PER**
Skill Type: Warrior (Hawk) **Extra Dice: non**

Pierce Armor: For every die the character makes against this skill, their ranged attacks may ignore up to one armor DV until the beginning of their next turn.

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

Defl Hands

Base Cost: 200 **Attribute: CSE/AGI**
Skill Type: Warrior (Hawk)/Marine (Buccaneer) **Extra Dice: non**

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.

Extraplanar 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 fire/heat 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 elemental 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: res**

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.

Marine Trades

Over time, the roles and abilities of marines have developed and diversified. With many marines adopting particular "trades" for their work, specializing to fill a particular niche on Jaern. They buy all abilities from their trade at base, and abilities from other trades at double cost. Passive abilities are restricted; marines can only buy up passive abilities from their own trade.

Brawlers have focused on buffing up and using their body as a weapon, short range brutes. Within these trades are many different strategies to make their skills quite varied.

As naval weaponry continues to develop over time, so must those that handle in their usage, **Buccaneers** focus more on new cannons, hailing from the plane of Cahyali, and using improvised weapons or items to be fired from their guns to cause different effects.

There are those that no longer work for hire and turn upon their previous sponsors for their own profit, **Pirates** typically use tactful swordplay and dirty tricks to gain advantage in a 1-on-1 fight.

All Marines have access to Immobilize (M) and Dodging at base cost.

Immobilize (M)

Base Cost: 400 **Attribute: STR**
Skill Type: Marine **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 failure, the attacker makes a roll to strike the target.
Attack Action.

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.

Brawler

Brawlers are your bar-fighting fisticuff brutes, capable of using nearly anything as a deadly weapon.

Maneuvers

Item Fight (M)

Base Cost: 100 **Attribute:** Improvised Weapons - Melee
Skill Type: Marine (Brawler) **Extra Dice:** non

Item Bash: Per dice assigned, add a d4 of physical damage to a single strike. Items are broken on the target or dropped if using a person.

Item toss: By assigning two dice, the item is thrown at a target using a missile attack. The range by default is 30ft. The damage done is increased to a d10, and the hit target makes a 4d6 HEA check or is stunned in their next round. You may use lethal and precise from the improvised weapon skill on this attack. Additionally, for every extra d6 assigned to this skill add a +3 to the roll to hit. *Attack Action.*

Kung Fu (M)

Base Cost: 100 **Attribute:** STR
Skill Type: Warrior/Marine (Brawler) **Extra Dice:** 2

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.

Activated Abilities

Berserk

Base Cost: 2500

Attribute: STR/6

Skill Type: Marine (Brawler)

Extra Dice: non

Warriors (Wolverine) can buy this skill at double cost.

As a full action, the user can activate this ability to enter a berserk-like state. In this form, they'd gain 2 DR on damage coming from weapons, lose weapon and shield DV's, and grant a stacking +1 to physical damage that does not take up a damage slot. The bonuses and losses start the next round after this is used. If the user attacks both rounds, they may spend a charge at the end of the second round to extend the duration. While this effect is active, the user is unable to use their reaction.

Passive Abilities

Blocking

Base Cost: 100

Attribute: AGI

Skill Type: Marine (Brawler)/Rogue

Extra Dice: res

The user must be equipped with a brawling weapon or defensive weapon. Warriors can buy this skill at double cost.

Brace: Upon being attacked by an enemy, as a reaction the user of this skill may roll against this skill. For every dice made the user can gain 1 DR against damage inflicted by that enemy this round, in exchange they lower their movement DV's by the amount of dice made. Must be used before damage is rolled.

Deflect: Upon being attacked. As a reaction the user of this skill may roll against this skill. For every dice made, the user can add 1 to all their movement DV's for that attack. Must be used before damage is rolled

Eye for Item

Base Cost: 5000 **Attribute: non**
Skill Type: Marine (Brawler)/Rogue **Extra Dice: res**

The character with this passive will be able to locate with a free action any potential improvised weapons in the area that is within their movement range and is not inaccessible. They will typically always find something to use. (They should always be able to find something unless the GM thinks the enemy would absolutely ensure there would be nothing for them to use.)

Physical Toughening

Base Cost: 1500 **Attribute: STR/5**
Skill Type: Marine (Brawler) **Extra Dice: res**

This increases the user's base fist damage by one level on the following table.

Level	Dice Size
Level 0 - Starting point without mutate	d2
Level 1	d4
Level 2	d6
Level 3	d8
Level 4	d10
Level 5	d12

If creature ability damage is bought, ranks on this will be adjusted as if the starting point is at the level closest to the dice size without going over. (i.e Damage 5 with 1 rank in this skill will cause fists to do d6. Level 1 is the starting point and the 1 rank increases it to level 2

If your ranks would cause your base damage to go beyond the chart, no additional effect is gained.

Vigor

Base Cost: 200 **Attribute: HEA**
Skill Type: Warrior (Bear) **Extra Dice: res**

Marines (Brawler) can buy this skill at double cost.

Vigor: For each rank the warrior has in this skill, their DP pool is increased by 2. This counts as part of the character's natural DP pool.

Buccaneer

Buccaneers are focused on naval artillery, skilled gunslingers.

Maneuvers

Cover (M)

Base Cost: 100 **Attribute: CSE/AGI**
Skill Type: Marine (Buccaneer), Warrior (Hawk) **Extra Dice: non**

This maneuver can be bought up to or defaulted against the higher of the character's CSE or AGI.

This skill can only be used if physically next to a wall or object large enough to be able to obscure your body from an attack, as a general rule it should be able to cover 50% or more of your body (ex. Trees, large rocks, Walls on the top deck of a ship).

By rolling two dice against this skill, you take cover against a solid object that can present obstacles to linear or missile projectiles. Add +2 to your linear and missile DVs from attacks with projectiles that are shot towards you from that direction. For every extra dice beyond two, add 2 more to those respective DVs

Attacks made from the flank of the cover, bullets that are bounced or directed around the cover, or shots that specifically can pierce through cover will ignore this DV Bonus.

Deadly Mark (M)

Base Cost: 100 **Attribute: PER**
Skill Type: Warrior (Wolf)/Marine (Buccaneer) **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.

Gunny (M)

Base Cost: 100 **Attribute: Artillery**
Skill Type: Marine (Buccaneer) **Extra Dice: non**

Crew Assist: For every dice made against this skill, increase the amount of AMOD of shots fired by a crew this round by 1, multiple instances of this ability in the skill will not stack in a round.

Reload Order: For every 3 dice made against this skill, add 1 quickload increase to all guns on the ship you are manning that is being reloaded, multiple instances of this ability in the skill will not stack in a round.

Improvised Ammunition (M)

Base Cost: 100 **Attribute: Highest Ranked Linear Skill**
Skill Type: Marine (Buccaneer) **Extra Dice: non**

When reloading their weapon, a buccaneer can increase the use rate of their weapon by 1 to load unconventional ammo, such as forks, knives, nails, rocks, anything they have on them, etc. This will cause their next shot to have one of the additional following effect to it besides normal damage.

Painful Shot: By rolling three dice against this skill, you load your gun with a blunt or piercing object that causes immense pain if it hits. A target hit by this will recoil a bit in pain and must make a 4d6 vs WIL or lose their next attack action and can't cast a spell the next round. If it hits a person casting a multi-round spell who maintains concentration, the next round will not count towards casting their spell. For every dice beyond the first three, add a d6 to the resist *Attack Action*.

"Drop yer weapon" - The shot is placed to hit the target's hand. If the shot hits the target, the target drops their weapon.

Passive Abilities

Artillery Expert

Base Cost: 3000 **Attribute: non**
Skill Type: Marine (Buccaneer) **Extra Dice: res**

Artillery Expert: If the character has bought Artillery Expert, then whenever the character mans or uses an artillery weapon, they can reduce the use rate of that weapon by 1, this can't reduce the rate lower than 2.

Tactical Assault

Base Cost: 2500 **Attribute: CSE/6**
Skill Type: Warrior (Wolf)/Marine (Buccaneer/Pirate) **Extra Dice: non**

Tactical Assault: If the character has bought tactical assault, then they may roll against a secondary maneuver skill instead of their weapon skill. This ability does not grant the character a second attack action. This can be used in combination with Martial Guidance to make a maneuver and assist an ally, or to assist two allies.

Pirate

Pirates use tricks and swordplay to gain the upper hand in a duel.

Maneuvers

Fencing Weapons (M)

Base Cost: 100 **Attribute: Defensive Weapons**
Skill Type: Warrior (Bear)/Marine (Pirate) **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.*

Mobile Fighter (M)

Base Cost: 100 **Attribute: STR/AGI**
Skill Type: Warrior (Wolf)/Marine (Buccaneer/Pirate) **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.

Captain's Command (M)

Base Cost: 100 **Attribute: CSE**

Skill Type: Marine (Pirate)/Warrior (Wolf) **Extra Dice: non**

Motivation: For every dice made against this skill, you can add +2 to ranks of a single skill of an ally's choice within 60' LOS for their next round.

Captain on Deck: For every two dice made against this skill, all allies within 60' LOS can add 1 to one of their skills during their next round.

Dirty Fighting (M)

Base Cost: 100 **Attribute: CSE/AGI**

Skill Type: Marine (Pirate)/Rogue **Extra Dice: non**

Tripping Attack: By assigning two dice to this option, the character uses their legs to attempt to trip a nearby opponent in melee. The opponent is required to make a 3d6 vs AGI to avoid being tripped. For every dice beyond the first assigned increases the resist by 1d6. *Attack Action.*

Object Kick: By assigning two dice to this option, the pirate kicks an object at a nearby enemy in melee. they must make a 3d6 vs AGI, or be knocked off balance and lose 4 DV's for the next attack on them. Every dice assigned beyond the first can increase the resist by 1d6 up to 6d6 or the amount of lost dv's by 2. *Attack Action.*

Pocket Sand: By assigning two dice to this option, the character takes some sand or dirt they have in their pocket and throws it at the eyes of an enemy in melee. If the enemy fails a 3d6 vs PER check, they are blinded for two rounds or use their next action to remove the sand from their eyes. For every dice assigned to this option beyond the first two, you can increase the resist by 1d6 up to 6d6. *Attack Action.*

Activated Abilities

Defensive Maneuver

Base Cost: 800 **Attribute: CSE/4**

Skill Type: Marine (Pirate)/Warrior (Bear) **Extra Dice: non**

Defensive Stance: For every rank a character has in this skill, they gain a charge of Defensive Stance. A player may burn a charge as a fifth to enable them to go defensive, even if they attacked or did an action this round

Disruptive Shot

Base Cost: 700 **Attribute: CSE/4, AGI/4**

Skill Type: Marine (Buccaneer/Pirate)/Rogue **Extra Dice: non**

This skill may be bought up to the highest of the character's CSE or AGI. The user must be equipped with a ranged weapon to use these skills (ranged weapons linear, missile, and thrown weapons).

Disruptive Shot: For each rank the character has in this skill, they gain a charge of Disruptive Shot. As a free action, the character can expend a charge to add one of the following abilities onto an attack they are making. By spending two charges, they can use the effect as a reaction, they must have a weapon that is loaded and the shot that is fired does no damage. A 4d6 HEA resists check by the target will cause the effects to be negated. By spending an extra charge they can increase the resist by 1d6, capping at 6d6.

"Let 'em go" - if a shot affected with this ability hits a target that currently has a different creature in a grapple, during the next round, the creature in the grapple gets to reroll their contested check to escape and roll three extra dice on their check.

"Slow Down Buckaroo" - The shot is placed near the leg or in a location that will cause the target to be slow on their reaction time. A hit target by this effect will do their next actions on the next superslow round.

"Drop yer weapon" - The shot is placed to hit the target's hand. If the shot hits the target, the target drops their weapon.

Mandate Action

Base Cost: 500 **Attribute: CSE/4**
Skill Type: Marine (Pirate)/Warrior (Wolf) **Extra Dice: non**

Mandate Action: For every rank in this skill that the character has, they gain a charge of Mandate Action. They may use a charge and a fifth to activate the following effect.

If this character is in a ship battle, they may use this charge to allow a character to act twice in a round, either move to a new spot, man the sails and repair, etc. This will not grant two attack actions for buccaneers or spells.

If this character uses a charge in a non-ship battle, they may grant an additional movement to an ally within 60' LOS.

Pistol Counterattack

Base Cost: 1000 **Attribute: AGI/4**
Skill Type: Marine (Pirate) **Extra Dice: non**

Pistol Counterattack: A character gains a charge of Pistol Counterattack for each rank they have in this skill. As a reaction, the user may burn a charge of pistol counter attack to quickly fire an equipped light linear weapon at an enemy within 30' LOS that is making an attack. A simple attack is made with the side arm. If the attack hits, the enemy's attack is interrupted. This must be used before damage is rolled for the attack.

Passive Abilities

Constant Movement

Base Cost: 1500 **Attribute: AGI/6**
Skill Type: Marine (Pirate) **Extra Dice: res**

Constant Movement: The character has trained to be able to constantly move on the battlefield. They know how to dip in and out of melee range to perfect a hit and run tactical playstyle. For every rank in this skill, they act as if they have 1 dice off against mobile fighter.

Natural Sailor

Base Cost: 2500 **Attribute: CSE/4**
Skill Type: Marine (Pirate) **Extra Dice: res**

Natural Sailor: For every rank in this skill the character has, they gain the following effect. If this character mans the helm of a ship, they increase that ship's maximum movement speed by 15'. Additionally, for every rank, they can act as if they have +2 to their sailing skill.

Tactical Assault

Base Cost: 2500 **Attribute: CSE/6**

Skill Type: Warrior (Wolf)/Marine (Buccaneer/Pirate) Extra Dice: non

Tactical Assault: If the character has bought tactical assault, then they may roll against a secondary maneuver skill instead of their weapon skill. This ability does not grant the character a second attack action. This can be used in combination with Martial Guidance to make a maneuver and assist an ally, or to assist two allies.

Rogues

Maneuvers

Aiming (M)

Base Cost: 100

Attribute: PER

Skill Type: Warrior (Hawk)/Rogue

Extra Dice: non

Aiming: The character spends one round Aiming at their target, in which they spend their mental and physical action. The next round they make this attack. For each die made against this skill, the character adds +2 to their natural roll on this attack with a ranged weapon. The skill check is made on the second round, so the first round is wasted on a failed skill check. *Attack Action.*

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.

Dry Firing (M)

Base Cost: 100

Attribute: CSE/AGI

Skill Type: Marine (Pirate)/Rogue

Extra Dice: non

Tripping Attack: By assigning two dice to this option, the character uses their legs to attempt to trip a nearby opponent in melee. The opponent is required to make a 3d6 vs AGI to avoid being tripped. For every dice beyond the first assigned increases the resist by 1d6. *Attack Action.*

Object Kick: By assigning two dice to this option, the pirate kicks an object at a nearby enemy in melee, they must make a 3d6 vs AGI, or be knocked off balance and lose 4 DV's for the next attack on them. Every dice assigned beyond the first can increase the resist by 1d6 up to 6d6 or the amount of lost dv's by 2. *Attack Action.*

Pocket Sand: By assigning two dice to this option, the character takes some sand or dirt they have in their pocket and throws it at the eyes of an enemy in melee. If the enemy fails a 3d6 vs PER check, they are blinded for two rounds or use their next action to remove the sand from their eyes. For every dice assigned to this option beyond the first two, you can increase the resist by 1d6 up to 6d6. *Attack Action.*

Activated Abilities

Disruptive Shot

Base Cost: 700 **Attribute: CSE/4, AGI/4**
Skill Type: Marine (Buccaneer/Pirate)/Rogue **Extra Dice: non**

This skill may be bought up to the highest of the character's CSE or AGI. The user must be equipped with a ranged weapon to use these skills (ranged weapons linear, missile, and thrown weapons).

Disruptive Shot: For each rank the character has in this skill, they gain a charge of Disruptive Shot. As a free action, the character can expend a charge to add one of the following abilities onto an attack they are making. By spending two charges, they can use the effect as a reaction, they must have a weapon that is loaded and the shot that is fired does no damage. A 4d6 HEA resists check by the target will cause the effects to be negated. By spending an extra charge they can increase the resist by 1d6, capping at 6d6.

"Let 'em go" - if a shot affected with this ability hits a target that currently has a different creature in a grapple, during the next round, the creature in the grapple gets to reroll their contested check to escape and roll three extra dice on their check.

"Slow Down Buckaroo" - The shot is placed near the leg or in a location that will cause the target to be slow on their reaction time. A hit target by this effect will do their next actions on the next superslow round.

"Drop yer weapon" - The shot is placed to hit the target's hand. If the shot hits the target, the target drops their weapon.

Passive Abilities

Blocking

Base Cost: 100 **Attribute: AGI**
Skill Type: Marine (Brawler)/Rogue **Extra Dice: res**

The user must be equipped with a brawling weapon or defensive weapon. Warriors can buy this skill at double cost.

Brace: Upon being attacked by an enemy, as a reaction the user of this skill may roll against this skill. For every dice made the user can gain 1 DR against damage inflicted by that enemy this round, in exchange they lower their movement DV's by the amount of dice made. Must be used before damage is rolled.

Deflect: Upon being attacked. As a reaction the user of this skill may roll against this skill. For every dice made, the user can add 1 to all their movement DV's for that attack. Must be used before damage is rolled.

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.

Eyes for Items

Base Cost: 5000 **Attribute: non**
Skill Type: Marine (Brawler)/Rogue **Extra Dice: res**

The character with this passive will be able to locate with a free action any potential improvised weapons in the area that is within their movement range and is not inaccessible. They will typically always find something to use. (They should always be able to find something unless the GM thinks the enemy would absolutely ensure there would be nothing for them to use.)

Priests

Maneuvers

Subdue (M)

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.*

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.

Cost: All costs have been converted to gold.

Shield Modifications

Shields may have spikes added on them, which increases their base weapon damage from 1d2 to 1d4. This adds a cost of 2 gold for iron shields, 400 gold for steel shields, and 4,000 gold for adamantine shields.

Missile Weapons

Type	Category	STR	DV	Rate	Cap	Weapon	Dmg	Range	Hnds	Cost
P	Bow	8	1	1	-	Self-Bow	D6	40	2	6
P	Bow	10	1	1	-	Horse Bow	D6	60	2	7.5
P	Bow	12	1	1	-	Longbow	D8	60	2	12
P	Bow	14	1	1	-	Geleian Longbow	D10	60	2	25
P	Bow	16	1	1	-	Kieron Greatbow	D10	80	2	85
P	Crossbow	8	1	2	1	Crossbow	D8	40	2	15
P	Crossbow	10	1	2	1	Liston Crossbow	D10	60	2	30
P	Crossbow	12	1	2	1	Gramshire Crossbow	D12	80	2	120
P	Thrown	12	1	1	-	Atlatl	D8	30	1	-
P	Thrown	10	1	1	-	Chakram	D6	20	1	-
P	Precision/Thrown	6	1	1	-	Dagger	D4	10	1	-
P	Thrown	8	1	1	-	Dart	D4	20	1	-
P	Impaling/Thrown	14	1	1	-	Harpoon	D8	30	1	-
E	Axe/Thrown	10	1	1	-	Hatchet	D6	20	1	-
P	Thrown	12	1	1	-	Javelin	D6	30	1	-
P	Thrown	6	1	1	-	Shuriken	D4	10	1	-
P	Thrown	6	1	1	-	Sling (Bullet)	D4	20	1	-
P	Thrown	8	1	1	-	Sling (Stone)	D3	15	1	-
P	Impaling/Thrown	12	1	1	-	Spear	D8	20	2/1	-

P	Precision/Thrown	8	1	1	-	Stiletto	D4	20	1	-
P	Impaling/Thrown	10	1	1	-	Trident	D8	10	2/1	-
B	Hammer/Thrown	10	1	1	-	War Hammer	D6	10	1	-

Linear Weapons

Handguns

Cartridge Handgun	Dmg	Range	Rate	Cap.	Hnds	Cost
<i>Handgun, Single-Shot</i>						
Light	D8	20	1,2*	1	1	3
Heavy	D10	30	1,2*	1	1	10
Oversized	D16	30	1,2*	1	2	40
<i>Handgun, Revolver</i>						
Light	D8	20	1,2*	6	1	7.5
Heavy	D10	30	1,2*	6	1	20
<i>Handgun, Semi-Auto</i>						
Light	D8	20	1,2*	6	1	15
Heavy	D10	30	1,2*	6	1	40
<i>Handgun, Automatic</i>						
Light	D8	20	1,2*	20	1	37.5
Heavy	D10	30	1,2*	20	1	100

Shotguns

Cartridge Shotgun	Dmg	Range	Rate	Cap.	Hnds	Cost
<i>Shotgun, Single-Shot</i>						
Buckshot	D12	30	1,2*	2	2	32.5
Rifled Slug	D12	50	1,2*	1	2	32.5
Oversized Buckshot	D16	30	1,2*	1	2	130
Oversized Rifled Slug	D20	50	1,2*	1	2	130
<i>Shotgun, Lever Action</i>						
Buckshot	D12	30	1,2*	8	2	65
Rifled Slug	D12	50	1,2*	4	2	65

<i>Shotgun, Semi-Auto</i>							
Buckshot	D12	30	1,2*	8	2	130	
Rifled Slug	D12	50	1,2*	4	2	130	
<i>Shotgun, Automatic</i>							
Buckshot	D12	30	1,2*	20	2	325	
Rifled Slug	D12	50	1,2*	10	2	325	

Long Arms

Cartridge Long Arm	Dmg	Range	Rate	Cap.	Hnds	Cost
<i>Long Arm, Single-Shot</i>						
Light	D10	80	1,2*	1	2	60
Heavy	D12	100	1,2*	1	2	240
Oversized	D20	120	1,2*	1	2	960
<i>Long Arm, Revolver</i>						
Light	D10	80	1,2*	5	2	120
Heavy	D12	100	1,2*	5	2	480
<i>Long Arm, Lever Action</i>						
Light	D10	80	1,2*	8	2	120
Heavy	D12	100	1,2*	8	2	480
<i>Long Arm, Bolt-Action</i>						
Light	D10	80	1,2*	8	2	120
Heavy	D12	100	1,2*	8	2	480
Oversized	D20	120	1,2*	8	2	1920
<i>Long Arm, Semi-Auto</i>						
Light	D10	80	1,2*	8	2	240
Heavy	D12	100	1,2*	8	2	960
<i>Long Arm, Automatic</i>						
Light	D10	80	1,2*	20	2	600
Heavy	D12	100	1,2*	20	2	2400
Long Arm, Single-Shot/Impaling†						
Light	D8	80±	1,2*	1	2	40
Heavy	D12	100±	1,2*	1	2	200

* 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.

† Impaling Weapons skill can be rolled with the following conditions: instead of **Quickdraw**, a **Quickload** check can reduce the loading time by 1 for each die made. **Good Multiattack** is not allowed. **Lethal, Precise, Armor Piercing Attack, and Pinning Attack** all function as per manual. In this way, the cap on the skill scales off of Heavy Linear Weapons instead of Light Melee Weapons.

‡ This range is not reduced when firing in water.

Other Rule 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 two damage boosting effects active of +1d6 or lower (+1d4, +2, etc.), or one damage boosting effect greater than +1d6 (+1d8, +2d6, +1d12, +5, etc.), 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 or marine trades 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

Zachary Berglund

- Created idea for marine subclasses
- Designed the Pirate Trade
- Designed many maneuvers, activated abilities, and passive abilities for Marines

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

Eric Liu

- Provided feedback throughout the Marine Trade design process
- Formatting and Editing

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