

# Mage Utilities

	select	Utility	ca\$t	In-Combat	ca\$t	Out-of-Combat	
Level 1		Focus	m10+	ALL of your Mage Traits +1 for Z turns, where Z is your Mage level.	-	Theology and Occult +2 (Detecting undead and unholy, knowledge on religion and traditions, etc.)	
		Equipment Enchant	m12+	Give any player +1 to all attacks OR all defense traits for the duration of this combat.	-	Perception +2 when detecting magical properties on an individual object.	
		Minor Heal	m12+	Give any player +3 missing Hit Points immediately.	m12+	Give any player +3 missing Hit Points immediately. Can be used Z times per day, where Z is your Mage level.	
		Buff	m14+	Give any player +3 to their next Utility Roll.	m14+	Give any player +3 to their next Utility Roll. Can be used Z times per day where Z is your Mage level.	
		Magma Splash	m14+	Divide 3 damage evenly among opponents. (Can only be used Z times per combat, where Z is your Mage level.)	m14+	Give ALL players Perception +2 when in a dark or shadowy area (cave, dungeon, haunted forest, etc.)	
Level 2-5		Sleep	m16+	A single opponent falls asleep. Disregardable (page 18) (Opponent may roll Mage Defense every turn, on 32+ opponent awakens) (Awaken at the end of combat regardless)	m16+	A single NPC falls asleep for Z hours, where Z is your Mage level. Disregardable (page 18).	
		Surge!	m16+	Next Mage Attack +1D6 (Can only be used once per combat)	-	NA	
		Bubble Shield	m16+	Give ALL players +1D6 to Mage Defense until the beginning of your next turn.	m16+	Give ALL players +1D6 to Mage Defense while in your current location for Z hours, where Z is your Mage level.	
		Amplify	m16+	Any player gets +1D6 to their next utility roll.	m16+	Any player gets +1D6 to their next utility roll.	
		Arcane Instinct	-	If you suffer any damage from a Mage Attack, +1 to ALL traits for the duration of this combat.	-	Alchemy +2 (detecting reagents, knowledge on potions, etc.)	
		*Mass Heal	m16+	Give ALL players +3 missing Hit Points immediately.	m16+	Give ALL players +3 missing Hit Points immediately. Can be used Z times per day, where Z is your Mage level.	
		*must learn Minor Heal before learning this Utility					
		*Lava Wave	m18+	Divide 6 damage evenly among opponents. (Can only be used Z times per combat, where Z is your Mage level.)	m18+	Give ALL players Perception +4 when in a dark or shadowy area (cave, dungeon, haunted forest, etc.) (Does not stack with Magma Splash)	
		*must learn Magma Splash before learning this Utility					
		Wise Wielder	-	Mage Attack +3 when using: (pick one)			
			One-Handed Weapon(s)				
			Two-Handed Weapon				

# Mage Utilities

	select	Utility	ca\$†	In-Combat	ca\$†	Out-of-Combat	
Level 6+		Phase Shift	m20+	Use Mage Defense next time you are attacked regardless of attack trait.	m20+	Sneak +3	
		Bless	m20+	ALL players get +3 to their next roll.	-	Perception +3 when detecting Undead or Unholy opponents or NPCs.	
		Curse	m20+	A single target opponent reduces all traits by 3 for the duration of combat. (One active Curse per mage.)	m20+	A single target NPC reduces all traits by 3 for Z hours, where Z is your Mage level. (One active Curse per mage.)	
		Unity Chant	m22+	All Players get +3 to ALL Utility types until the start of your next turn. (Cannot be used if Tactical Commands or War Song is active.)	-	Intimidate +3	
		Ice Age	m22+	3 opponets skip their next turn. Disregardable.	-	NA	
		Hex	m24+	Reduce opponent's strongest _____ (pick one) by 5 until the start of your next turn.	m24+	Reduce NPC's strongest _____ (pick one) by 5 for the remainder of the day.	
					Attack Trait		
					Defense Trait		
					Utility Trait		
		Book Worm	-	Use 3 Mage Utilities per turn of combat if you do not make any attacks that turn.	-	Out-Smart +4	
		Void Hands	-	ALL Mage Traits +1 if you do not have weapons equipped.	-	ALL Mage Traits +1 if you do not have weapons equipped.	
		*Major Heal	m24+	Give any player +Z missing Hit Points immediately, where Z is your Mage level.	m24+	Give any player +Z missing Hit Points immediately, where Z is your Mage level.	
	*must learn Mass Heal before learning this Utility						
		Prophet	m28+	Use Mage Defense against ALL attacks until the beginning of your next turn.	m28+	Mage Perception +1D6	
		*Fire Storm	m28+	Divide 18 damage evenly among opponets. Disregardable. (Can only be used Z times per combat, where Z is your Mage level.)	m28+	Perception +6 when in a dark or shadowy area (cave, dungeon, haunted forest, etc.) (Does not stack with Magma Splash or Lava Wave)	
*must learn Lava Wave before learning this Utility							
	Chain Lightning	m28+	If your Mage Attack does damage you may immediately make another and so on against different opponets. An opponet can only be hit by Chain Lightning once. (Can only be used once per combat.)	-	NA		
	Dark Arts	m28+	If your next Mage Attack does damage to an opponet you may regain Hit Points equal to the damage dealt. If it kills the opponet, regain ALL your missing Hit Points.	-	Out-Smart, Charm, Intimidate +6 when dealing with Undead or Unholy opponets or NPCs.		

# Rogue Utilities

	select	Utility	ca\$t	In-Combat	ca\$t	Out-of-Combat	
Level 1		Ready	r10+	ALL Rogue Traits +1 for Y turns, where Y is your Rogue level.	-	Street Guile +2 (Detecting fences and contacts, knowledge on bars and clubs, etc.)	
		Evade	r12+	You may not be attacked in combat by a target opponnet until the beginning of your next turn. Disregardable (page 18).	-	Sneak +2	
		Pocket Sand	r12+	Single opponnet may not make their next attack. Disregardable (page 18).	-	Lock-picking +2	
		Combo!	r14+	You may make 1 extra attack for every 3 opponnets in combat.	-	NA	
		Cheap Shot!	r14+	You may roll +1D6 agaisnt an opponnet who has already suffered damage this combat. (Can only be used once per opponnet)	-	Defense against traps +2	
Level 2-5		Disarm	r16+	Single opponnet recieves -3 on their next Attack Roll OR their next Defense Roll.	...	Pick-pocketing +2	
		Target	r16+	Your next attack hits an opponnet's lowest defense trait.	r16+	GM discloses an NPC's lowest Defense trait.	
		Parry & Dodge	r16+	Next Defense +1D6	-	Charm +2	
		Versatile	r16+	Use 3 additional utilities this turn instead of making an attack.	-	Disarming traps +2	
		Pin-Point	-	If the party is engaged with a single opponnet, +1 to ALL traits for the duration of this combat.	-	NA	
		*Smoke Pellets	r16+	3 opponnets may not make their next attack. Disregardable (page 18).	-	Perception +2 when detecting traps.	
		*must learn Pocket Sand before learning this Utility					
		*Multi Combo!	r18+	You may make 1 extra attack for every 2 opponnets in combat.	-	NA	
		*must learn Combo before learning this Utility					
		Dextrous Deviant	-	Rogue Attack +3 when using: (pick one)			
			One-Handed Weapon(s)				
			Two-Handed Weapon				

# Rogue Utilities

	select	Utility	ca\$t	In-Combat	ca\$t	Out-of-Combat	
Level 6+		Second Chance	-	Re-roll any D6 roll of "1" when making Rogue Attacks.	-	Re-roll any D6 roll of "1" when disarming traps.	
		Cut Throat	r20+	Next Rogue Attack +2D6, Next Defense -1D6	-	Intimidate +3	
		Stunning	r20+	Target opponent may not use Utilities until the beginning of your next turn. Disregardable.	-	ADDITIONAL Charm +2	
		Tactical Commands	r22+	All Players get Attack +3 until the start of your next turn. (Cannot be used if Unity Chant or War Song is active.)	-	Out-Smart +3	
		Traps & Snares	r22+	You make an immediate Rogue Attack on the opponent or opponents with the lowest Rogue Utility trait. (This does not count as your attack).	-	Arming and Disarming Traps +3	
		Sabotage	r24+	Opponent uses -1D6 on their _____ (pick one) until the start of your next turn.	r24+	NPC uses -1D6 on their _____ (pick one) for the remainder of the day.	
						Attack Trait	
						Defense Trait	
						Utility Trait	
		Body Guard	-	If a player takes damage you may throw yourself in the way and take the damage instead once per turn.	-	If a player takes damage you may throw yourself in the way and take the damage instead. May be used Y times per day, where Y is your Rogue level.	
		Fancy Footwork	-	Defense +1D6 if using a Bow Weapon.	-	ADDITIONAL Charm +2	
		*Shadow Grenade	r24+	6 opponents may not make their next attack. Disregardable.	-	NA	
		*must learn Smoke Pellets before learning this Utility					
		Thief	-	Rogue Defense +1D6 against 'thief-type' opponents. (ex. bandits, pirates, assassins, etc.)	r28+	Lock-picking and Pick-pocketing +1D6	
		*Untouchable	r28+	Defense +2D6 until the end of combat if the attacking opponent has not attacked you yet this combat.	-	NA	
	*must learn Fancy Footwork before learning this Utility						
	Distract & Destroy	r28+	Pre-Initiative (this Utility may be attempted before Initiatives are determined). Reduce a single opponent's Initiative by Y, where Y is your Rogue level. (This counts as your first turn Utility)	-	ADDITIONAL Charm +3		
	Caught Off-Guard	r28+	You may roll +2D6 against an opponent who suffered damage from an attack immediately before your turn. (Can only be used once per opponent)	-	NA		

# Warrior Utilites

	select	Utility	ca\$t	In-Combat	ca\$t	Out-of-Combat	
Level 1		Steady	w10+	ALL Warrior Traits +1 for X turns, where X is your Warrior level.	-	Survival Skills +2 (Detecting game and direction, knowledge on shelter and astronomy, etc.)	
		Brace	w12+	Warrior Defense +3 until the beginning of your next turn.	-	Armament Expertise +1 (knowledge on armor and weapon origins, crafting and repair, etc.) +1 max Hit Points.	
		Taunt	w12+	Target opponent may only attack you with their next attack. Disregardable (page 18).	-	Intimidate +2	
		Charge & Pummel	w14+	You may make 2 attacks at different opponents with your next attack OR you may make 2 attacks at the same opponent with your next attack. (Must declare target(s) prior to any of these attacks.)	-	+1 max Hit Points	
		Smite!	w14+	Your next Attack hits an opponent's Mage Defense.	-	Armament Expertise +1 (knowledge on armor and weapon origins, crafting and repair, etc.)	
Level 2-5		Adrenal Rush	-	+3 to Initiative	-	Botany +2 (detecting poisonous plants, knowledge on herbal edibles, etc.)	
		Combat Senses	w16+	Rogue Defense +1D6 for the duration of combat.	w16+	GM discloses an NPC's highest Attack trait.	
		Tank	w16+	Warrior Defense +1D6 for the duration of combat.	-	+1 max Hit Points.	
		Batter	-	If your Attack does NOT do damage to target opponet then reduce target opponent's Warrior Defesne by 1.	-	NA	
		Royal Rumble	-	If your party is out-numbered when entering combat, +1 to ALL traits for the duration of this combat.	-	NA	
		*Precision & Crush	w16+	You may make 3 attacks at different oppoents with your next attack OR you may make 3 attacks at the same opponent with you next attack. (Must declare target(s) prior to any of these attacks.)	-	+1 max Hit Points	
	*must learn Charge & Pummel before learning this Utility						
		*Battle Cry	w18+	3 target opponents may only attack you with their next attacks. Disregardable (page 18).	-	ADDITIONAL +2 Intimidate	
	*must learn Taunt before learning this Utility						
		Heavy Hitter	-	Warrior Attack +3 when using: (pick one)			
			One-Handed Weapon(s)				
			Two-Handed Weapon				

# Warrior Utilities

	select	Utility	ca\$t	In-Combat	ca\$t	Out-of-Combat	
Level 6+		Smash	w18+	Next Warrior Attack +1D6	-	May use Warrior Attack to attempt to open a lock. (Targets the lock's Rogue Utility trait as usual)	
		Blood Lust	w20+	Regain 1 missing hit point for every 1 damage you inflict on an opponent this turn.	-	+1 max Hit Points	
		Roar	w20+	ALL opponents reduce all defense traits by 2 until the beginning of your next turn.	-	Zoology+ 3 (detecting animals and beasts, knowledge on training and domestication, etc.)	
		War Song	w22+	All Players get Defense +3 until the start of your next turn. (Cannot be used if Tactical Commands or Unity Chant is active.)	-	Charm +3	
		First Aid	w22+	Give any player +3 missing Hit Points immediately.	w22+	Remove a single Poison or Disease counter from any player or NPC.	
		Cross Training	w24+	Opponent may only use their weakest_____ (pick one) against you until the start of your next turn.	w24+	Opponent may only use their weakest_____ (pick one) against you for the remainder of the day.	
						Attack Trait	
						Defense Trait	
						Utility Trait	
		Finish Him!	-	Double your Attack against an opponent who has taken damage. (Can only be used once per combat)	-	NA	
		Stubborn	-	ALL Defense Traits +2	-	ALL Defense Traits +2	
		*Perfect Timing & Hatred	w24+	You may make 4 attacks at different oppoents with your next attack OR you may make 4 attacks at the same opponent with you next attack. (Must declare target(s) prior to any of these attacks.)	-	NA	
	*must learn Charge & Pummel before learning this Utility						
		Beserker	-	If you lose half of your max hit points this combat, double your next attack. (Can only be used once per combat).	-	ADDITIONAL Intimidate +2	
		*Haste	-	ADDITIONAL Initiative +6	-	+1 max Hit Points	
	*must learn Adrenal Rush before learning this Utility						
		Crippling Blow	w28+	Your next attack reduces all of an opponent's traits by 1, until the end of combat.	-	NA	
		Blood Rage	w28+	Next Warrior Attack +1 for every Hit Point you are missing.	-	+2 max Hit Points	