

Chapter 8: Prestige Headers (Examples)

Prestige Headers like the Purists represent a special synthesis of your other headers. Just as a APurist is for those with one one Base header and you can only take one Purist header, if you did not take a purist header and have Two Base Headers which you think should combine to give you interesting synergism supporting each other, you make take exactly one Prestige Header combining those two base header.

All Prestige Headers cost 5 CP.

The Prestige headers listed here are examples of what a prestige header *might* look like if you chose to develop it. They were prevode at the request of players to see what each possible combination *might* look like. You may well develop a different one dressing a similar combination. If you can not find a teacher in game you may research it between events. This will take some time for the rules team to review and develop your ideas and encode them into the rules engine. This time represents the in game time spent discovering the various synergies.

Again you can only take one Purist or Prestige header so make sure it feel right to you.

Apothecary

Prerequisite: Rogue and Crafter Headers.

We create stronger and more insidious poisons, gases, traps and acids and deliver them in unexpected ways. We can always find some way to use even the most unusual combinations of ingredients to make something useful. We are often called Alchemists.

Skill	CP	Effect	Cost
Alchemist 4-6	2	Can make 1 alchemical item at a time per purchase.	-
Blade Venoms	2	Consume a "Red Juice" and add "and 3 Damage".	TT
Enhanced Poisons	3	"Double [<i>PoisonEffect</i>] and Slow" for weapons attacks.	TT
Extra Strength Poison	4	"Triple [<i>DamagePoison</i>]"	TT
Hasty Crafting 1-3	3	Craft any recipe in 3 seconds. Must use R, E, or S to craft it.	-
Master of Poisons	5	"Double" a "by Poison" attack. May use Aegis for any alchemy skills but this one.	T
Poison Blades	1	"Double [<i>PoisonEffect</i>]" for weapons attacks.	T
Poison Miser	5	Get twice as many uses of a poison.	-

Alchemist 4-6 -

Prerequisite: Alchemist 3

You may make alchemical items with the purchase of this skill. When searching creatures or plants you may "Search for Alchemical Ingredients". Items produced may be delivered as packet attacks or weapons attacks. All item uses are delivered "by Poison," unless the recipe gives it another trait, after 3 seconds of roleplay either applying the alchemy to a weapon, or activating the ingredients as a gas globe represented by a packet. This represents mixing the recipe with the appropriate catalyst for your delivery method. You must have appropriate representations for your uses.

Tim the Mage picked up some Alchemy so they can apply fire-ant venom to their dagger so they can hear their rival scream in pain when they sneak into the guild hall and poke them with it. Tim remembers their training and wears gloves to keep the venom from touching their skin and carefully dips a brush into the pot of venom. They coat their blade gingerly, then, lick the brush to put a fine point on it to sign their name...and fall down in screaming pain.

You can make 1 alchemical item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store Ingredients at your workshop/lab.

You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

In addition, after purchasing Alchemist 4, you may craft master alchemy alone. You may swap in 1 ingredient of any kind in place of an alchemy ingredient per purchase, but the recipe must still be made with at least one alchemy ingredient.

You can carry one extra ingredient per level purchased.

Blade Venoms - Consume a "Red Juice" and add "and 3 Damage" to a called missile or melee attack that does not already deal damage. This "Red Juice" is an alchemy recipe, but you do not need to attune it to use it for this skill.

This skill costs 2 Threat.

Enhanced Poisons - Modify an attack that is delivered with a missile or melee weapon that has been treated with a poison. You increase the effectiveness of the poison to "Double [PoisonEffect] and Slow" where *PoisonEffect* is the normal effect of the poison. Poisons that already deliver as Double or Triple cannot be used with this skill.

This skill costs 2 Threat.

Extra Strength Poison - Deliver a damage poison that is not already doubled or tripled as "Triple [DamagePoison]" where *[DamagePoison]* is it's damage call.

This skill costs 2 Threat.

Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients in place of its listed cost. These swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per long rest. This item may be used immediately without ing to a simple item slot.

Master of Poisons - "Double" any "by Poison" melee or missile attack you make.

In addition, you may use Aegis to pay for any alchemy skills but this one when you activate this skill in combination with other skills.

This skill costs 1 Threat.

Sal the Shadow Assassin prepares a blade venom doing 4 Damage by Poison. Because they are a Master of Poisons their attack will be "Double 4 Damage by Poison" and Jo the Bodyguard will expend their "Guard Poison" stopping the first 4 Damage but take the second, falling as their Vitality of 4 drops to zero. Sadly for Mal the Merchant, Sal the Shadow Assassin has a second venom, albeit only a 3 damage by poison. Still "Double 3 Damage by Poison" takes Mal down despite their 3 Vitality and Light Armor of 2, the first 3 taking out the armor and then dropping Mal to 2 vitality and the second 3 taking Mal down (Mal's vitality would drop below 1, indeed below zero so Mal falls, in the death spiral.

Poison Blades - Double any effects delivered by weapon resulting from use of alchemy that is not already double or triple. Call "Double [PoisonEffect]" where *PoisonEffect* is the normal effect of the alchemy.

This skill costs 1 Threat.

Poison Miser - You have learned how to use the barest minimum poison required to get your desired effects, and have found poisons are created in much larger batches than you actually need. You get twice as many uses of a poison as the recipe normally provides.

Argent

Prerequisite: Rogue and Warchanter Headers.

We use our voices as a means to get what we want. We are agents of shadows and influence. Our whispers ring clear and true to those we work as a silver bell in a concert hall.

Skill	CP	Effect	Cost
Closing Statements	2	"By my Voice Short Silence to Oathbreaker and Purge Silence". or "By My Voice Short Silence to [OathName] and Purge Silence". You may call it "Cure Oathbreaker".	A
Dancing Shadows	2	<i>Info Skill</i>	-
Guilty Conscious	3	"Expose Oathbreaker by Piercing ". If anyone calls out, "By My Voice, Short Root to Oathbreaker".	T
Headspersons Decree	4	"By my Voice Agony and 5 Damage by Madness to Oathbreaker"	TTT
Judgment	2	"Remove OathName and Inflict Oathbreaker Trait".	T
Oath Bound	2	"By My Gesture Inflict OathName Trait". You may also at any time call "Expose OathName."	T
Silver Tongue	3	"Cure Silence". Touch cast.	AA
Survivors Guilt	4	"Expose Oathbreaker". If anyone calls out and after a minute of roleplay "Death to Oathbreaker".	C

Closing Statements - Once per event you may call "By my Voice Short Silence to Oathbreaker and Cure Silence to Self". You may choose to call "By My Voice Short Silence to [OathName] and Cure Silence to Self" instead. You may use your PathName or any OathName you are aware of.

In addition, and not limited to once per event, after one minute of roleplay about an Oath you may call "Cure Oathbreaker" to someone you are roleplaying with.

This skill costs 1 Aegis.

Dancing Shadows - Info Skill - You have a network of friends and information who can help with the topics you care about most. You can ask them a question or invest your time in expanding your connections in a given area or topic.

Guilty Conscious - You can call it "Expose Oathbreaker". If anyone calls out, you may follow with "By My Voice, Short Root to Oathbreaker".

This skill costs 1 Threat.

Headspersons Decree - You may call "By my Voice Agony and 5 Damage by Madness to Oathbreaker"

This skill costs 3 Threat.

Judgment - If you witnessed an Oath you can call "Remove OathName and Inflict Oathbreaker Trait". You may use your OathName or any OathName you are aware of. You may only do this if you judge the person as having broken their Oath.

This skill costs 1 Threat.

Oath Bound - You must witness a written or verbal Oath, either the signing of it, or just viewing and reading the completed writing. When the oath is agreed on and/or given, you may call "By My Gesture Inflict OathName Trait" gesturing at the parties agreeing to the oath. OathName's must meet rules for CommunityName. Choose an *OathName* when purchasing this skill. You may also at any time call "Expose OathName" for any OathNames you know from having witnessed oaths being inflicted or for your own *OathName*.

If you see or read oaths from the past, you can use those as your *OathName* as if you were present when the *OathName* was inflicted.

Morelevant the Necro-liche swore an oath to Kinder the Good Egg Knight that he would never harm any children as he sought power. Kinder passed away, and Morelevant decided they were no longer bound by that Oath. Chedwick sees a vision of the Oath and learns that Kinder actually named it NoChildDies. Now, Chedwick can use "Expose NoChildDies" or use the OathName to declare Morelevant an Oathbreaker, which allows Chedwick to use Oathbreaker affecting skills against Morelevant.

This skill costs 1 Threat.

Silver Tongue - You whisper words of assurance to someone who is silenced. Touch cast, and call "Cure Silence".

This skill costs 2 Aegis.

Survivors Guilt - You can call "Expose Oathbreaker by Piercing". If anyone calls out, you may approach them and after a minute of roleplay with them about the oath they broke, you may call, "Death to Oathbreaker". You may call this even if they don't engage your roleplay about their broken oath.

This skill costs 1 Clarity.

Bloodrager

Prerequisite: Berserker and Warrior Headers.

We have learned to focus our rage making ourselves better at delivering the blows that tax our enemies while keeping our bodies ready for the fight. We have learned that while rendering a foe useless is important, it is only important if we stay on our feet to disable them further. We have learned to understand combat better than anyone else around us and are nearly unstoppable in battle.

Skill	CP	Effect	Cost
Broken Bone Defense	2	If maimed, "Guard" then "Cure Maim and 2 damage to Self"	A
Crushing Blow	2	"Maim and Agony"	TT
Deep Breath	2	If frenzied, "Disengage" then "Purge Frenzy"	AA
Defensive Posture	3	"Cure Root and Grant Parry"	AA
Grounding Blow	2	If frenzied, "Purge Frenzy" then "4 Damage and Root"	TT
Masterful Cleave	5	"Triple 4 Damage", when the attack lands "Agony to Self".	TT
One Last Stand	5	"Cure Death to Self and Disengage". Can be used as you die.	C
You, Duck!	2	"By My Gesture Grant Guard"	T

Broken Bone Defense - If you are maimed, you may call "Guard" against any missile or melee attack that hits you, then call "Cure Maim and 2 damage to Self".

This skill costs 1 Aegis.

Crushing Blow - "Maim and Agony" with a missile or melee attack.

This skill costs 2 Threat.

Deep Breath - If you are frenzied, you may call "Disengage" then "Purge Frenzy" (to self)

This skill costs 2 Aegis.

Defensive Posture - "Cure Root and Grant Parry"

This skill costs 2 Aegis.

Grounding Blow - If you are frenzied, you may call "Purge Frenzy" (to self) then "4 Damage and Root"

This skill costs 2 Threat.

Masterful Cleave - You may make a missile or melee attack for "Triple 4 Damage". When the attack lands, call "Agony to Self".

This skill costs 2 Threat.

One Last Stand - After you have fallen down and are taking the “Dead” trait, you may call "Purge Death and Disengage". You can use this skill when you are dead. Remember the purge affects only you.

This skill costs 1 Clarity.

You, Duck! - "By My Gesture Grant Guard". You may only gesture at a single target.

This skill costs 1 Threat.

Composer

Prerequisite: Warchanter and Crafter Headers.

We can create performances that stir even the deafest of beings from their resting places. We have learned not only to channel our performances into helping others, but into making them better than they could be on their own. Communities dance to the heartbeat of our works.

Skill	CP	Effect	Cost
Cobbler's Chant	1	Complete 2 recipes at the same time. ***	-
Fortissimo	5	You may expend points of threat to power warchanter skills.	A + *
Glissando	2	"By Your Name [CharacterName], Cure Stricken".	AAA
Orchestrated Defense	3	"By My Voice Grant Physical Defense, Resist to Town". ***	AA
Orchestrated Shield	3	"By My Voice Grant Elemental Defense, Resist to Town". ***	AA
Orchestrated Strategy	3	"By My Voice Grant Mental Defense, Resist to Town". ***	AA
Protect Song	3	By spending a crafted Parchment you record your voice so as to be able to use a specific Warchanter skill even when Silenced. Each Parchment is good once only.	-
Sanguine Performance	3	"By My Voice Cure Disease and Cure Drain to Town". ***	AA

* This cost varies

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an art form such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

Cobbler's Chant - Once per long rest you can perform during crafting and increase the output of the crafting as if one additional crafter was assisting you. This means you can produce 2 recipes at the same time, but must still provide all the resources to craft both recipes.

Fortissimo - You may expend points of threat to power warchanter skills in addition to the cost of this skill. May not be used on skills that cost Clarity.

This skill costs 1 Aegis plus a variable cost for the other skill, paid in threat.

Glissando - "By Your Name [CharacterName], Cure Stricken". You must share a community name with the target of this skill.

This skill costs 3 Aegis.

Orchestrated Defense - "By My Voice Grant Physical Defense, Resist to Town". Requires Performance.

This skill costs 2 Aegis.

Orchestrated Shield - "By My Voice Grant Elemental Defense, Resist to Town". Requires Performance.

This skill costs 2 Aegis.

Orchestrated Strategy - "By My Voice Grant Mental Defense, Resist to Town". Requires Performance.

This skill costs 2 Aegis.

Protect Song - By using a crafted Parchment you can record your performance so as to be able to use a specific Warchanter skill, which you describe on the parchment, even when Silenced. Each Parchment may be used once for this purpose and is consumed when the performance is completed with the parchment record. Parchment may be used to record any kind of performance, so long as it describes the actions you would do in some way. Call "Imbue to Self." You must still spend the time required to do the performance, but if your performance requires you to speak, you may still speak for the purposes of that skill use as pre-recorded only. You must still pay the cost of the skill you are using from the parchment which must be noted on the parchment.

Sanguine Performance - "By My Voice Cure Disease and Cure Drain to Town". Requires Performance.

This skill costs 2 Aegis.

Enchanter

Prerequisite: Mage and Crafter Headers.

We have learned to weave magic into our crafts. We can produce weapons and armors others have only dreamed of, and some of us can even bring life to objects. Others of us can fuse the spirits of those that have passed into vessels to continue to aid the living.

Skill	CP	Effect	Cost
Combine Magic Item	5	Combine two magic items into one item.	C
Disassemble Item	2	Break a sustainable item down into ingredients	T
Hasty Crafting 1-3	3	Craft any recipe in 3 seconds. Must us R, E, or S to craft it.	-
Ritual Magic 4-6	3	<i>Ritual Magic.</i> You understand the basics of creating magical items with ritual magic.	-
Rune Projector 1-3	2	Can make a Rune Projector.	-
Shaper 4-6	2	Sustain 1 item per purchase. Can make 1 shaper item at a time per purchase. Swap in 1 ingredient in place of a shaper ingredient per purchase. May craft master shaper items alone.	-
Simply Compact	4	Can equip 1 additional simple item.	-
Simply Small	4	Can equip 1 additional simple item.	-

* This skill cost varies.

Combine Magic Item - You may rebuild two magic items into one new but similar item, Each item loses one effect when being combined with another item. The new item must have a similar function to one of the two items consumed in the process. While combining items, you should spend time enacting the transfer of energy from one item to another as well as enacting the combination of the physical items into a single piece. Your item should have a tag which describes the effects the item now has. The effects must be a mix of the previous items, and you may drop any effects you wish from the item. You may even combine a weapon with itself to remove detrimental effects. Once the process is complete, you will only have one item card from the items that were combined. This combined item does not need to be sustained before the next event. You may use this ability as many times as you wish.

This skill costs 1 Clarity.

Disassemble Item - You may break a sustainable item down into ingredients. Each effect on the item may be broken into ingredients based on how frequently an effect on it can be used.

Per Event = S

Per Day = E

Per Long Rest = R

Per Rest = U
Single Use = C

When broken down into ingredients, the type of ingredient (Alchemy, Potion, Shaper, or Tinkerer) must be chosen and the ingredient type must be marked in a pattern that mimics the ingredient symbol when found normally. This symbol can be marked in pen for this purpose.

This skill costs 1 Threat.

Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients in place of its listed cost. These swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per day (Each day starting at 6:00 pm).

If you had open attunement slots at the end of your last long rest, you may immediately attune this item in that item slot. Otherwise you must use the item immediately.

Ritual Magic 4-6 - Ritual Magic. Must have Ritual 3 to buy. You understand the basics of creating magical items with ritual magic. Each purchase grants you additional ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6 plus the earlier 6 from Ritual magic 1-3. **Enchanters gain an extra Ritual Point for each of these points spent on Enchanting an Item.**

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Rune Projector 1-3 - You may wield rune projectors with the purchase of this skill. A rune projector is a tube-like device that launches a projectile powered by runes. These items are fairly unstable, but powerful. They are capable of dealing “3 Damage” as a base projector. After they deal damage the barrels breach and require extensive repair time, this taxing activity takes a long rest. You may also craft modifications to projectors. Projectors may benefit from any other crafted items that do not modify damage if they come from other crafting disciplines. Damage modification to Projectors can only come from this crafting discipline. All Projector attacks are delivered “by Weapon,” which may be dropped from the call, unless the recipe gives it another trait. You must have appropriate representations for your Projector. This should look more like a mortar tube than a dart blaster.

You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You can make 1 rune projector item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store Ingredients at your workshop/lab.

You may make Rune Projectors.

You can carry one extra ingredient per level purchased.

Shaper 4-6

Prerequisite: Shaper 3

You can sustain 1 magic item per purchase of this skill up to a maximum of 3 purchases. You do not need to expend a consumable to sustain items with this ability.

Each event you may produce 2 copies of a recipe you are involved in crafting. You may do this 3 times per purchase of this skill and do not need to double the ingredients required.

So long as an item is sustainable, you may convert it into any expendable item for which you know the recipe after 5 minutes spent roleplaying the conversion.

You may make shaper items with the purchase of this skill. When searching creatures or plants you may "Search for Shaper Ingredients". All of these items will state their delivery method in the recipe. These may be used after 3 seconds of roleplay applying the item to the target object. These items must be represented with a paper which shows the rune, or a crystal. You must carry a recipe book that describes the recipes you know and you must have a workshop prop on site that represents this skill.

You can make 1 shaper item at a time per purchase by actively carrying the ingredients for the recipe on your person. You may also store Ingredients at your workshop/lab.

You may make inexpensive recipes that sustain metal and stone items except weapons and armor.

You may swap in 1 ingredient in place of a shaper ingredient per purchase but each recipe must still have at least one shaper ingredient per recipe. You may craft master shaper items alone after purchasing Shaper 4.

You can carry one extra ingredient per level purchased.

Simply Compact - You can attune 1 additional simple item per long rest, having found better ways to carry them while keeping them stable.

Simply Small - You can attune 1 additional simple item per long rest, having found ways to make their containers smaller.

Forte

Prerequisite: Berserker and Warchanter Headers.

We have learned to use our voice to drive fear into the hearts of those that oppose us. Our performances can become so powerful our foes run before they even cross blades with us. And that's just when we yell.

Skill	CP	Effect	Cost
Breath and Prepare	2	"By My Gesture Cure Frenzy and Heal 1"	A
Charge Them	2	"By My Voice Grant 2 Damage and Frenzy to [CommunityName]"	T
Commanding Voice	4	"By My Voice, Cure Frenzy". ***	A
Dissonant Scream	3	"By My Gesture Triple 3 Damage" then "Silence to Self"	TT
Imposing Roar	3	"By My Voice, Triple Repel by Fear".	T
Name Foe	2	"By My Voice Grant Agony to [CommunityName]". ***	TT
Primal Terror	2	"By My Voice Short Root"	T
The Look	5	"By My Gesture Paralyze". ***	TTT

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. **After making the call requiring a performance you must catch your breath for at least 30 seconds. Can not perform while affected by Silence regardless of the details of the performance.**

Breath and Prepare - "By My Gesture Cure Frenzy and Heal 1". Point at one person in your community to break their frenzy and heal them.

This skill costs 1 Aegis.

Charge Them - "By My Voice Grant 2 Damage and Frenzy to [CommunityName]"

This skill costs 1 Threat.

Commanding Voice - "By My Voice, Cure Frenzy". Requires Performance. You cry out in a manner that cannot be ignored by anyone. For a moment, it is like everyone hears you and obeys.

This skill costs 1 Aegis.

Dissonant Scream - "By My Gesture Triple 3 Damage" then "Silence to Self"

This skill costs 2 Threat.

Imposing Roar - "By My Voice, Triple Repel by Fear".

This skill costs 1 Threat.

Name Foe - "By My Voice Grant Agony to [CommunityName]". To activate this skill identify a foe and declare your desire to defeat them. No time minimum for this.

This skill costs 2 Threat.

Primal Terror - "By My Voice Short Root"

This skill costs 1 Threat.

The Look - "By My Gesture Paralyze". Requires Performance.

This skill costs 3 Threat.

Fury

Prerequisite: Berserker and Rogue Headers.

Darkness may be the ally of most of those who train in the arts of stealth, but for us, it fuels our rage. As we sneak about, quietly and patiently waiting for our moment, our targets test our patience. We stoke the fires inside with fuel until we get close enough, and then, they wish they'd never heard of us or seen our work.

Skill	CP	Effect	Cost
Building Fury	5	"Double 3 Damage", "Double 4 Damage", then "Double 5 Damage" from behind or to hunted.	-/C
Cloaked in Shadows	3	"Spirit for 60s. You may set traps and "Inflict" people with traits but not attack. Twice per event.	C
Fiery Rage	4	If Frenzied, "Purge Frenzy" then "4 Damage" 3 times	TTT
Fury Breeds Silence	2	If Frenzied, "Purge Frenzy" then "Silence and 4 Damage"	TT
Healing Fervor	2	If not Frenzied, "Heal 2 to Self" and "Frenzy to Self"	A
Pause to Breath	2	If Frenzied, "Purge Frenzy and Short Root to Self"	A
Quiet Rage	3	"Silence and Frenzy"	TT
Shadow Strike	2	If "Cloaked in Shadows" for 50s or more, you may call "Triple 4 Damage and Frenzy to Self"	-

Building Fury - "Double 3 Damage" for one melee or missile attack From Behind or if the target is marked as "Hunted".

When the strike lands for "Double 3 Damage" you may increase your strike to "Double 4 Damage" then again to "Double 5 Damage" for one hit each. If at any point, while using this skill, you are hit or use another skill, this skill ends, even if your strike did not land.

First use free. Additional uses require 1 Clarity per use.

Cloaked in Shadows - Call "Imbue to Spirit" then go to Spirit, following all rules for Spirit Form. You may move for 60s. Then call "Purge Spirit" and return to your physical form where you stand. You may not use combat skills without calling "Purge Spirit" but you may set traps and "Inflict" people with traits. You may use this skill twice per event.

This skill costs 1 Clarity

Fiery Rage - If you are under a Frenzy effect, call "Purge Frenzy" then you may call "4 Damage" for 3 missile or melee attacks.

This skill costs 3 Threat.

Fury Breeds Silence - If you are under a Frenzy effect, call "Purge Frenzy" then you may call "Silence and 4 Damage" for 1 missile or melee attack.

This skill costs 2 Threat.

Healing Fervor - If you are under a Frenzy effect, call "Heal 2 to Self" and "Frenzy to Self"

This skill costs 1 Aegis.

Pause to Breathe - If you are under a Frenzy effect, call "Purge Frenzy and Short Root to Self"

This skill costs 1 Aegis.

Quiet Rage - "Silence and Frenzy"

This skill costs 2 Threat.

Shadow Strike - If you have used "Cloaked in Shadows" for 50s or more, you may call "Triple 4 Damage and Frenzy to Self"

Hammerfall

Prerequisite: Warrior and Crafter Headers.

We have learned the craft to support ourselves on the field of battle. We use our practical knowledge of what works best in the field to create better and more usable weapons and armor. Our time in the workshop has made us more focused on getting more for less effort driving us to masters of efficiency on and off the battlefield.

Skill	CP	Effect	Cost
Efficient Crafter	4	Craft two copies of any recipe.	-
Efficient Repairs	2	Touch delivery. "Repair All"	A
Flawless Riposte	4	"Reflect"	AAA
Hasty Crafting 1-3	3	Craft any recipe in 3 seconds. Must us R, E, or S to craft it.	-
Recycle	3	"Double" a called damage attack enhanced by crafted items	-
Rhythmic Assault	2	"Double" any damage effects not already double or triple.	T
Rhythm of the Forge	2	"Double" any non-damage effects not already double or triple.	TT
Steady Rhythm	2	After two attacks on the same opponent "3 Damage".	TT

Efficient Crafter - Craft two copies of any recipe for the addition of any single common Ingredient while producing the recipe.

Efficient Repairs - Touch delivers "Repair All" to any broken item.

This skill costs 1 Aegis.

Flawless Riposte - "Reflect" to any single weapon blow that hits except those delivered by "Piercing".

This skill costs 3 Aegis.

Hasty Crafting 1-3 - Craft any recipe in your crafting recipe book paying its full ingredient cost in Rare, Exotic, or Special ingredients in place of its listed cost. These swapped ingredients must be equal to or better than the ingredients listed in the recipe. This item takes three seconds to assemble and does not require a workshop. This may be done once per purchase per day (Each day starting at 6:00 pm).

If you had open ement slots at the end of your last long rest, you may immediately attune this item in that item slot. Otherwise you must use the item immediately.

Recycle - Once per Long Rest you may call "Double" before a called damage attack made with a missile or melee weapon that has been enhanced by simple crafted items like poisons or runes that are not already double or triple

Rhythmic Assault - You may "Double" any damage effects delivered by missile or melee weapons that are not already double or triple.

This skill costs 1 Threat.

Rhythm of the Forge - You may "Double" any non-damage combat effects delivered by weapons that are not already double or triple.

This skill costs 2 Threat.

Steady Rhythm - After two attacks with a missile or melee weapon which strike the same opponent, whether the attacks are defended, deal called damage, deal uncalled damage, or deliver effects, you may call "3 Damage" on your next Swing. Pay to use this skill when you call the damage.

This skill costs 2 Threat

Rageshaper

Prerequisite: Berserker and Crafter Headers.

We use what we know of alchemy and other crafts and have created tattoos to empower us in the field. We can turn most any of the things we find in the wild to some effect. We have learned that the right mix of mushrooms, plants, and molds can bring us closer to perfection, at least temporarily, and we have learned how to maximize that opportunity.

Skill	CP	Effect	Cost
Awaken with Fury	2	"Purge Stun and Frenzy" (to self)	A
Quick Immunity Tattoo	3	*, ** "Resist" then "Short Stun to Self"	AA
Reinforce Runic Tattoo	2	"Refresh 3 Tattoos"	-
Tattoo of Alchemy	3	*, ** "By My Gesture, [<i>AlchemyEffect</i>]" Two uses per Long Rest.	TT
Tattoo of Armor	4	*, ** "Grant 3 Protection"	AA
Tattoo of Calming	3	*, ** "Resist Frenzy and Heal 2 to Self"	A
Tattoo of Fury	4	*, ** "3 Damage", "Waste Tattoo of Fury" unless frenzied. You are frenzied you may call "Purge Frenzy" (to self) instead.	-
Tattoo of Shielding	2	*, ** "Guard"	A

* **Runic** - These skills require your character to have been marked personally or on an item, as may be appropriate with one or more Runic symbols and for you to make a suitable representation of that. Some other skills may be able to affect this skill or ability, refreshing it or exhausting it or otherwise modifying it by referring to the scope of effect as Runic.

** **Tattoo** - These skills require your character to receive a suitable tattoo in game and for the player to apply a suitable physical representation if the skill is to be used at a given event. Some other skills may be able to affect this skill, refreshing it or exhausting the Tattoo. You may only have 3 tattoos unless the skill says otherwise.

Awaken with Fury - "Purge Stun and Frenzy to Self"

This skill costs 1 Aegis.

Quick Immunity Tattoo - *Runic, Tattoo* Consume crafted ink and nibs to scribe a tattoo on yourself. You may call "Resist" to any one effect that would otherwise affect you. After calling this Resist you must call "Short Stun to Self". Pay for this skill when the tattoo is activated.

This skill costs 2 Aegis.

Reinforce Runic Tattoo - During a Long Rest spend an Ink and a Nib to refresh three *Runic Tattoo*. Only 3 *Runic Tattoos* may be active at a time. Call "Refresh 3 Tattoos"

Tattoo of Alchemy - *Runic, Tattoo* Consume an alchemical recipe, then call "Resist" to the effects of that alchemy. You may then call "By My Gesture, [AlchemyEffect]" where [AlchemyEffect] is the effect the alchemy would have done to you. Pay this skill cost to use the tattoo. You may use this tattoo twice per Long Rest. You may only have 3 tattoos active per long rest.

This skill costs 2 Threat.

Tattoo of Armor - *Runic, Tattoo* "Grant 3 Protection", scribe once per long rest, pay the skill cost to use the tattoo. You may only have 3 tattoos active per long rest.

This skill costs 2 Aegis.

Tattoo of Calming - *Runic, Tattoo* "Resist Frenzy and Heal 2 to Self", scribe once per long rest, pay the skill cost to use the tattoo. You may only have 3 tattoos active per long rest.

This skill costs 1 Aegis.

Tattoo of Fury - *Runic, Tattoo* You may call "3 Damage" with any melee or missile attack, then call "Waste Tattoo of Fury" unless you are currently frenzied. If you are frenzied you may call "Purge Frenzy" (to self) instead and do not need to "Waste" the tattoo. You may use this tattoo until it is Drained or Wasted. You may only have 3 tattoos active per long rest.

Tattoo of Shielding - *Runic, Tattoo* "Guard", pay the skill cost to use the tattoo. You may only have 3 tattoos active per long rest.

This skill costs 1 Aegis.

Rampager

Prerequisite: Berserker and Mage Headers.

We weave magic and fury as if they share the same source. Our injuries stoke our rage and our rage stokes our spells and the cycle of spell, weapons blow, and rage rings with harmony in our movements. Spells fly from our weapons; raining from our blows as if the weapons were our voice.

Skill	CP	Effect	Cost
Mindful Fury	2	"Grant Packet Defense, Resist" then "Frenzy to Self"	AA
Pain Makes Me Angry	2	When hit for called damage "Increase and Frenzy"	-
Raging Spell	3	If Frenzied, "Purge Frenzy" then "Double" costing up to 3A or 3T.	T+*
Regain Focus	5	If Frenzied, "Purge Frenzy and Grant 2 Determination to Self"	-
Ritual Magic 4-6	3	You may lead rituals and power them yourself.	-
Set at Ease	3	"Purge Frenzy and Heal 2 to Self"	A
Shield Breaker	2	"Destroy Shield and 1 Damage to Self"	T
Singular Focus	2	"Elude Mental and Frenzy to Self"	A
Stoke the Fire	4	If Frenzied 3x, then 3 attacks for "Double 4 Damage".	TT

* The cost to use this skill varies, see the spell for additional costs.

Mindful Fury - "Grant Packet Defense, Resist" then "Frenzy to Self"

This skill costs 2 Aegis.

Pain Makes Me Angry - When hit for called damage you may instead call, "Increase and Frenzy", still taking the damage and becoming frenzied.

Raging Spell - If you are Frenzied, call "Purge Frenzy" then deal any spell effect that is not already doubled as "Double" and it's spell effect after you call it's incantation. You must pay the cost of the spell in addition to this skill. You may not use this skill for spells that cost Clarity or Determination.

This skill costs 1 Threat.

Regain Focus -

Prerequisite: Sorcerer Supreme.

If you are Frenzied, "Purge Frenzy and Grant 2 Determination to Self". You may use this skill 6x per event.

Ritual Magic 4-6 - Ritual Magic. Must have Ritual 3 to buy. You understand the basics of creating magical items with ritual magic. Each purchase grants you additional ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Set at Ease - "Purge Frenzy and Heal 2 to Self". You may use this skill even if you are not Frenzied.

This skill costs 1 Aegis.

Shield Breaker - "Destroy Shield and 1 Damage to Self".

This skill costs 1 Threat.

Singular Focus - "Elude Mental and Frenzy to Self".

This skill costs 1 Aegis.

Stoke the Fire - After you have been Frenzied 3 times, resetting when you take a long rest or you use this skill, you may deal 3 melee or missile attacks for "Double 4 Damage".

This skill costs 2 Threat.

Shadow Hexer

Prerequisite: Rogue and Mage Headers.

We use our magic and our stealth to become a perfect blend of shadow and silence. We complete our missions with little more noise than the snoring of all those in the building, and the light sound of metal on oiled leather as our knife returns to its sheath, job complete. Our magic makes us the ultimate silent killer.

Skill	CP	Effect	Cost
Abjure Magic	3	"Reflect [Trait] by Clarity".	-/C or 5D
Channel Power	2	Add "by [Trait]" to any attack skill.	T
Cloaked in Shadows	3	"Spirit for 60s. You may set traps and "Inflict" people with traits but not attack. Twice per event.	C
Focused Spell	2	Cast any spell known "to Hunted"	*
Improved Backstab	4	"Double 3 Damage" from behind or to "Hunted".	TT
Infused Weapon	2	Cast spells through weapon blows after incantation.	-/+T
Ritual Magic 4-6	3	You may lead rituals and power them yourself.	-
Shadow Hex	2	"Inflict Shadow Hex" (provide inflict card) or "Cure Shadow Hex"	A
Strengthened Magic 1	4	"by Piercing" trait for spells 2 times, cannot be "Death" effects.	T + *

* This skill cost varies.

Abjure Magic - Choose any Trait you know when using this spell. You may cast "Reflect [Trait]". First use free. Additional uses cost 1 Clarity or 5 Determination per use.

Channel Power - You can add any Trait you know for casting spells to skills delivered by melee or missile attacks by calling the attack skill effect followed by "by [Trait]" where [Trait] is any trait you can use for your spell deliveries. You must still pay the original skill cost as well.

This skill costs 1 Threat.

Cloaked in Shadows - Call "Imbue to Spirit" then go to Spirit, following all rules for Spirit Form. You may move for 60s. Then call "Purge Spirit" and return to your physical form where you stand. You may not use combat skills without calling "Purge Spirit" but you may set traps and "Inflict" people with traits. You may use this skill twice per event.

This skill costs 1 Clarity

Focused Spell - You may cast any spell you know "to Hunted" instead of other traits you can use for spells. You must still pay the normal spell cost.

Improved Backstab - "Double 3 Damage" for 1 melee or missile attack from Behind or if the target is marked as "Hunted".

This skill costs 2 Threat.

Infused Weapon - You may cast any attack spell you know through your weapon by calling the incantation, paying the usual cost, then swinging your weapon with the effects call of the spell as if it was a packet. You may repeat this swing without incantation until a defense is called or the blow is acknowledged or you use a different skill.

The first use after a short or long rest adds nothing to the spell cost there after it costs one extra Threat,

Ritual Magic 4-6 - Ritual Magic. Must have Ritual 3 to buy. You understand the basics of creating magical items with ritual magic. Each purchase grants you additional ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Shadow Hex - You must write out an inflict card that you will give to the target of your Shadow Hex. This inflict effect must describe roleplay based only challenges to penalize that target for whatever has caused you to inflict them with your Shadow Hex. Each Shadow Hex may be unique to your target. A Shadow Hex lasts until removed, which must be noted on the inflict card. This inflict card must end with "or you may reduce this effect to agony by calling "Reduce to Agony".

Key Note: No Shadow Hex may ever force a target to lose their free will in a manner that makes them do actions they (especially the person representing the target, ie, the real world person) wouldn't consider doing normally. They may be convinced to listen to you specifically from the Shadow Hex, but they will still act under their own decision making power, even if your Shadow Hex makes your suggestions bear more weight than they normally would, much like a deeply trusted friend.

This inflict is delivered as "Inflict Shadow Hex" and may be done while Cloaked in Shadows.

You may spend time talking to someone under the influence of a Shadow Hex to understand the hex that is affecting them, then call "Cure Shadow Hex" to free them of the hex.

Shadow Hexes may be any interesting role play effect from "You will stub your toe on every doorway you walk through" to "You will cut yourself every time you pick up a knife." No hex may be directly deadly, but once the hex has been taken the person affected must act it out. They

only need to act it out once an hour so long as the appropriate conditions are present but they may act out the hex as often as they wish. They may even purposely avoid the triggering conditions of this hex.

This skill costs 1 Aegis.

Strengthened Magic 1

Prerequisite: Sorcerer Supreme.

Use "by Piercing" trait for spells up to 2 times per event, cannot be "Death" effects.

This skill cost varies with the spell cast and costs an additional 1 Threat.

Skald

Prerequisite: War Chanter and Warrior Header

Through performance, song, and chant, we fuel our own rhythms on the battlefield. Our performances make us better fighters, feeling the interplay of our opponents moves like a dance, their breath like a song, their intention like an epic, and we re-write their stories as our own.

Skill	CP	Effect	Cost
Aid Wounded	5	"By My Voice Heal 2 to Bloodied". ***	AAA
Armor Proficiency	2	+1 Armor	-
Bardic Immunity	2	"Reduce to 1 Damage" then "Death by Inspiration", if no skills have been used yet.	-
Battle Tempo	3	Reduce performance to 10s. 3x per long rest.	*
Get Down!	3	"Guard Weapon" and "Grant Elude Weapon" to Ally	AA
I Understand	4	"Drain Weapon"	TT
Marching Beat	2	"By My Voice Cure Slow to [CommunityName]". ***	A
Protect and Serve	2	"Heal 1 and Grant Parry to [CommunityName]". ***	AA

* This skill cost varies

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

Aid Wounded - "By My Voice Heal 2 to Bloodied". Requires Performance.

This skill costs 3 Aegis.

Armor Proficiency - You gain an additional point of armor on top of whatever armor you currently wear and represent.

Bardic Immunity - When you are hit with any effect, once per long rest, you may call "Reduce to 1 Damage," then may attack for "Death by Inspiration" against the attacker using any delivery method you have access to. This ability may only be used as the first game skill you use after that Long Rest. Using your shield does not count as a skill use here unless using the shield can cause an attack against anyone. The intent is to give a serious enforcement of the traditional immunity of a bard to attacks for what they say.

Battle Tempo - After resetting from a flurry, you may reduce the time required for a "Performance" to activate a skill to a "Short Performance", 10 seconds instead of 30 seconds. Call "Imbue to Self" before starting the performance. You must still pay the cost for the skill requiring a performance. You may use this skill 3x per long rest.

Get Down! - "Guard Weapon" then you may touch cast "Grant Elude Weapon" to an Ally
This skill costs 2 Aegis.

I Understand - "Drain (That) Weapon" with a missile or melee attack.
This skill costs 2 Threat.

Marching Beat - "By My Voice Cure Slow to [CommunityName]". Requires Performance.
This skill costs 1 Aegis.

Protect and Serve - "Heal 1 and Grant Parry to [CommunityName]". Requires Performance.
This skill costs 2 Aegis.

Spelldancer

Prerequisite: Mage and War Chanter Headers.

Our performances play upon our magic, allowing us to share the effects of our spells with many others around us. We can raise our incants as a song to fuel others' spells. We can increase the range of effect which our spells have by focusing on performing them perfectly or enhancing them with our knowledge of the effect of word, song, or dance on the magic of the world around us.

Skill	CP	Effect	Cost
And One for Me	2	Any spell to community member, cast on yourself.	* + *
Community Bond	1	"By Your Name, [Name], [SpellEffect] by [Trait]"	*
Echoing Encore	2	"By My Voice,[SpellEffect] to [CommunityName]". ***	- / **
Inspired Defense	3	"Grant Packet Defense, Shield to Town". ***	AAA
Ritual Magic 4-6	3	You may lead rituals and power them yourself	-
Spell Dance	3	"By My Gesture, [SpellEffect] by [Trait]", 2T or less cost spell.	TTT
Spell Song	3	"By My Voice, [SpellEffect] to [CommunityName]" 3 times per long rest. ***	AAA
Unstoppable Performance	5	Use "by Piercing" trait for spells. 3 times per event. ***	T+*
Willful Performance	3	"Grant 2 Determination to Self". 6 times per event. ***	-

* This skill cost varies

** Cost of 1C or 5D

*** **Performance** required.

Performance - Skills that require performance require the Warchanter to spend at least 30 seconds inspiring others through an artform such as singing, dancing, chanting, playing an instrument, giving a speech, etc. After a performance you must catch your breath for at least 30 seconds.

And One for Me - Any time you cast a spell on a member of your community or a community you are a part of, you can immediately cast that same spell on yourself as well for one third the cost rounded up without calling the incantation again.

This skill cost varies.

Community Bond - You may deliver any spell you know to any of your community members as long as they can hear you. Call the spell incantation, then call "By Your Name, [Name], [SpellEffect] by [Trait]", where [Name] is the name of anyone in your community or the community you are part of, where [SpellEffect] is the effect of the spell, and [Trait] is any trait

you can use with your spells. The cost of this skill is the cost of the spell.

This skill cost varies.

Echoing Encore - After a spell is touchcast on you, you may Perform, then you may repeat the spell by calling "By My Voice, [SpellEffect] to [CommunityName]", where [SpellEffect] is the effect of the spell.

First use free. Additional uses require 1 Clarity or 5 Determination per use.

Inspired Defense - "Grant Packet Defense, Shield to Town". Requires Performance.

This skill costs 3 Aegis.

Ritual Magic 4-6 - Ritual Magic. Must have Ritual 3 to buy. You understand the basics of creating magical items with ritual magic. Each purchase grants you additional ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Spell Dance - You may use a Performance in place of a spell incantation to deliver any spell you know so long as the spell costs 2 Threat or less. This may not be used for spells that cost Aegis. After finishing that Performance, you may call "By My Gesture, [SpellEffect] by [Trait]" where [SpellEffect] is the effect of the spell and [Trait] is any trait you could use to deliver your spell. This gesture may be a sweeping motion. This gesture affects anyone that sees it. **Note that a By My Gesture effect with a duration (like agony) will end when the gesture ends or at the natural duration whichever is shorter.**

This skill costs 3 Threat. This replaces the spell cost

Spell Song - You may deliver any spell you know as "By My Voice, [SpellEffect] to [CommunityName]", so long as the spell costs 2 Aegis or less, where [SpellEffect] is the effect of the spell. Requires Performance. This may not be used for spells that cost Threat. This replaces the spell cost. You may use this skill 3 times per long rest.

This skill costs 3 Aegis.

Unstoppable Performance - You may deliver any skill or spell that you have completed a performance for "by Piercing" instead of using the skill or spell's original trait. This may be used on spells converted into Performances by other skills. All skill costs stack. You may use this skill 3 times per event.

This skill costs 1 Threat + the cost of the spell + any other skill costs.

Willful Performance -

Prerequisite: Sorcerer Supreme.

After completing a Performance, you may call "Grant 2 Determination to Self". This may not be used to exceed your maximum Determination pool. You may use this skill 6 times per event.

Spellsword

Prerequisite: Warrior and Mage Headers.

We have learned to focus our magic in battle so we cannot be interrupted. We have learned to channel our spells through our blades as if they are an extension of our own fingers. We have woven our knowledge of our school of magic into our arms and armaments. If you think our armor screams like the dead, you have yet to see what our blade can do.

Skill	CP	Effect	Cost
Abjure Magic	3	"Reflect [Trait] by Clarity".	-/C or 5D
Arcane Shield	3	"Reduce to 1 and Slam", Once per long rest.	AA
Channel Power	2	Add any Trait you know for casting spells to skills delivered by melee or missile attacks by calling the attack then "by [Trait]"	T
Ensorcelled Weapon	2	If a spell hits your weapon, "Reflect".	AA
Incapacitating Power	2	"Agony and Disarm Focus by [Trait]"	TT
Infused Weapon	2	Cast spells through weapon blows after incantation.	T + *
Repulsive Spell	3	Incantation, then "[SpellEffect] and Disengage by [Trait]"	TTT
Ritual Magic 4-6	3	You may lead rituals and power them yourself.	-
Vengeful Aegis	5	When armor is 0, the first time after a long rest, "By My Gesture, Death by [Trait]"	-

* This skill cost varies

Abjure Magic - Choose any Trait you know when using this spell. You may cast "Reflect [Trait] by Clarity".

First use free. Additional uses require 1 Clarity or 5 Determination per use.

Arcane Shield - "Reduce to 1 and Slam" if you are hit with a melee attack. One use per long rest.

This skill costs 2 Aegis.

Channel Power - You can add any Trait you know for casting spells to skills delivered by melee or missile attacks by calling the attack skill effect followed by "by [Trait]" where [Trait] is any trait you can use for your spell deliveries. You must still pay the original skill cost as well.

This skill costs 1 Threat.

Ensorcelled Weapon - If a spell hits your weapon, you may call "Reflect".

This skill costs 2 Aegis.

Incapacitating Power - You may call "Agony and Disarm Focus by [Trait]" as a missile or melee attack where [Trait] is any trait you can use with your spells.

This skill costs 2 Threat.

Infused Weapon - You may cast any attack spell you know through your weapon by calling the incantation then swinging your weapon with the effects call of the spell by any trait you can use for your spells. You may repeat this swing without incantation until a defense is called or the blow is acknowledged or you use a different skill. You must still pay the spell cost in addition to this skill.

This skill costs 1 Threat plus the cost of the spell.

Repulsive Spell - You may call an incantation and deliver a spell as a missile or melee attack. Call "[SpellEffect] and Disengage by [Trait]" where trait is shared by the spell and the disengage and [SpellEffect] is the full effect call for the spell. This spell must cost 3 Threat or less. This skill cost replaces the spell cost.

This skill costs 3 Threat.

Ritual Magic 4-6 - Ritual Magic. Must have Ritual 3 to buy. You understand the basics of creating magical items with ritual magic. Each purchase grants you additional ritual points to fuel your rituals and others rituals. You gain 1 ritual point for the first purchase, 2 for the second, and 3 for the third to a maximum total of 6.

Cost varies depending on the magnitude and power of the effect created. See the section on Ritual Magic.

Vengeful Aegis - When your armor breaches, the first time after a long rest, you may point at whoever broke the armor and call "By My Gesture, Death by [Trait]" where trait is any spell trait you have learned from one of your colleges of magic. Thus it excludes unusual traits such as Piercing even if you can use them to cast a spell.

Swashbuckler

Prerequisite: Rogue and Warrior Headers.

We fight with flourish. Our attacks seem both quick, and delicate. Our movements following our opponents and our strikes finding every opening in their armor as if they were an unattended coin pouch on a shelf. We may seem confident in our action, but that is simply because we know we are stronger, faster, and more opportunistic than you.

Skill	CP	Effect	Cost
Assassins Eye	5	One target, "Destroy All Armor" until your next long rest.	TT
Cloak and Dagger	2	"Guard and 3 Damage"	AA
Dramatic Parry	3	"Reflect" to any 'Damage' less than 5	AA
Hasty Explosive 1-3	3	Craft an explosive in 3 seconds. " <u>Root</u> ," " <u>Stun</u> ," or " <u>7 Damage</u> ".	-
Heroic Escape	2	"Elude and Slam" Usable once per Long Rest	T
Nimble Step	2	"Avoid and Disengage"	AA
Panache	4	"...And 4 Damage" to any attack without a damage call.	T + *
Resourceful	2	Use any item acquired from another character without ing.	T

Assassins Eye - Spend 3 seconds looking over your target, then call "Ah, there it is," then call "Imbue to Self". Any time you attack that target, you may make a melee or missile attack for "Destroy All Armor." This skill stays in effect until your next long rest. Only one target may be affected by this skill at a time, if another target is chosen, you may not call "Destroy All Armor" for the previous target.

This skill costs 2 Threat.

Cloak and Dagger - "Guard and 3 Damage" for one missile or melee attack.

This skill costs 2 Aegis.

Dramatic Parry - "Reflect" to any 'Damage' attack with a Damage number less than 5 unless it is delivered "by Piercing."

This skill costs 2 Aegis.

Hasty Explosive 1-3 - Craft an explosive in 3 seconds by making notions like you are combining powders or liquids into a small container. You must use two C ingredients and one R, E, or S to craft it. Recipes made with R may be called as a packet attack for "Root by Explosion." Recipes made with E may be called as a packet attack for "Stun by Explosion." Recipes made with S May be called as a packet attack for "7 Damage by Explosion." These explosives must be used immediately. You may use this skill once per purchase per long rest.

Heroic Escape - "Elude and Slam" for a missile or melee attack. You may not engage the slammed target for 3 seconds. This is usable once per Long Rest.
This skill costs 1 Threat.

Nimble Step - "Avoid and Disengage" for a melee attack.
This skill costs 2 Aegis.

Panache - "...and 4 Damage" to any attack without a damage call attached to it. This cost is in addition to the cost of the skill this modifies.
This skill costs 1 Threat + the cost of the skill it modifies.

Resourceful - Once per long rest can use any weapon or expendable item acquired from another character DURING the same melee without needing to spend time ing it.
This skill costs 1 Threat.