

# Combat Talents – Skype Version



## **Lights, Combat, Action!**

During your turn you can take a Standard Action and a Minor Action. You can take your actions in any order you like, for example you could attack with a standard action and then move or move before using your standard action. Sadly, you can't save up actions – you've got to use them or lose them by the end of your turn. There are also some actions you can take when it isn't your turn. These are Free Actions, Reactions and Interrupts and will be covered in the keyword section. For now, let's stick to the more important stuff.

### ***Standard Action***

Standard Actions are usually used for using a combat talent – as most combat talents require a Standard Action to use. You can also downgrade your Standard Action into a Minor Action if you like.

### ***Minor Action***

Minor actions are rarely used in the course of battle, they're just there if you need to do something minor –

like opening a door, throwing a switch or picking up a dropped weapon. Some combat talents also require minor actions to use instead of standard actions.

## **Talented At Fighting**

You will pick 8 combat talents from amongst any number of the groups listed below. You can take all your combat talents from a single group, or you could pick and choose your combat talents from a wide variety of groups. If you want to be a melee fighter that can also throw lightning and control minds, feel free to grab warrior, wizard and psion talents at your whim. However you like, just grab 8 talents. Just like with the utility talents, group headings don't mean anything, they're just there to help you keep track of the general ideas behind that group's talents and give you an idea of some sample combat builds.

Before each battle, you'll select 5 of your 8 combat talents to take into battle with you – so you might want to grab a variety of talents to adapt to a variety of situations. So, just grab your eight talents – keeping in mind the different combinations of 5 you might bring into battle. That's all there is to it.

## **Switcheroo**

Once per battle, a player can spend a minor action to swap out a combat talent they brought into battle with another combat talent their character knows but didn't bring into battle. For example, if you chose Fireball as one of your 5 combat talents to bring into a fight but now realize you really need that Second Sunrise you didn't bring in – you can spend a minor action to swap out Second Sunrise for one of the talents you did bring in (like Fireball).

## **Keywords**

Here's a quick overview of some keywords for the game, so the powers are easier to read. Hopefully they'll be pretty intuitive for all players, and seasoned role-players are probably familiar with a lot of the terms already.

*Ally* – An ally is a companion of the user or a creature currently significantly contributing to your goals, such as a non-player character aiding you in combat or perhaps one that you've dominated (if you wish to consider it your ally, though in this case you do not have to). Sadly, you are not your own ally – so powers that affect, “all allies” will not affect you as well.

*Enemy* – One of your opponents in battle.

*Creature* – Any creature; including allies, enemies and even non-combatants.

*Save Ends* – At the end of your turn, you must attempt a saving throw against all effects on you that say “save ends”. You roll for each effect individually unless the effect says otherwise. If you get a 10 or higher, the effect goes away. If not, you’ll have to try again next turn or wait until someone gives you a saving throw. Some abilities can cause creatures to suffer penalties to saving throws. Penalties to saving throws don’t stack. If you are suffering a –3 penalty to saving throws and another source causes you to suffer a –5 penalty to saving throws, you suffer only the highest penalty – meaning that you will now be suffering a –5 penalty to saving throws. This means that if you already had a –5 penalty and now a new source causes you to suffer a –3 penalty, there will be no effect.

*Vulnerability X* – Whenever a creature suffering vulnerability takes damage, it takes X additional damage. Vulnerability doesn’t stack. A creature with Vulnerability 5 and Vulnerability 3 from another source takes only 5 additional damage – not 8.

*Resist X* – Whenever a creature with resistance would be dealt damage, it ignores the first X of that damage. Like vulnerability, resistance doesn’t stack. A creature with Resist 5 and Resist 3 from another source takes only 5 less damage each time – not 8.<sup>1</sup>

*X Ongoing Damage* – The creature takes X damage at the start of its turn until the effect causing the ongoing damage is removed. Like vulnerability, ongoing damage doesn’t stack. A creature with 5 ongoing damage from one source and 3 ongoing damage from another source takes only 5 damage at the start of each turn – not 8.

*Regeneration X* – The creature gains X life at the beginning of each turn. Regeneration doesn’t function when the subject is below 0 HP.

*Blinded* – A creature that is blinded flips a coin before it attacks. If it loses the flip, the attack misses.

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<sup>1</sup> When a creature has both resistance and vulnerability, things get interesting. After all, vulnerability only triggers if the vulnerable creature is dealt damage – while resistance prevents a certain amount of damage from being dealt in the first place.

This means Resistance gets to try to prevent damage first...and then if it can't prevent all of the damage, then vulnerability does more.

So if you try to deal 2 damage to a creature with resist 3 and vulnerability 10 – the creature won't take any damage at all. The resistance prevents the damage entirely and since the creature was never damaged, vulnerability does nothing.

If on the other hand, you try to deal 4 damage to the creature – resistance will prevent only 3. The creature will take 1 damage, which will trigger vulnerability for 10 more.

It's pretty simple actually. First check resistance and, if any damage gets passed resistance, then vulnerability comes out to play.

Flip a separate coin for each target of the attack.<sup>2</sup>

*Bloodied* – Creatures that are at half health or below are considered bloodied. Some talents and effects care about that.

*Weakened* – A weakened creature deals half damage.

*Stunned* – A creature that is stunned cannot take actions.

*Dazed* – The dazed can only take *one* action per turn. It cannot use free actions, reactions or interrupts.

*Dominated* – The dominated creature has its turns controlled by the dominating creature. A dominated creature is also considered dazed.

*Temporary Hit-Points* – Temporary hitpoints are like a buffer, a shield that protects your normal HP. Temporary Hit-Points sit on top of your normal HP and protect you from actually getting hurt. For example, if you have 20 HP and 5 temporary HP and you take 4 damage – you’ll now have 20 HP and 1 temporary HP. If you take 3 more damage, you’ll now have 18 HP.

Unlike normal HP, Temporary Hit-Points *don’t stack*. If you have 5 temporary HP and an effect says you ‘gain 5’ – you don’t gain any... Because you already have 5. However, if you had 3 temporary HP and an effect says you ‘gain 5’ your temporary HP could be reset at the new number... 5. For example, if you have 20 HP and 0 temporary HP, and an effect lets you gain 3 temporary HP, your new totals would be 20 and 3. If a new effect then let you gain 5 temporary HP – your total would be reset to 5 temporary HP.

*Immediate Interrupts and Reactions* – This is a special kind of talent that doesn’t activate until a specific trigger activates it, a little like a trap. When the triggering action activates the interrupt, you get to interrupt the action that triggered it and apply the talent’s effects *before* the triggering action resolves. For example, if the triggering action is a friend taking damage and the interrupt allows you to give that friend 5 health – the player gets the 5 health before he takes damage from the attack. If the talent is a reaction, the player will take the damage and only gain the health after. This all sounds pretty complicated, but it’s actually simple. Immediate actions wait for something specific to happen. When they do, they do their effect – before the trigger (if it’s an interrupt) or after the trigger (if it’s a reaction). However, you can only use one free action, interrupt or reaction per trigger. So, if you have a free action ability and an interrupt ability that both trigger when an enemy deals damage to you – you can

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<sup>2</sup> Probability-wise, it doesn't matter if you flip a coin separately for each target – but it feels more satisfying to hit 2 out of 4 things than all-or-none. However, all these coin-flips can slow the game down, so DMs should feel free to ask players to flip a single coin for all targets if things need to speed up a bit.

only choose one of those actions to trigger. Of course, you can choose the other one the next time the mean enemy hurts you.

*Standard Action* – You get one standard action each turn under normal circumstances. Using a talent costs a standard action, unless the talent says otherwise, so usually you'll only be using one talent each turn. However, if some other effect grants you an additional standard action; feel free to use another talent and enjoy the ride.

*Free Action* – Free actions can be performed on any player's or enemy's turn at any time, at no cost. They can also be used in response to actions as though they were interrupts.

*Attack* – An 'attack' is, 'any combat talent that is labeled as an attack'. It's genuinely that simple. This only matters as a keyword for certain powers that let you do things when a creature uses an attack against you, or affects your own attacks. For example, being blinded really messes with you if you try to use an attack. However, if you use the other kind of combat talent – a utility combat talent – then being blinded doesn't affect you at all. In short, don't worry about this keyword unless some effect specifically talks about attacks.

*Adjacent* – Enemies will be listed in an order (such as "Guard, Guard, Wizard, Minotaur, Guard, Guard") for combat. Effects that refer to adjacent enemies or creatures refer to the creatures next to the principle target. For example, if an attack deals 5 damage to a target and creatures adjacent to the target – targeting the Wizard would make the adjacent creatures the guard on its left and the Minotaur on its right. The opposing side of creatures are never considered adjacent. For example no one on the player's side can be hit by a fireball that damages adjacent creatures on the enemy's side. No player is considered adjacent to the enemy wizard. The enemies get to feel all the pain.

*Conjunctions* – Conjunctions are allied creatures that can help you fight. Conjunctions take a place in the initiative order directly after the creature that conjured them and follow their master's instructions. They are destroyed when they reach 0 HP. Conjunctions always enter battle with 0 energy. Otherwise, they act exactly like an individual creature – including using their own energy. When a conjunction's controller is unconscious, the conjunction has to make a saving throw at the end of each turn. If they succeed, the conjunction is fine. If they fail the saving throw, they vanish (not 'destroyed'). Conjunctions, like all effects produced in combat, vanish at the end of the battle.<sup>3</sup>

*Loss of Life* – Some talents may cause a creature (such as yourself, perhaps) to "Lose HP" or "Pay HP" *without* dealing "damage." Not only does this mean things that talk about damage being dealt won't apply (such as an interrupt whose trigger is "You would be dealt damage"), but it also doesn't

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<sup>3</sup> Rolling dice for conjunctions cannot, does not and will not trigger the user's "Special Move".

trigger resistance OR vulnerability. Furthermore, if the creature has temporary hit points, those aren't factored in – “losing HP” only affects normal HP, so a creature can be killed or dropped unconscious with their temporary HP still intact.

*+X Damage* – When something says you “Deal +X damage” on a talent, or that a talent “Deals +X damage” – such as “You may have that attack deal +2d6 damage” – the talent now deals that much additional damage as part of its effect, to any creatures it normally deals damage to. This means that damage isn't added on later, after resistance or vulnerability is triggered, but works the same as any other damage dealt by that talent. Because it only deals the extra damage to creatures it usually deals damage to, combat talents that don't normally deal damage don't benefit from these damage bonuses. These damage bonuses don't affect ongoing damage.

*“Single Target” talents* – Some abilities refer to “Single target” attacks or talents. This doesn't only mean that talent “targets” a single creature, but it means talents that can only affect a single creature *other than you*, in any way – for instance, “Fireball” deals damage to “Target creature and each creature adjacent to it.” While this only lists one “target,” the attack affects up to three enemies, and is therefore *not* a “Single target attack.” However, talents which affect another creature and have a side effect on the user – such as “Blood Slash” – are still considered single-target.

### **The Talents Themselves**

Well, here we are. Again, pick **any** eight of these talents for your Talent Pool – feel free to totally ignore the ‘example’ headings of Psion, Wizard, Warlord etc. that we've listed; mix and match from all the categories as you like. Before each battle you'll select five of your eight to use; so choose your talents with that in mind. Just make sure you grab at least one [+] power, or you might find yourself running dry on energy really fast. Enjoy!

### **Mmm... Flavor...**

The names here are pretty straightforward, but in a system all about building a character unique to you – renaming and reflavoring your powers is heartily encouraged. Feel free to make *Fireball* a gnomish grenade or a mighty slash of a sword. For example, a writer-themed character in an early playtest, renamed *Royal Command*, “Story Arc Climax” and her *Miracle* talent, “Retcon”. Personalize everything however you like, this is your character and you deserve to be suitably awesome.

### **Wait, You Promised Me Critical Hits!**

So we did. Whenever you roll a d8, d10 or d12 any time in combat – you have a chance to perform your Special. Your Special's effect varies depending both what Special Move you chose and what die you rolled. If you roll the highest possible number on a d8, d10 or d12 – you perform that Special Move. As it's harder to roll the highest number (12) on a d12 than it is to roll the highest number (8) on a d8, Special Move for rolling a 12 on a d12 is more powerful than the special move for rolling a 10 on

a d10.

*Select one of the following Special Moves below.*

### **Crippling Strike**

8: Blind target enemy (save ends)

10: Blind and weaken target enemy (save ends both)

12: Blind target enemy and it suffers vulnerability 3 and 5 ongoing damage (save ends all)

### **Healer's Grace**

8: Target ally regains 6 HP and can make a saving throw.

10: All allies can either regain 6 HP or make a saving throw.

12: All allies regain 6 HP and save against all conditions.

### **Wild Lightning**

8: Deal 1d12 damage to a random enemy.

10: Deal 1d12 damage to a random creature, then deal 1d10 damage to another random creature, then deal 1d8 damage to a third random creature.

12: Use one of the combat talents you brought into battle at random without paying its energy cost.

### **Knight's Presence**

8: You gain resist 5 until the end of your next turn and target enemy must attack you on its next turn.

10: Up to two target allies cannot be attacked until the end of your next turn.

12: Halve all damage target ally takes for the rest of the battle.

### **Buccaneer Blaze**

8: Deal 1d8 damage to target creature and each creature adjacent to the target.

10: Deal 2d8 damage to target creature and that creature is blinded until the end of your next turn.

12: Deal 2d10 damage to up to six creatures and 1d10 damage to yourself.

### **Dazzling Performance**

8: You may use one of target enemy's combat talents at random without paying its energy cost.<sup>4</sup>

10: For each enemy, flip a coin. If you win that flip, stun that enemy until the end of its next turn.

12: You and target ally each gain 2 energy.

### **Be Prepared**

8: Deal 1d10 damage to target creature.

10: Target creature gains 2d12 HP.

12: Target creature gains Resist 3d8 until the end of your next turn. In addition, until the end of the encounter you and up to six allies gain access to all their combat talents, instead of just the ones they selected for this battle

### **Form of the Juggernaut**

8: You gain resist 3 and regeneration 5. These effects end the next time that you take damage.

10: Make a saving throw. You regain hit points equal to half the roll result.

12: Remove any number of (save ends) conditions from yourself and you gain 2d8 HP.

### **Assassin's Gambit**

8: Choose target creature. That creature becomes your "Mark" until the end of the encounter or until you fall unconscious. Your mark has vulnerability 2 against your attacks.

10: Choose target creature. You deal double damage to that creature until the end of the encounter and that creature deals double damage to you until the end of the encounter.

12: Roll a d12. If the result is a 12, kill target creature.

**Note:** When you trigger your Special Move – the effect that triggered the Special resolves first. For example, if you make an attack that deals 1d10 damage and roll a 10 – first the damage happens and then your Special Move happens right afterwards. You also have a choice of whether to activate your Special Move or not when you roll the max number. No pressure to be cool.

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<sup>4</sup> Yes, this is like using the 12 ability on Wild Lightning, only you're using an enemy's combat talents instead of your own.



## Rogue [17]

[+3] **Taunting Strike** - Standard Attack

Deal 1d4 damage to target creature. You suffer vulnerability 3 to that creature's attacks until the end of your next turn.

[+3] **Draw Blood** - Standard Utility

Target creature suffers 1 ongoing damage (save ends).

[+1] **Knife in the Dark** - Standard Attack

Choose One:

- A) Deal 6 damage to one target creature
- B) Deal 4 damage to two target creatures.

[+1] **Stab** - Standard Attack

Deal 1d10 damage to target creature.

[+1] **Armor Pierce** - Standard Attack

Deal 1d6 damage to target creature, and that creature suffers vulnerability 1 (save ends).

[-1] **Smash and Grab** - Standard Attack

Deal 1d8 damage to target creature. If you roll 5 or higher, that creature loses 1 energy and you gain 1 energy.

[-1] **Whirling Blades** - Minor Attack

Deal 2 damage to target creature

[-1] **Caltrops** - Minor Utility

Until the end of your next turn, choose of the following:

- a) Any creature that attacks you or a target ally you designate loses 1d6 life.
- b) Target enemy loses 1d6 any time it makes an attack.

[-2] **Where it Hurts** - Interrupt Utility

Trigger - You attack an enemy suffering from a (save-ends) effect.

Effect - The triggering attack deals 1d12 extra damage to that enemy. You may use this talent only once per turn.

[-2] **Wheel of Fortune** - Interrupt Utility

Trigger - An enemy attacks you or one of your allies

Effect - Reselect the attack's target at random.

[-2] **Vengeance is Mine** - Reaction Attack

Trigger - An enemy deals damage to you

Effect - Deal an equal amount of damage to the triggering enemy

[-2] **Below the Belt** - Reaction Utility

Trigger - You deal 5 or more damage to a creature

Effect - That creature is dazed and suffers vulnerability 2 to your next attack until the end of your next turn.

[-2] **Smoke Bomb** - Standard Utility

Until the end of your next turn, creatures that attack you must flip a coin before it attacks. If it loses the flip, the attack does not affect you.

[-3] **Exploit Weakness** - Standard Attack

Deal 2d8 damage to target creature. If that creature is suffering from vulnerability, deal 3d8 damage to it instead.

[-6] **Daggerstorm** - Standard Attack

Roll d12s until you either get a result of 3 or lower or have rolled 5 times. Deal damage to target creature equal to the total die results you rolled this way.<sup>5</sup>

[-7] **Midnight's Blade** - Standard Utility

For the rest of the battle you may reroll all 1s on dice you roll for attacks, and once per round you may have one of your attacks deal +6 damage to a single creature.

[-X] **Payday** - Standard Attack

Roll Xd4. Deal that much damage to target creature. For each 4 you roll, you and target ally each gain 1 energy.

## **Wizard [16]**

[+1] **Fireball** - Standard Attack

Deal 1d8 damage to target creature and each creature adjacent to the target.

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<sup>5</sup> Bear in mind, you total up the die results and then hit once - you don't hit a separate time for each roll. So sorry, can't trigger vulnerability a separate time on each roll.

[0] **Prepare Spell** - Minor Utility

Choose one:

A) Choose a Basic Combat Talent you have selected (which can be this one) and swap it with one you do not have selected.

B) Pay 1 energy: Choose a Basic Combat Talent you don't have selected for this battle. You may now use that talent during this battle.

[-1] **Distracting Illusion** - Standard Utility

Target enemy is subjected to your Distracting Illusion (save ends). An enemy subjected to your Distracting Illusion must choose random targets for its attacks (save ends).

[-2] **Ignite** - Standard Attack

Roll a d12. Target creature suffers that much ongoing damage (save ends).

[-2] **Blink** - Interrupt Utility

Trigger - An enemy targets you with an attack.

Effect - Flip a coin. If heads, you are not affected by the attack. If tails, gain 5 temporary HP.

[-3] **Fireswath** - Standard Attack

Deal 1d10 damage to up to six creatures.

[-3] **Blast From The Past** - Standard Utility

You cease to exist and can take no actions until the start of your next turn. While you do not exist, you cannot affect any creature and no creature can see or affect you in any way. At the start of your next turn, you reappear and deal 1d12 damage to target creature and all creatures adjacent to it.

[-3] **Power Up** - Standard Utility

When you take this talent during character creation, choose a trait that you meet the prerequisites for. You gain the benefits of the chosen trait for the remainder of this battle.

[-4] **Misdirection** - Interrupt Attack

Trigger - An enemy damages you with a combat talent.

Effect - A random enemy takes the damage instead.

[-5] **Conjure Spectral Swordsman** - Standard Utility

You conjure a Spectral Swordsman. It has the following stat block.

**Spectral Swordsman** - 20 HP

[+1] ***Vicious Strike*** - Standard Attack  
1d10 damage to target creature

[-1] ***Bladesting*** - Minor Attack  
Deal 1 damage to target creature.

[-2] ***Crack the Shell*** - Minor Utility  
Target creature gains vulnerability 1 until the end of your next turn.

[-7] **Frostfall** - Standard Attack  
Deal 2d12 to target creature and 1d12 to creatures adjacent to the target. The primary target is stunned until the end of its next turn.

[-7] **Hammer of Thunder** - Minor Utility  
You conjure a Thunder Hammer in your hands.<sup>6</sup> You can dismiss the Thunder Hammer as a free action. While you are wielding a Thunder Hammer, you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] ***Thunderous Blow*** - Standard Attack  
Deal 1d8 damage to target creature and you gain a *lightning shield* until the end of your next turn. Whenever a creature attacks you with an attack while you have a *lightning shield*, that creature suffers 2 damage.

[+1] ***Ringing Blow*** - Standard Attack  
Deal 1d12 damage to target creature, and that creature is dazed until the end of your next turn.

[0] ***Throw Lightning*** - Standard Attack  
Deal 2d12 damage to target creature and 1d12 to all creatures adjacent to it. The Thunder Hammer vanishes.

[-2] ***Thunder Blast*** - Standard Attack  
Deal 1d12 damage to up to four enemies. Those creatures are dazed until the end of your next turn.

[-4] ***Thundercrash*** - Standard Attack  
Deal 1d20 damage to up to six enemies, and those creatures are stunned until the end of your next turn. The Thunder Hammer vanishes.

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<sup>6</sup> Yep, the Thunder Hammer is all yours. Just like with similar conjured weapons; an enemy can't steal it and you can't hand it to an ally. If you try to hand it off, it instantly vanishes. Enjoy the thunder.

[–7] **Flametongue** - Minor Utility

You conjure a Flametongue—a flaming sword—in your hands. You can dismiss the Flametongue as a free action. While you are wielding a Flametongue, you cannot use your other combat talents. Instead you may use the combat talents below.

*Searing Heat* - Trait

Whenever you trigger one of your Special Moves, target creature suffers 5 ongoing damage (save ends).

[+3] *Fireslash* - Standard Attack

Deal 1d10 damage to target creature.

[+1] *Burning Wound* - Standard Attack

Roll a d8. Deal that much damage to target creature, and it suffers that much ongoing damage (save ends).

[–1] *Scorched Earth* - Standard Utility

Up to six enemies suffer 5 ongoing damage (save ends)

[–2] *Blazing Blade* - Standard Attack

Deal 2d10 damage to up to six enemies.

[–4] *Cremate* - Standard Attack

Deal 4d8 damage to target creature and your next attack single target attack can target up to 4 creatures instead. The Flametongue vanishes.

[–7] **Granite Axe** - Minor Utility

You conjure a Granite Axe in your hands. You can dismiss the Granite Axe as a free action. While you are wielding a Granite Axe, you cannot use your other combat talents. Instead you may use the combat talents below.

*Stone Skin* - Trait

You have resist 1. If you already have resistance, increase that resistance by 1.

[+3] *Earth's Embrace* - Standard Attack

Target creature takes 3 damage and you gain resist 2 until the end of your next turn.

[+1] *Strength of Stone* - Standard Attack

Deal 1d8+X damage to target creature, where X is the number of temporary hit points you have, to a maximum of 5.

[−1] *Stone Strike* - Standard Attack

Roll 2d4. Deal that much damage to target creature and you gain that many temporary hit points.

[−2] *Grasping Granite* - Reaction Attack

Trigger - An enemy deals damage to an ally,

Effect - Deal 2d8 damage to the triggering enemy and that enemy is weakened (save ends).

[−4] *Earthquake* - Standard Attack

Deal 2d10 damage to up to six enemies. Those creatures are weakened until the end of your next turn and cannot attack your allies until the end of your next turn. The Granite Axe vanishes.

[−7] **Hurricane Blade** - Minor Utility

You conjure a Wind Rapier in your hands. You can dismiss the Wind Rapier as a free action. While you are wielding a Wind Rapier, you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] *Blowback* - Standard Utility

Flip a coin for each enemy. If you win that flip, that enemy is dazed (save ends).

[0] *Flash-Step* - Minor Attack

Deal 2 damage to target creature.

[−2] *Gale* - Standard Attack

Deal 3d8 damage to target creature and all creatures adjacent to it.

[−2] *Typhoon Parry* - Interrupt Attack

Trigger - An enemy damages you with a single target attack.

Effect - The attack does not affect you. Deal 1d10 damage to the triggering enemy.

[−4] *Call the North Wind* - Standard Attack

Blow target creature and all creatures adjacent to it away from the battle, removing them from combat for one round (a creature removed from combat cannot affect any other creature in the battle with combat talents or be affected by any combat talents - though it may still use [+] abilities to gain energy). You may choose to deal 1d12 damage to a creature thrown this way. The Wind Rapier vanishes.

[−9] **Conjure Fire Giant** - Standard Utility

Conjure an allied Fire Giant. It has the following stat-block.

**Fire Giant** - 40 HP

Trait - *Combustion*

When Fire Giant is destroyed, it deals 3d12 damage to up to six creatures.

[+3] *Blazing Blade* - Standard Attack

Deal 1d8 damage to up to six creatures.

[−2] *Chains of Fire* - Standard Attack

Target creature is subjected to your Chains of Fire until the end of your next turn. A creature subjected to your Chains of Fire takes 2d12 damage whenever it attacks a creature other than a fire giant.

[−6] *Meteor Smash* - Standard Attack

Target creature takes 4d12 damage.

[−9] **Inferno** - Standard Attack

Deal 3d8 damage to up to six enemies.

## Sorcerer [16]

[+X] **Daredevil's Rush** - Standard Utility

You suffer Xd8 damage and are dazed until the end of your next turn. X cannot be more than 5.

[+6] **Grab For Power** - Standard Utility

Lose 1d8 energy.

[+3] **Supercharge** - Standard Attack

Deal 1d8 damage to yourself and flip a coin. If you win the flip, deal 1d10 damage to target enemy.

[+3] **Critfisher** - Standard Utility

Choose one;

A) Roll two dice of your choice from amongst d8s, d10s and d12s (you could choose to roll both dice from one of these types, or a mix from amongst these types).

B) Pay 2 energy. If you do, roll five dice of your choice from amongst d8s, d10s and d12s (you could choose to roll all five from one of these types, or a mix from amongst these types).

[+2] **Arcing Bolt** - Standard Attack  
Deal 1d6 damage to up to three target creatures.

[+2] **Conjure Energy Spark**- Standard Utility  
You conjure an allied Energy Spark. It has the following stat block

**Energy Spark** - 1 HP

*Trait - Conjuror's Trick*

When the Energy Spark is destroyed, you may grant a conjuration that you control 1 energy.

[0] **Bzzt!** - Standard Attack

The Energy Spark deals 1 damage to target creature.

[+1] **Wild Power** - Standard Utility  
A random ally gains 2 energy.

[0] **Heads I Win, Tails You Lose** - Standard Utility [Created by Xel Unknown]  
Flip a coin. If heads, you or target ally gains 2 energy. If tails, deal 1d8 damage to target creature and that creature is weakened (save ends).

[-1] **Lightning Bolt** - Standard Attack  
Deal 1d10+X damage to target creature where X equals the number of energy you spent last turn.

[-1] **Firebolt** - Standard Attack  
Deal 2d8 damage to target creature

[-2] **Chain Lightning** - Standard Attack  
Deal 1d10 to target creature. If you roll a 6 or higher you may make this attack again without pay its energy cost, except you must choose a new target.<sup>7</sup>

[-2] **Lightning Pace** - Reaction Utility  
Trigger - You roll initiative and dislike the result.  
Effect - You gain a +7 bonus to your initiative check.

[-2] **Fire and Ice** - Standard Attack [Created by Duskraven]  
Deal 1d10 damage to target creature.

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<sup>7</sup> By "new" target, it just means not the one you hit last, which means if there are two creatures you can go back and forth between them.



Roll 1d6. Target creature suffers ongoing damage equal to the roll result (save ends).

[−3] **Leaping Lightning** - Standard Attack

Deal 1d12 damage to target enemy and 1d12 damage to another random enemy.

[−7] **Electrocution** - Standard Attack

Deal 1d4+1d6+1d8+1d10+1d12 to target creature

[−8] **Hyperbeam** - Standard Attack [Created by Bronymous]

Deal 3d20 damage to target creature and skip your next turn. If you roll a 20, activate all 3 of your special moves (for each 20 you roll).

[−9] **Call Lightning** - Standard Attack

Deal 3d12 damage to target creature, and 1d12 damage to each creature adjacent to it.

[−9] **Immolate** - Standard Attack

Deal 2d8 damage to target creature. Then roll 1d10, and the target and each adjacent creature take ongoing damage equal to that roll result (save ends).

[−X] **Thunderstorm** - Standard Attack

You unleash X bolts of lightning. Each bolt of lightning targets a random creature and deals half of 2d10 damage.

## **Paladin [18]**

[+3] **Way Too Tough** - Standard Utility

You may make a saving throw.

[+2] **Defensive Fighting** - Standard Attack

Deal 2 damage to target creature and gain resist 2 until the end of your next turn.

[+1] **Invigorating Strike** - Standard Attack

Deal 1d8 damage to target creature and target ally gains 5 temporary hit points.

[+1] **Demand Duel** - Standard Attack

Deal 1d8 damage to target creature. If that creature damages one of your allies on its next turn, that creature suffers 1d8 damage.

[+1] **Radiant Blade** - Standard Attack

Deal 1d8 damage to target creature. If you roll a 6 or higher, that creature is blinded until the end of your next turn.

[+1] **Guarded Stance** - Standard Utility

Until the end of your next turn, you take half damage.

[-2] **Punishing Blow** - Reaction Attack

Trigger - An enemy damages one of your allies with an attack.

Effect - Deal 1d12 damage to the triggering enemy.

[-2] **Defender** - Interrupt Utility

Trigger - An ally is targeted by an attack.

Effect - The triggering attack hits you instead.

[-2] **Slashback** - Interrupt Attack

Trigger - A creature hits you with an attack.

Effect - Deal 1d12 damage to the triggering creature.

[-2] **Conjure Warden** - Standard Utility

Conjure an allied Spectral Warden. It has the following stat-block.

**Spectral Warden** - 1 HP

[0] **Warden's Boon** - Standard Utility

The Spectral Warden grants you or target ally 1d8 HP.

[0] **Warden's Duty** - Interrupt Utility

Trigger - An ally is targeted by an attack.

Effect - The triggering attack targets the Spectral Warden instead.

[-2] **Roar of Challenge** - Minor Utility

Target creature and all creatures adjacent to it are subjected to your "Roar of Challenge" until the end of your next turn. A creature subjected to your, "Roar of Challenge" deals half damage on attacks that do not include you as a target.

[-2] **Martyr's Blessing** - Minor Utility

Until the end of your next turn, whenever a creature would deal damage to target ally the damage is dealt to you instead.

[–2] **Guardian’s Shield** - Interrupt Utility

Trigger - You would take damage from an attack

Effect - You take half that damage instead.

[–5] **Guardian Angel** - Standard Utility

For the rest of the battle or until you fall unconscious, enemies deal half damage to target ally.

[–6] **Karmic Justice** - Reaction Attack

Trigger - An enemy reduces one of your allies to 0 HP or less.

Effect - Deal 3d12 damage to the triggering enemy.

[–6] **Never Stay Down** - Interrupt Utility

Trigger - You fall unconscious

Effect - At the beginning of your next turn, if you are still alive, you regain 2d8 hit points and may take an extra standard action.

[–7] **Sunburst** - Standard Attack

Deal 3d8 damage to target creature. You and up to four allies can make a saving throw with a +5 bonus.

[–7] **Shield of Valor** - Minor Utility [Inspired by Fury of the Tempest]

You conjure a Shield of Valor in your hands. You can dismiss the Shield of Valor as a free action.

While you are wielding a Shield of Valor, you cannot use your normal combat talents. Instead you may use the combat talents below.

***Guardian’s Oath*** - Trait

You may use “Guardian’s Duty” without paying its energy cost if the ally targeted by the triggering attack is subjected to your “Guardian’s Oath.” Then remove the “Guardian’s Oath” from that ally.

[+3] ***Guardian’s Vow*** - Standard Utility

Up to two target allies are subject to your “Guardian’s Oath” until the end of your next turn. You also gain 1d4 temporary HP.

[+2] ***Stand Tall*** - Standard Utility

You take half damage until the end of your next turn, and target ally is subjected to your “Guardian’s Oath” until the end of your next turn.

[+2] **Shield Bash** - Standard Attack

Deal 1d8 damage to target creature, and it takes a -3 penalty to damage until the end of its next turn.

[-2] **Guardian's Duty** - Immediate Interrupt

Trigger - An ally is targeted by an attack.

Effect - The triggering attack hits you instead.

[-4] **Under the Aegis** - Immediate Interrupt

Trigger - Multiple allies would be hit by the same attack

Effect - The attack hits only you instead. The Shield of Valor vanishes. This talent costs 1 less energy for each ally targeted by the triggering attack that is subject to your "Guardian's Oath."

## Cleric [17]

[+3] **Peacekeeper's Vow** - Standard Utility

You are weakened (save ends). Until the end of your next turn, whenever one of your combat talents grants an ally HP - that ally gains 2 temporary HP as well.

[+3] **Sanctity of Faith** - Standard Utility

You gain regeneration 2 (save ends).<sup>8</sup>

[+2] **Celestial Light** - Standard Utility

All allies gain 3 temporary hit points.

[+2] **Healing Salve** - Standard Utility [Polished by Daniel Berke]

You or target ally regains 1d10+2 HP.

[+1] **Divine Boon** - Standard Utility

Target ally deals an additional 1d8 damage on its next attack and an ally of your choice regains that many hit points.

[-1] **Selfless Act** - Interrupt Utility

Trigger - An ally would be subjected a (save ends) condition.

Effect - You are subjected to the (save ends) condition instead.

[-1] **Grace** - Standard Utility [Created by Azureink]

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<sup>8</sup> Yes, you do still need to make a saving throw against this effect at the end of your turn, even though you probably don't want to.

Up to six target creatures gain 3 HP.

[–1] **My Life is Yours** - Minor Utility

Pay 5 HP. Target creature gains 9 HP.

[–2] **Condemn** - Standard Utility

Target creature is subjected to your Condemnation (save ends). In addition, you may use the following combat talent.

[0] **Condemnation** - Reaction Attack

Trigger - A creature subjected to your “Condemnation” makes an attack.

Effect - Deal 1d8 damage to that creature.

[–2] **Saving Grace** - Standard Utility [Created by Azureink]

Up to six target creatures gain 1d10 HP.

[–3] **Miracle** - Free Utility

Target unconscious ally regains 3d12 HP.

[–3] **Brilliant Flare** - Standard Attack

Roll a d8. Deal that much damage to up to six enemies. You and up to three allies gain that much HP.<sup>9</sup>

[–3] **Sunlance** - Standard Attack

Deal 1d10 damage to target creature. That creature and all enemies adjacent to it are blinded until the end of your next turn.

[–3] **Conjure Celestial Commander** - Standard Utility

Conjure an allied Celestial Commander. It has the following stat-block.

**Celestial Commander**- 1 HP

[0] **Knight’s Move** - Standard Utility

Target ally gains 3 temporary hit points and may take a minor action

[0] **Divine Command** - Standard Utility

Target ally may take a standard action. Destroy Celestial Commander.

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<sup>9</sup> You don't gain the total damage dealt to all those enemies. Like all powers formatted this way, the roll tells you two things completely independent of one another. If you roll a 7, you deal 7 damage to a bunch of enemies and you and three allies gain 7 life. Effects that boost the damage will have no effect on how much life you gain and vice versa.

[−3] **Conjure Celestial Avenger** - Standard Utility

Conjure an allied Celestial Avenger. It has the following stat-block.

**Celestial Avenger** - 1 HP

Trait - *Celestial Shield*

Celestial Avenger has resist 3

[+1] **Avenger's Challenge** - Standard Attack

The Celestial Avenger deals 1d8 damage to target creature.

[−1] **Divine Retribution** - Interrupt Attack

Trigger - An enemy attacks an ally

Effect - Deal 1d12 damage to the triggering enemy.

[−3] **Amazing Grace** - Standard Utility [Created by Azureink]

Up to six target creatures gain 1d12+2 HP.

[−4] **Benediction of Maladies** - Standard Utility

Transfer all (save-ends) status effects on target ally to target enemy.

[−4] **Ward for the Fallen** - Minor Utility [Created by Silent Belle]

Until the end of the encounter, all allies gain resist 3 while they are unconscious or comatose.

[−6] **Second Sunrise** - Standard Utility

You and up to five allies gain 2d12 HP and may make a saving throw with a +5 bonus.

[−X] **Faith Ward** - Minor Utility

You or target ally gains resist X+1 until the end of your next turn. X cannot be less than 1.

[−X] **Mend** - Minor Utility

Target ally gains regeneration X+2 until the target is dealt damage. X cannot be less than 1.

## **Warlord [12]**

[+2] **Friendly Encouragement** - Standard Utility

Target ally can roll twice on his or her next attack and take either result.

[+2] **Saving Embrace** - Standard Utility

Target ally can make a saving throw.

[+1] **Call the Target** - Standard Utility

Target enemy suffers vulnerability 2 until the end of your next turn.

[-1] **Valor** - Standard Utility [Inspired by Daniel Berke]

Target ally regains 1d10 HP and deals +1d6 damage on its next attack.

[-1] **For Great Justice!** - Standard Utility

Until the end of your next turn, up to four allies gain resist 1 and deal +1 damage on their attacks

[-2] **On My Mark!** - Standard Utility

Target ally may take a Standard Action.

[-2] **Support Me!** - Reaction Utility

Trigger - An enemy damages you with an attack that targets you only.

Effect - Target ally may immediately use the following combat talent against the triggering enemy.

[0] *No One Hits The Commander But Me* - Free Attack

Deal 1d10 damage to target creature. The creature that granted this attack gains HP equal to the damage dealt.

[-3] **Shield Up!** - Interrupt Utility

Trigger - Target ally would take damage.

Effect - That ally takes only half that damage instead.

[-4] **Go For The Eyes!** - Standard Utility

Target creature suffers vulnerability 2 until the end of your turn, and up to two allies can immediately use the following combat talent as a free action.

[0] *Shoot For The Eyes* - Free Attack

Deal 1d10 damage to target creature.

[-5] **Pincer Maneuver** - Standard Utility

You and target ally can each take a standard action.

[-6] **Go Get The Bastard!** - Standard Utility

Target ally may immediately use the following combat talent.

[0] *Sir, Yes Sir!* - Free Attack

Deal 3d12 damage to target creature. For each 12 you roll, you may trigger your special attack twice instead of once.

[−10] **Royal Command** - Standard Utility

You and up to four allies can take a Standard Action. If that action deals damage, it deals 1d8 additional damage.

## **Psion [14]**

[+4] **Trance** - Standard Utility

You suffer vulnerability 4 until the end of your next turn.

[+2] **Psychic Anomaly** - Standard Utility

You and target enemy suffer vulnerability 4 (save ends).

[+2] **Paranoia** - Standard Utility

Target enemy immediately makes an attack against a creature of your choice. The target chooses which attack to use.

[+1] **Mindfray** - Standard Attack

Deal 1d8 damage to target creature, and that creature suffers a -2 penalty to damage until the end of your next turn

[−1] **Charm** - Standard Utility

Target creature cannot attack you (save ends).

[−2] **Harrowing** - Standard Utility

Target creature suffers a -4 penalty to its next saving throw.

[−2] **Betrayal** - Standard Utility

Two target enemies make attacks of their choice against each other (if able).

[−3] **Despair** - Standard Attack

Deal 2d12 to up to six creatures currently suffering from (save-ends) effects.

[−3] **Confusion** - Standard Attack

Target creature suffers confusion (save ends). A creature suffering confusion flips a coin when it attacks. If it loses the flip the attack targets one of your enemies at random instead.



[−3] **Traitorous Confession** - Standard Utility

All of target creature's adjacent allies must make an attack of their choice against that creature (if able).

[−5] **Tragedy** - Standard Attack

Choose up to six target enemies. Each of those enemies makes an attack of its choice against itself (if able).

[−5] **Possession** - Standard Utility

Target creature is dominated (save ends). You are stunned while that creature is dominated.<sup>10</sup> [\*]

[−5] **Puppeteer** - Standard Utility

Target enemy takes an extra turn after this one. You control it during that turn.

[−7] **Domineer** - Standard Attack

Target creature is Dominated (save ends).

## **Psylord (Ardent) [9]**

[+4] **Psychic Surge** - Standard Utility

After you use your next talent, you are stunned (save ends).

[+3] **Open Options** - Standard Utility

Choose one of your talents you didn't bring into battle this encounter. Substitute that power for this power for the rest of the encounter.

[+1] **Energize** - Standard Utility

Target ally gains 1 energy.

[+1] **Redirect Focus** - Minor Utility

You are dazed until the end of your next turn.

[0] **Channel Mind** - Standard Utility

Target ally can use one of their (-) talents as a free action. They spend your energy instead of theirs to pay the talent's energy cost.

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<sup>10</sup> If you somehow get the stunned off yourself while the creature is still dominated, good for you. However, because the effect states you're stunned as long as the creature is dominated, it will **immediately** cause you to be stunned once more, and will continue to do so until the creature is no longer dominated.

[−1] **Empathetic Mind** - Interrupt Utility

Trigger - An ally makes a saving throw

Effect - If that ally succeeds on the saving throw, you may remove one of your (save ends) conditions as well.<sup>11</sup>

[−2] **Feedback Wave** - Standard Attack

Deal 1d12+X damage to target creature, where X equals the number of energy that creature has.

[−2] **Actions Speak Louder** - Standard Attack

Roll a d10. Deal that much damage to target creature, and an ally can make a saving throw with a bonus equal to the die result.

[−3] **Wave of Zeal** - Standard Attack

Each allied player may pay 1 energy. Deal Xd8 damage to up to six creatures, where X is the number of energy paid this way.

[−6] **Mind over Matter** - Standard Attack

Remove all save-ends effects from either yourself or target ally. Deal 1d12 damage to up to six creatures for each effect removed.

## Warlock [21]

[+4] **Dark Bargain** - Standard Utility

You suffer 2 ongoing damage (save ends), vulnerability 2 (save ends), and a -2 penalty to damage (save ends). You cannot make saving throws this turn.

[+3] **Blood Slash** - Standard Attack

Deal 2 damage to target creature. You suffer 2 ongoing damage (save ends)

[+2] **Blood Arrow** - Standard Attack [Created by Xel Unknown]

Deal 2d4 damage to target creature. You lose 2 HP.

[+1] **Your Glorious Sacrifice** - Standard Utility

As an additional cost to use Your Glorious Sacrifice, destroy one conjuration you control. Target creature gains +5 damage on its next attack.

[+1] **Kindle Pain** - Standard Utility

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<sup>11</sup> You need to decide if you're using this power before seeing the result of your ally's saving throw.

If target enemy is suffering ongoing damage, increase that damage by 5.

[+1] **Syphon Life** - Standard Attack

Roll 1d6. Deal that much damage to target enemy, and you or target ally gains that many HP.

[0] **Deal with Discord** - Standard Utility

Flip a coin. If you win the flip, you gain 1d8 energy. If you lose the flip, you deal 1d10 damage to yourself.

[0] **Blood Weapon** - Minor Utility [Inspired by Chris Pauly]

Pay 10 HP. If you do, you conjure a Blood Weapon in your hands. You can dismiss the Blood Weapon as a free action. While you are wielding a Blood Weapon, you cannot use your other combat talents. Instead you may use the combat talents below.

[+2] *Crow Claw* - Standard Attack

Deal 1d10 damage to target creature.

[+1] *Douse in Blood* - Minor Utility

You lose 5 HP.

[-1] *Sanguine Cyclone* - Standard Utility

Deal 1d12 to target creature and all creatures adjacent to it.

[-5] *Eviscerate* - Standard Attack

Deal 3d8 damage to target creature. If you are bloodied, deal 5d8 damage to that creature instead.

[-1] **Blood Pact** - Minor Utility

For the rest of the battle, at the beginning of your turn, you gain 1 energy and then lose 1 HP for each energy you have.<sup>12</sup>

[-1] **Barter in Blood** - Minor Utility

Target creature is subjected to your “Bloody Contract” (save ends). While the creature is subjected to your “Bloody Contract”, it suffers 1d6 damage whenever you are dealt damage.

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<sup>12</sup> Blood Pact, much like a (save ends) effect, doesn't stack with itself. Basically, it applies an effect to you, and identical ongoing effects from the same source don't typically stack. It's like a rule added to your character that says “This happens,” but stating that rule multiple times is just redundant – not separate activations. Basically, Blood Pact doesn't stack.

[–1] **Implant Parasite** - Standard Utility

Target creature is subjected to your “Parasite” (save ends). In addition, you may use the following combat talent

[–1] *Suck Blood* - Minor Attack

Roll a d8. Target creature subjected to your “parasite” takes damage equal to the result and you gain life equal to the result.

[–1] **Mark of the Patron** - Minor Utility

Target creature is subject to your “Mark of the Patron” (save ends). A creature subjected to your “Mark of the Patron” takes an extra 1 damage from your attacks.

[–1] **Blood is Power** - Minor Utility

You and target creature each suffer 5 ongoing damage (save ends).

[–1] **With Friends Like These** - Interrupt Utility [Created by Fluffy McSparkles]

Trigger - You would be subjected to a (save ends) effect.

Effect - Target willing ally is subjected to the effect instead.

[–2] **Better You Than Me** - Interrupt Utility

Trigger - An enemy targets you with an attack.

Effect - Target willing ally is targeted by the triggering attack instead.

[–2] **Enfeebling Curse** - Standard Attack

The target is weakened and suffers 5 ongoing damage (save ends both).

[–3] **Drink Pain** - Reaction Utility

Trigger - An enemy takes ongoing damage

Effect - You gain life equal to the damage

[–3] **Contagious Curse** - Standard Attack

Target creature and all creatures adjacent to it are subjected to your Contagious Curse (save ends). A creature that is suffering from your Contagious Curse suffers 5 ongoing damage.

[–3] **Conjure Shadow Archer** - Standard Utility

Conjure an allied Shadow Archer. It has the following stat-block.

**Shadow Archer** - 10 HP

[0] **Arrow of Decay** - Standard Attack

Target creature suffers 3 ongoing damage (save ends). If that target is already suffering from

ongoing damage, you may increase the amount of ongoing damage that creature is suffering from by 2 instead.

[0] **Shadow Bleed** - Reaction Utility

Trigger: An ally attacks a target suffering from a save ends effect.

Effect: The triggering attack deals 1d12 extra damage. Destroy the Shadow Archer.

[-3] **Blood Cleave** - Standard Attack

Deal 3d10 damage to target creature. You lose 1d10 HP.

[-4] **Curse Eater** - Standard Utility

Remove all (save ends) conditions from you or target ally. You gain 1d12 HP for each condition removed this way.

[-5] **Hellfire Rain** - Standard Attack

Up to six creatures suffer 6 ongoing damage (save ends)

[-5] **Hangman's Noose** - Standard Attack

Deal Xd10 damage to target creature, where X is the number of (save ends) conditions you have.

[-9] **You Will Die** - Standard Utility

Target creature is weakened, blinded, dazed, suffers vulnerability 3, 5 ongoing damage and a -3 penalty to saving throws (save ends all)

[-X] **Drain Blood** - Minor Attack

Deal X damage to target creature. Target creature gains X+2 life. X cannot be less than 1.

[-X] **Lifesap** - Reaction Utility [Created by Dusk Raven and Zarhon]

Trigger - You deal damage to one or more creatures.

Effect - Gain up to 3 HP for each energy spent. However, you cannot gain more HP than the total damage you dealt.

## **Monk [12]**

[+3] **Form of the Serene Armadillo** - Standard Utility

You gain 1d4 temporary HP.

[+2] **Perfect Focus** - Standard Utility

You gain resist 3 until the end of your next turn. At the start of your next turn, if you have not taken

damage since you last used this ability, you gain 2 more energy.

[+1] **Gather Energy** - Standard Utility

On your next turn, you may take 2 standard actions. You cannot use this talent two turns in a row.

[+1] **Monkey's Backfist** - Standard Attack

Deal 1d8 damage to target creature. Choose a second creature. Those two creatures are considered adjacent to each other until the end of the battle.

[-1] **Judo Throw** - Standard Attack

Choose one:

A) Fling target ally away from the battle, removing it from combat until the start of your turn

B) Pay an additional 7 pips. Deal 3d12 damage to target creature and fling it away from the battle, removing it from combat until the end of its next turn.

(a creature removed from combat cannot affect any other creature in the battle with combat talents or be affected by any combat talents - though it may still use [+] abilities to gain energy).

[-2] **Meditate** - Standard Utility

Your next two attacks that have two or fewer targets deal +1d12 damage.

[-2] **Fists of Fury** - Standard Attack

Deal 1d10 damage to up to two target creatures. Those creatures suffer a -2 penalty to damage until the start of your next turn.

[-3] **Venom-Serpent's Strike** - Standard Attack

Up to two target creatures suffer 5 ongoing damage (save ends).

[-3] **Vengeful Tiger-Claw** - Immediate Interrupt

Trigger - A creature would reduce you to 0 HP or less.

Effect - The triggering creature suffers 1d12 vulnerability until the end of your next turn.

[-3] **Form of the Courageous Turtle** - Standard Utility

Until the end of your next turn, all allies have Resist 3 to damage.

[-4] **Stunning Heron's Palm** - Immediate Interrupt

Trigger - A creature would deal damage to you.

Effect - The triggering creature is stunned until the end of its next turn.

[-6] **Leopard's Fury** - Standard Attack

Deal 3d8 damage to up to 3 different creatures

## **Bard [10]**

[+2] **Mocking Melody** - Standard Utility

Target creature is subjected to your mocking melody (save ends). A creature subjected to your mocking melody suffers 1d8 damage whenever they roll a 4 or lower on a d8, d10 or d12.

[+1] **Inspire Courage** - Standard Utility

Target Ally gains 1d12 temporary HP.

[-1] **Haunting Melody** - Standard Attack

Roll a d10. Based on the roll, target creature suffers the following.

1-4 The target suffers 4 ongoing damage (save ends).

5-7 The target is dazed (save ends).

8-9 The target suffers vulnerability 2 (save ends).

10 The target is stunned (save ends).

[-2] **Dis-chord** - Standard Utility

Flip a coin for each foe. If heads, that foe is now Confused (when they target a creature, flip a coin. If tails, they attack one of your enemies at random instead [save ends].) If the flip is tails, the foe's next attack deals an extra 1d12 damage.

[-2] **Magnificent Melody** - Standard Utility

Target ally gains Regeneration 3 for its next two turns and deals +3 damage on its next two attacks.

[-2] **Song of Shielding** - Standard Utility

When you use this talent, choose one of the following;

A) Target ally gains resist 1d10 until the end of your next turn.

B) Pay an additional 2 energy. If you do, two target allies gain resist 1d10 until the end of your next turn.

[-2] **Staggering Note** - Standard Attack

Roll 1d10. Deal that much damage to target creature, and that creature takes a penalty to damage equal to 11 minus the die result (save ends).

[-3] **Inspiring Tune** - Standard Utility

Until the end of the encounter, target ally may use the following talent once per turn.

***Inspiration*** - Immediate Interrupt

Trigger - You roll a d8, d10 or d12 and dislike the result

Effect - You may reroll the die and take either result.

[−3] **Alluring Alto** - Standard Utility

Flip a coin for any number of target creatures. If you win the flip, that creature must attack target ally if able until the end of your next turn.

[−4] **Crescendo** - Standard Utility<sup>13</sup>

Target creature gains 1d4 HP or 1d4 temporary HP

Target creature gains 1d6 HP or 1d6 temporary HP

Target creature gains 1d8 HP or 1d8 temporary HP

Target creature gains 1d10 HP or 1d10 temporary HP

Target creature gains 1d12 HP or 1d12 temporary HP

[−6] **IT IS NOT THIS DAY!** - Minor Utility

Target unconscious ally immediately gains 1d4 HP and perform one of their three Special Moves (their choice).

## **Berserker [13]**

[+5] **All or Nothing** - Standard Utility

At the end of your next turn you are reduced to -15 HP. You may use this talent only once per battle.<sup>14</sup>

[+2] **Rampage** - Standard Attack

Deal 1d4 damage to target creature. If you are bloodied, deal 1d10 damage to that creature instead.

[0] **Savage Dreadnought** - Free Utility

Pay 3 HP. If you do, you may make a saving throw.<sup>15</sup>

[0] **Adrenaline Rush** - Immediate Reaction

Trigger - An enemy deals X or more damage to you with an attack, where X equals 1/5th of your starting health.

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<sup>13</sup> You can choose, individually, if each target gets temp or real HP. Because this talent can potentially target multiple creatures, it's never considered a "single target effect," even if they're all aimed at one target

<sup>14</sup> Yep, that's negative 15 HP. Your HP becomes 15 below zero, you don't just take 15 damage.

<sup>15</sup> Paying life isn't damage, so resistance and things don't help.



Effect - Flip a coin. If heads, you gain an energy.

[–1] **Into the Fray** - Standard Attack

Deal 1d10 damage to yourself and up to two target creatures.

[–1] **Frenzy** - Minor Attack

Deal 2d8 damage to a random creature.

[–2] **Blind Rage** - Free Attack

Deal 1d12 damage to target creature. You are blinded (save ends).

[–2] **Lash Out** - Reaction Utility

Trigger - You damage a creature with an attack that targets only one creature.

Effect - Pay 4 life. If you do, deal 6 additional damage to that creature.

[–3] **Furious Rage** - Standard Attack

Deal 2d10 damage to target creature. If you are bloodied, you 3d12 damage instead.

[–3] **Against The Odds** - Immediate Reaction

Trigger - An enemy deals damage to you after another enemy has already dealt damage to you this round.

Effect - Deal 1d12 damage to each enemy that has damaged you this round. You gain 1d10 temporary HP.

[–7] **Wild Abandon** - Minor Utility

For the rest of the battle you suffer Vulnerability 4, and once per round when you make a single-target attack, you may have that attack deal +2d6 damage.

[–9] **Berserker's Rage** - Minor Utility

For the rest of the battle you suffer Vulnerability 4, and once per round when you make a single-target attack, you may have that attack deal +3d6 damage.

[–17] **It's Over!** - Standard Attack

When you use this talent, choose one;

A) Deal 7d12 damage to target creature.

B) Deal 3d12 damage to up to six creatures.

## **Ranger [10]**

[+3] **Take Aim** - Standard Utility  
You may reroll all 1s on your next attack.

[+2] **Survival Skills** - Standard Utility  
You regain 1d12+3 HP

[+1] **Headshot** - Standard Attack  
Deal 1d6 damage to target creature. If you roll a 5 or a 6, treat the die roll as though it were twice the result.<sup>16</sup>

[+1] **Piercing Shot** - Standard Attack  
Deal 1d8 damage to target creature. This attack ignores resistance.

[-1] **Flaming Arrow** - Standard Attack  
Deal 1d8 damage to target creature. That creature suffers 3 ongoing damage (save ends).

[-1] **Force Bolt** - Standard Attack  
Deal 1d12 damage to target creature and that creature is dazed until the end of its next turn.

[-2] **Volley** - Standard Attack  
Roll a d8. Deal 4 damage to up to X different creatures, where X is the die result.

[-3] **Explosive Arrow** - Standard Attack  
Deal 1d8 damage to target creature. At the beginning of that creature's next turn, it and all creatures adjacent to it take 1d10 damage and are dazed (save ends).

[-3] **Heartseeker** - Standard Attack  
Deal 2d12 damage to target creature

[-7] **Shatter Armor** - Standard Attack  
Deal 1d10 damage to target creature and that creature suffers that much vulnerability until the end of your next turn.

## **Necromancer [13]**

[+3] **Deathwatch** - Standard Utility  
You learn target creature's current HP.

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<sup>16</sup> That is, if you roll a 5 the attack would deal 10 damage. If you roll a 6, the attack would deal 12 damage.

[+3] **Death Beckons** - Standard Attack [Created by Xel Unknown]

You lose 3 HP. Target creature loses 2 HP.

[+1] **Pull the Strings** - Standard Utility [Created by Silent Belle]

Target ally with 0 or fewer HP may use one of their [-] talents as a free action. They spend your energy instead of theirs to pay the talent's energy cost.

[+1] **Hand of Death** - Standard Attack

Target creature loses 1d10 HP.<sup>17</sup>

[0] **Bone Splinters** - Minor Utility

Destroy a conjuration with more than 1 HP that you control. Deal 1d8 damage to up to six enemies.

[-1] **Animate Bone Mite** - Reaction Utility

Trigger - An enemy falls to 0 or fewer HP

Effect - You conjure a Bone Minion that has the following stat block.

***Bone Mite*** - 1 HP

*Trait - Bloodhusk*

When this creature dies, it deals 1d8 damage to target creature.

[0] **Burrow In Flesh** - Standard Attack

Target creature suffers 2 ongoing damage (save ends).

[0] **Bloodfeast** - Minor Utility

Destroy a Conjuration you or a willing ally controls. Target ally gains 4 HP. This power's cost cannot be reduced.

[-1] **Preserve the Bodies** - Interrupt Utility [Created by Silent Belle]

Trigger - An ally with 0 or fewer HP would take damage from an attack

Effect - Grant the triggering ally 1d10 temporary HP.

[-2] **Deathly Vigor** - Minor Utility [Created by Silent Belle]

Target unconscious ally gains 2d10 temporary HP. The target may act as though it was conscious as long as it has temporary HP.

[-2] **Take Life** - Standard Attack

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<sup>17</sup> See "Loss of Life" in the rules section above.

Roll 1d12. Deal that much damage to target creature gain life equal to the roll result.

[−4] **Rise for Me!** - Reaction Utility [Created by Silent Belle and Sunbeam]

Trigger - An enemy falls to 0 or fewer HP.

Effect - You conjure a Blood Skeleton with the following stat block.

**Blood Skeleton** - 10 HP

*Trait - Open Grave*

When this creature reaches 0 HP or less, it deals 1d10 damage to target creature and all creatures adjacent to it.

[+X] *Cannibalism* - Standard Attack

The Blood Skeleton deals Xd12 damage to target ally. X cannot be greater than 5.

[+1] *Bloodwrench* - Standard Attack

The Blood Skeleton deals 3 damage to target creature. Target ally gains 3 HP.

[−2] *Protect The Master* - Interrupt

Trigger - You or an ally would take damage from an attack

Effect - The Blood Skeleton takes the damage from the triggering attack instead.

This power's cost cannot be reduced to below 1.

[−4] **Death Is Power** - Reaction Utility

Trigger - An enemy is reduced to 0 HP or less.

Effect - You may immediately take a standard action.

[−5] **Conjure Spectre** - Standard Utility

Conjure an allied Dark Spectre. It has the following stat block.

**Dark Spectre** - 10 HP

*Trait - Midnight Haunting*

All enemies suffer a -1 penalty to saving throws.

*Trait - Spectral Possession*

When the Dark Spectre is destroyed, target creature is dominated by you until the end of its next turn.

[+1] *Spook* - Standard Attack

Target creature suffers a -2 penalty on its damage rolls (save ends).

[-1] *Deathwish* - Standard Attack

Target creature must attack the Dark Spectre on its next turn if able.

[-7] **Death's Scythe** - Minor Utility

You conjure a Necro Scythe in your hands. You can dismiss the Necro Scythe as a free action. While you are wielding a Necro Scythe, you cannot use your other combat talents. Instead you may use the combat talents below.

*Death's Shadow* - Trait

All enemies suffer a -1 penalty to saving throws

[+3] *Death Cyclone* - Standard Attack

Roll a d6. Gain that much life and deal that much damage to target creature and all creatures adjacent to it

[+1] *Grievous Wound* - Standard Attack

Choose one;

A) Target creature suffers 1d8 ongoing damage (save ends).

B) Roll a d8. If target creature is suffering from ongoing damage, increase that damage by half the result.

[-1] *Soul Claimer* - Reaction Utility

Trigger - You reduce a creature to 0 HP or less.

Effect - You gain 1d8 HP.

[-3] *Wither* - Minor Utility

Up to six target creatures suffering from (save ends) effects are weakened (save ends).

[-4] *Death Stalks You* - Standard Attack

Target Enemy is subjected to your "Mark of the Reaper" (save ends). While the target is subjected to your "Mark of the Reaper," it suffers vulnerability equal to the amount of ongoing damage its taking, and whenever the creature takes damage, you gain that much life. When this effect ends, the Necro Scythe vanishes.

[-8] **Red Requiem** - Standard Attack

Target creatures loses 1d4 HP.

Target creatures loses 1d6 HP.

Target creatures loses 1d8 HP.

Target creatures loses 1d10 HP.

Target creatures loses 1d12 HP.<sup>18</sup>

[−10] **Form of the Reaper** - Immediate Interrupt

Trigger - You would be reduced to 0 HP or less.

Effect - Your HP total becomes 13 instead. You may use Death's Scythe immediately without spending the energy cost, even if you do not know that talent.

## **Alchemist [1 1]**

[+2] **Muddle the Mixture** - Standard Utility

You and target enemy are weakened until the end of your next turn. When you use this ability flip a coin. If you win the flip, you gain an additional 2 energy. If you lose the flip, you are blinded (save ends).

[+2] **Crazy Concoction** - Standard Utility

You suffer vulnerability 2, a -5 penalty to saving throws and deal +2 damage on attacks (save ends all).

[+1] **Craft Acidic Addendum** - Standard Utility

You craft one vial of, "Acidic Addendum". You may expend a vial of, "Acidic Addendum" to use the combat talent below.

[0] **Acidic Addendum** - Free Utility

Trigger - You make an attack that has only one target.

Effect - The attack causes the target to suffer 5 ongoing damage (save ends), in addition to its other effects.

[+1] **Noxious Mixture** - Standard Attack

Deal 2d4 damage to target creature. If the creature is suffering from a (save ends) condition, deal 1d12 damage to the creature instead.

[−2] **Ye Broke Me Flask!** - Reaction Attack

Trigger - An enemy deals damage to you with an attack

Effect - Roll 1d4 and use the indicated effect

- 1) Deal 1d10 damage to the triggering creature
- 2) The triggering creature suffers 5 ongoing damage (save ends)
- 3) The triggering creature is weakened (save ends)

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<sup>18</sup> Because this talent can target multiple creatures, it's never considered a "single target effect," even if they're all aimed at one target.

4) The triggering creature is blinded (save ends)

[−2] **Splash it in Their Eyes** - Standard Attack

Deal 5 damage to target creature each creature adjacent to it, and those creatures suffer a -3 penalty to damage (save ends).

[−2] **Craft Emergency Provisions** - Standard Utility

You craft one vial of, "Emergency Provisions". You may expend a vial of "Emergency Provisions" to use the talent below.

[0] **Emergency Provisions** - Immediate Interrupt

Trigger - You or or target ally would take damage that reduces you or that ally to 0 HP or less.

Effect - The target gains 1d12+5 temporary HP.

[−3] **Expunge** - Standard Attack

Remove all (save ends) conditions from target creature. Deal 2d8 damage to that creature for each effect removed this way.

[−3] **Everlasting Misery** - Interrupt Utility

Trigger - An enemy makes a saving throw and you dislike the result.

Effect - The triggering creature rerolls the saving throw.

[−5] **Conjure Spectre** - Standard Utility

Conjure an allied Dark Spectre. It has the following stat block.

**Dark Spectre** - 10 HP

Trait - *Midnight Haunting*

All enemies suffer a -1 penalty to saving throws.

Trait - *Spectral Possession*

When the Dark Spectre is destroyed, target creature is dominated by you until the end of its next turn.

[+1] *Spook* - Standard Attack

Target creature suffers a -2 penalty on its damage rolls (save ends).

[−1] *Deathwish* - Standard Attack

Target creature must attack the Dark Spectre on its next turn if able.

[-7] **Acid Rain** - Standard Attack

Deal 1d12 acid damage to up to seven creatures. Deal an additional 1d12 damage to creatures suffering from (save ends) effects.

[-8] **Family Recipe** - Standard Attack

Target creature is dazed (save ends), weakened (save ends), suffers a -2 penalty to saving throws (save ends) and suffers vulnerability 5 (save ends).

## **Druid** [7]

[+3] **Form of the Tree** - Standard Utility

You conjure a Form of the Tree onto yourself. You may assume your normal form again as a minor action. While in the Form of the Tree you cannot use your normal combat talents. Instead you may use the combat talents below.

***Strength of Wood*** - Trait

You have resist 2

[+3] ***Grow Bark*** - Standard Utility

You gain 1d4 temporary hit points

[+3] **Conjure Rabbit** - Standard Utility

You conjure an allied Rabbit. It has the following stat block

**Rabbit** - 1 HP

[0] **Nibble** - Standard Attack

The Rabbit deals 1 damage to target creature.

[+1] **Rootbind** - Standard Attack

Target creature suffers a -3 penalty to saving throws and a -2 penalty to damage until the end of Its next turn.

[0] **Form of the Elk** - Minor Utility

You conjure a Form of the Elk onto yourself. You may assume your normal form as a minor action. While in the Form of the Elk you cannot use your normal combat talents. Instead you may use the combat talents below.

[+1] ***Call of the Herd*** - Standard Utility

You and up to 8 allies gain 1d10 temporary hit points



[–1] ***Inspire Recovery*** - Minor Utility

Target ally makes a saving throw

[0] **Form of the Spitting Cobra** - Minor Utility

You conjure a Form of the Spitting Cobra onto yourself. You may assume your normal form as a minor action. While in the Form of the Spitting Cobra your size becomes small and you cannot use your normal combat talents. Instead you may use the combat talents below.

[+2] ***Spit Acid*** - Standard Attack

Target creature loses all resistance and suffers vulnerability 1 and ongoing damage 1 (save ends all)

[+1] ***Spit Poison*** - Standard Attack

Roll 1d6. Target creature takes that much ongoing damage (save ends)

[–2] **Barkskin** - Minor Utility

You gain resist 2 until the end of your next turn and 1d10 temporary hit points.

[–3] **Form of the Panther** - Minor Utility

You conjure a Form of the Panther onto yourself. You may assume your normal form as a minor action. While in the Form of the Panther you cannot use your normal combat talents. Instead you may use the combat talents below.<sup>19</sup>

[+4] ***Stalk*** - Standard Utility

Choose target creature. That creature suffers vulnerability 2 to your next attack.

[+1] ***Razor Claws*** - Standard Attack

Deal 1d10 damage to target creature. If you roll an 8 or higher, that creature takes 3 ongoing damage and loses resistance (save ends). This attack ignores resistance.

[–2] ***Pounce*** - Standard Attack

Deal 2d8 damage to target creature. If this attack triggers vulnerability, deal 2d12 damage instead and that creature is dazed until the end of its next turn.

[–5] ***Maul*** - Standard Attack

Deal 3d8 damage to target creature, that creature suffers 5 ongoing damage and is weakened

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<sup>19</sup> Though flavored as a change in form, it does say “Conjure,” so traits such as “Nothing up my Sleeve” and the “Rabbit Filled Hat” DO reduce the cost – though because it doesn't conjure a weapon, the Talisman of Weapons is no help.

(save ends both)

[-3] **Spider Web** - Standard Attack

Roll 1d10. Up to six target creatures suffer a penalty to damage equal to the roll result (save ends).

## *Specialty Classes*

Specialty Classes are classes which have a group of talents of a very specific type, often that are featured in the regular classes as well but are here for convenient reference

### **Conjurer [10]**

[+3] **Conjure Rabbit** - Standard Utility

You conjure an allied Rabbit. It has the following stat block

**Rabbit** - 1 HP

[0] **Nibble** - Standard Attack

The Rabbit deals 1 damage to target creature.

[+2] **Conjure Energy Spark**- Standard Utility

You conjure an allied Energy Spark. It has the following stat block

**Energy Spark** - 1 HP

*Trait - Conjurer's Trick*

When the Energy Spark is destroyed, you may grant a conjuration that you control 1 energy.

[0] **Bzzt!** - Standard Attack

The Energy Spark deals 1 damage to target creature.

[-1] **Animate Bone Mite** - Reaction Utility

Trigger - An enemy falls to 0 or fewer HP

Effect - You conjure a Bone Minion that has the following stat block.

**Bone Mite** - 1 HP

*Trait - Bloodhusk*

When this creature dies, it deals 1d8 damage to target creature.

[0] **Burrow In Flesh** - Standard Attack

Target creature suffers 2 ongoing damage (save ends).

[0] *Bloodfeast* - Minor Utility

Destroy a Conjunction you or a willing ally controls. Target ally gains 4 HP. This power's cost cannot be reduced.<sup>20</sup>

[–2] **Conjure Warden** - Standard Utility

Conjure an allied Spectral Warden. It has the following stat-block.

**Spectral Warden** - 1 HP

[0] Warden's Boon - Standard Utility

The Spectral Warden grants you or target ally 1d8 HP.

[0] Warden's Duty - Interrupt Utility

Trigger - An ally is targeted by an attack.

Effect - The triggering attack hits the Spectral Warden instead.

[–3] **Conjure Shadow Archer** - Standard Utility

Conjure an allied Shadow Archer. It has the following stat-block.

**Shadow Archer** - 10 HP

[0] **Arrow of Decay** - Standard Attack

Target creature suffers 3 ongoing damage (save ends). If that target is already suffering from ongoing damage, you may increase the amount of ongoing damage that creature is suffering from by 2 instead.

[0] **Shadow Bleed** - Reaction Utility

Trigger: An ally attacks a target suffering from a save ends effect.

Effect: The triggering attack deals 1d12 extra damage. Destroy the Shadow Archer.

[–3] **Conjure Celestial Commander** - Standard Utility

Conjure an allied Celestial Commander. It has the following stat-block.

**Celestial Commander**- 1 HP

[0] **Knight's Move** - Standard Utility

Target ally gains 3 temporary hit points and may take a minor action

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<sup>20</sup> It CAN sacrifice itself, and that's most likely what it will do.

[0] **Divine Command** - Standard Utility

Target ally may take a standard action. Destroy Celestial Commander.

[-3] **Conjure Celestial Avenger** - Standard Utility

Conjure an allied Celestial Avenger. It has the following stat-block.

**Celestial Avenger** - 1 HP

Trait - *Celestial Shield*

Celestial Avenger has resist 3

[+1] **Avenger's Challenge** - Standard Attack

The Celestial Avenger deals 1d8 damage to target creature.

[-1] **Divine Retribution** - Interrupt Attack

Trigger - An enemy attacks an ally

Effect - Deal 1d12 damage to the triggering enemy.

[-4] **Rise for Me!** - Reaction Utility [Created by Silent Belle and Sunbeam]

Trigger - An enemy falls to 0 or fewer HP.

Effect - You conjure a Blood Skeleton with the following stat block.

**Blood Skeleton** - 10 HP

Trait - *Open Grave*

When this creature reaches 0 HP or less, it deals 1d10 damage to target creature and all creatures adjacent to it.

[+X] *Cannibalism* - Standard Attack

The Blood Skeleton deals Xd12 damage to target ally. X cannot be greater than 5.

[+1] *Bloodwrench* - Standard Attack

The Blood Skeleton deals 3 damage to target creature. Target ally gains 3 HP.

[-2] *Protect The Master* - Interrupt

Trigger - You or an ally would take damage from an attack

Effect - The Blood Skeleton takes the damage from the triggering attack instead.

This power's cost cannot be reduced to below 1.

[-5] **Conjure Spectral Swordsman** - Standard Utility

You conjure a Spectral Swordsman. It has the following stat block.

**Spectral Swordsman** - 20 HP

[+1] *Vicious Strike* - Standard Attack  
1d10 damage to target creature

[-1] *Bladesting* - Minor Attack  
Deal 1 damage to target creature.

[-2] *Crack the Shell* - Minor Utility  
Target creature gains vulnerability 1 until the end of your next turn.

[-9] **Conjure Fire Giant** - Standard Utility  
Conjure an allied Fire Giant. It has the following stat-block.

**Fire Giant** - 40 HP

Trait - *Combustion*

When Fire Giant is destroyed, it deals 3d12 damage to up to six creatures.

[+3] *Blazing Blade* - Standard Attack  
Deal 1d8 damage to up to six creatures.

[-2] *Chains of Fire* - Standard Attack  
Target creature is subjected to your Chains of Fire until the end of your next turn. A creature subjected to your Chains of Fire takes 2d12 damage whenever it attacks a creature other than a fire giant.

[-6] *Meteor Smash* - Standard Attack  
Target creature takes 4d12 damage.

## **Weaponmaster [6]**

[0] **Blood Weapon** - Minor Utility [Inspired by Chris Pauly]

Pay 10 HP. If you do, you conjure a Blood Weapon in your hands. You can dismiss the Blood Weapon as a free action. While you are wielding a Blood Weapon, you cannot use your other combat talents. Instead you may use the combat talents below.

[+2] *Crow Claw* - Standard Attack

Deal 1d10 damage to target creature.

[+1] *Douse in Blood* - Minor Utility

You lose 5 HP.

[-1] *Sanguine Cyclone* - Standard Utility

Deal 1d12 to target creature and all creatures adjacent to it.

[-5] *Eviscerate* - Standard Attack

Deal 3d8 damage to target creature. If you are bloodied, deal 5d8 damage to that creature instead.

[-7] **Hammer of Thunder** - Minor Utility

You conjure a Thunder Hammer in your hands.[\*] You can dismiss the Thunder Hammer as a free action. While you are wielding a Thunder Hammer, you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] *Thunderous Blow* - Standard Attack

Deal 1d8 damage to target creature and you gain a *lightning shield* until the end of your next turn. Whenever a creature attacks you with an attack while you have a *lightning shield*, that creature suffers 2 damage.

[+1] *Ringing Blow* - Standard Attack

Deal 1d12 damage to target creature, and that creature is dazed until the end of your next turn.

[0] *Throw Lightning* - Standard Attack

Deal 2d12 damage to target creature and 1d12 to all creatures adjacent to it. The Thunder Hammer vanishes.

[-2] *Thunder Blast* - Standard Attack

Deal 1d12 damage to up to four enemies. Those creatures are dazed until the end of your next turn.

[-4] *Thundercrash* - Standard Attack

Deal 1d20 damage to up to six enemies, and those creatures are stunned until the end of your next turn. The Thunder Hammer vanishes.

[-7] **Flametongue** - Minor Utility

You conjure a Flametongue—a flaming sword—in your hands. You can dismiss the Flametongue as a

free action. While you are wielding a Flametongue, you cannot use your other combat talents. Instead you may use the combat talents below.

*Searing Heat* - Trait

Whenever you trigger one of your Special Moves, target creature suffers 5 ongoing damage (save ends).

[+3] *Fireslash* - Standard Attack

Deal 1d10 damage to target creature.

[+1] *Burning Wound* - Standard Attack

Roll a d8. Deal that much damage to target creature, and it suffers that much ongoing damage (save ends).

[-1] *Scorched Earth* - Standard Utility

Up to six enemies suffer 5 ongoing damage (save ends)

[-2] *Blazing Blade* - Standard Attack

Deal 2d10 damage to up to six enemies.

[-4] *Cremate* - Standard Attack

Deal 4d8 damage to target creature and your next attack single target attack can target up to 4 creatures instead. The Flametongue vanishes.

[-7] **Granite Axe** - Minor Utility

You conjure a Granite Axe in your hands. You can dismiss the Granite Axe as a free action. While you are wielding a Granite Axe, you cannot use your other combat talents. Instead you may use the combat talents below.

*Stone Skin* - Trait

You have resist 1. If you already have resistance, increase that resistance by 1.

[+3] *Earth's Embrace* - Standard Attack

Target creature takes 3 damage and you gain resist 2 until the end of your next turn.

[+1] *Strength of Stone* - Standard Attack

Deal 1d8+X damage to target creature, where X is the number of temporary hit points you have, to a maximum of 5.

[−1] *Stone Strike* - Standard Attack

Roll 2d4. Deal that much damage to target creature and you gain that many temporary hit points.

[−2] *Grasping Granite* - Reaction Attack

Trigger - An enemy deals damage to an ally,

Effect - Deal 2d8 damage to the triggering enemy and that enemy is weakened (save ends).

[−4] *Earthquake* - Standard Attack

Deal 2d10 damage to up to six enemies. Those creatures are weakened until the end of your next turn and cannot attack your allies until the end of your next turn. The Granite Axe vanishes.

[−7] **Hurricane Blade** - Minor Utility

You conjure a Wind Rapier in your hands. You can dismiss the Wind Rapier as a free action. While you are wielding a Wind Rapier, you cannot use your other combat talents. Instead you may use the combat talents below.

[+3] *Blowback* - Standard Utility

Flip a coin for each enemy. If you win that flip, that enemy is dazed (save ends).

[0] *Flash-Step* - Minor Attack

Deal 2 damage to target creature.

[−2] *Gale* - Standard Attack

Deal 3d8 damage to target creature and all creatures adjacent to it.

[−2] *Typhoon Parry* - Interrupt Attack

Trigger - An enemy damages you with an attack that only targets you.

Effect - The attack does not affect you. Deal 1d10 damage to the triggering enemy.

[−4] *Call the North Wind* - Standard Attack

Blow target creature and all creatures adjacent to it away from the battle, removing them from combat for one round (a creature removed from combat cannot affect any other creature in the battle with combat talents or be affected by any combat talents - though it may still use [+] abilities to gain energy). You may choose to deal 1d12 damage to a creature thrown this way. The Wind Rapier vanishes.

[−7] **Death's Scythe** - Minor Utility

You conjure a Necro Scythe in your hands. You can dismiss the Necro Scythe as a free action. While



you are wielding a Necro Scythe, you cannot use your other combat talents. Instead you may use the combat talents below.

*Death's Shadow* - Trait

All enemies suffer a -1 penalty to saving throws

[+3] *Death Cyclone* - Standard Attack

Roll a d6. Gain that much life and deal that much damage to target creature and all creatures adjacent to it

[+1] *Grievous Wound* - Standard Attack

Choose one;

A) Target creature suffers 1d8 ongoing damage (save ends).

B) Roll a d8. If target creature is suffering from ongoing damage, increase that damage by half the result..

[-1] *Soul Claimer* - Reaction Utility

Trigger - You reduce a creature to 0HP or less.

Effect - You gain 1d8 HP.

[-3] *Wither* - Minor Utility

Up to six target creatures suffering from (save ends) effects are weakened (save ends).

[-4] *Death Stalks You* - Standard Attack

Target Enemy is subjected to your "Mark of the Reaper" (save ends). While the target is subjected to your "Mark of the Reaper," it suffers vulnerability equal to the amount of ongoing damage its taking, and whenever the creature takes damage, you gain that much life. When this effect ends, the Necro Scythe vanishes.

### **A Note About Rolling Damage**

When an attack targets multiple creatures, you only roll once for determining all the damage. For example, if an attack deals 1d8 to all enemies and there are five enemies; you roll 1d8 just once. If it turns up 5, you deal 5 damage to all those enemies. If it turns up a 8, you deal 8 damage to all those enemies and only activate your special move a single time - as you just rolled a single d8.

However, if a talent like *Thunderstorm* or *Chain Lightning* sends *multiple* copies of the attack's effects around; you roll separately for each one.

### **A Note About Targets**

If you don't have a legal target for one of your [+] abilities, but you desperately need the energy and

have no other options, you can fizzle the power to gain the energy without the beneficial effects. For example, if your allies aren't with your only [+] ability is *Energize* - you could use it to gain 1 energy for no other effect.

**Expansions Included:**

[Equine Power \[Pony Tales\]](#)

[The Art of War](#)

[Weekly Expansions](#)