

DISCIPLINES AND CLASSES

CHAPTER CONTENT

CLASS RANK AND ADVANCEMENT
BASIC DISCIPLINES & CLASSES
ADVANCED DISCIPLINES & CLASSES

CLASS RANK AND ADVANCEMENT

SUMMARY

Disciplines and Classes

- Gain a rank in your chosen class at level up
- You gain all discipline & class features of the corresponding rank
- Classes of same discipline gain the same discipline feature
- You need to fulfill class requirements to gain a rank in Advanced Classes
- At level 13 and above class requirements no longer apply

Primary & Secondary Classes

- You can use a secondary class starting at level 5
- Primary Class: You use the turn speed, movement, masteries and features of this class
- Secondary Class: You only use the features of this class
- You can swap your primary & secondary classes with any classes you're ranked in
- You **can** use two classes from the same discipline

Classes are the main source of combat related features. Each time Player Characters (PC) level up, they gain one rank in their chosen class and gain the unique class features or shared discipline features of the corresponding rank. (Note the difference, they gain rank in their class, not discipline)

PCs are unable to gain rank in Advanced Classes until they fulfil the ranking requirement for that discipline.

Disciplines and Classes

Classes are subsets of disciplines. The Champion discipline for example, has the Templar and Samurai classes. While these two classes are set apart by

Learn the difference between Disciplines and Classes and how to gain rank in classes in this chapter.

You can fast track this chapter by prioritizing the summaries and text in the yellow highlight panels.

their unique class features, they share many of the features related to the discipline. For example, a rank 1 Templar gains Templar's protection while Samurai gains Samurai's protection. At rank 2, they both gain the shared discipline feature, Arcane Attunement.

A discipline's main role in combat is defined by its Spirit Burst, a powerful feature that requires expending spirit tokens to activate. When the Templar or Samurai reached rank 4, they gain the same discipline feature, Spirit Burst: Aegis Shroud, which provides support feature to their allies. But depending on your class and equipment choice, your character may be customised to fulfil another role. Spirit bursts can only be used in critical situations such as Combat Situation.

As gameplay etiquette, it is your duty to remember the functions of your features. Always keep the following motto in mind.

"YOUR FEATURE, YOU REMEMBER: If it's your feature, it's your responsibility to remember its functions and remind others that they are benefiting from the bonus."

Primary & Secondary Classes

Your Primary Class is your main active class. Your character's various statistics are derived from the Class Discipline's stats block.

This is an example of the Champion Discipline's stats block.

Turn Speed: 6

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light, Medium & Heavy

Maneuver Mastery: Scuffle

Your turn speed, movement range, defense, physical and mental fortitudes, weapon mastery, armor mastery and maneuver mastery are derived from your Primary Class' discipline. Obviously, you also get the features that corresponds to your rank in that class.

At level 5, PCs can use the features of a second class they have ranks in, making it their Secondary Class. You can only use your secondary class' features and none of its masteries unless the mastery is part of the feature. But of course, you can swap your classes around to find a configuration that works best for you.

Here is an example of a level 6 character with +3 mastery bonus with 4 ranks in Templar and 2 Ranks in Spartan.

MASTERIES & FEATURES

PRIMARY CLASS	SECONDARY CLASS
TEMPLAR RANK 4	SPARTAN RANK 2
<p>Turn Speed: 6 Movement: 10m (1 zone) Max Movement: 20m (2 zone) Defense: 9 Physical Fortitude: 7 Mental Fortitude: 9</p> <p>Weapon Mastery: Light, Medium & Heavy Armor Mastery: Light, Medium & Heavy Maneuver Mastery: Scuffle</p> <p>Features: People's Shepherd (Rank 1) Templar's Protection (Rank 1) Arcane Attunement (Rank 2) Attunement Slot +1 (Rank 2) Warcasting (Rank 2) Mark of Challenge (Rank 3) Spirit Burst: Aegis Shroud (Rank 4)</p>	<p>Features: Spirit Burst: Endure (Rank 1) Adrenaline Rush (Rank 1) Defensive Interpose (Rank 1) No Pain No Gain (Rank 2)</p>

You can only have one primary class and one secondary class active even if you have ranks in more than two classes.

When you have two active classes of the same Discipline, duplicate Discipline Features besides attunement slot increase are ignored.

Class Swapping

If you have ranks in more than one classes, you can swap your classes around, making one of them your Primary Class and the other your Secondary Class. If you have ranks in more than two classes, unfortunately, you will have to put aside those other classes for a bit, since you can only have two active classes at a time.

but you can swap in those other classes to become your active Primary and Secondary classes when you have the chance.

You can swap your classes around whenever your character is taking a Long Break or Full rest.

Ranking Advanced Disciplines & Classes

Advanced disciplines and classes are often more powerful than basic disciplines and classes, however, they may be more complicated to use and you need to fulfil certain conditions to be able to gain ranks in them.

When you reach level 13, there're no longer any restriction for you to gain rank in any classes.

BASIC DISCIPLINES

SOLDIER COMPLEXITY: 1

CLASS
 > **PEACEKEEPER** ⚔️ 4 🛡️ 3 🔮 0 🗡️ 2

CLASS
 > **RANGER** ⚔️ 4 🛡️ 3 🔮 0 🗡️ 2

CHAMPION COMPLEXITY: 2

CLASS
 > **TEMPLAR** ⚔️ 2 🛡️ 5 🔮 2 🗡️ 3

CLASS
 > **SAMURAI** ⚔️ 2 🛡️ 5 🔮 2 🗡️ 3

THAUMATURGIST COMPLEXITY: 2

CLASS
 > **HEALER** ⚔️ 1 🛡️ 2 🔮 4 🗡️ 5

CLASS
 > **CULTIST** ⚔️ 1 🛡️ 2 🔮 4 🗡️ 5

ARCANIST COMPLEXITY: 3

CLASS
 > **SPELLWEAVER** ⚔️ 0 🛡️ 1 🔮 5 🗡️ 5

CLASS
 > **GLAMOUR GUARD** ⚔️ 0 🛡️ 2 🔮 4 🗡️ 5

MARTIAL ARTIST COMPLEXITY: 2

CLASS
 > **DRAGON SOUL** ⚔️ 4 🛡️ 3 🔮 0 🗡️ 4

CLASS
 > **TANGLING ROSE** ⚔️ 3 🛡️ 4 🔮 0 🗡️ 4

BRUTE COMPLEXITY: 2

CLASS
 > **BERSERKER** ⚔️ 3 🛡️ 5 🔮 0 🗡️ 3

CLASS
 > **SPARTAN** ⚔️ 2 🛡️ 5 🔮 0 🗡️ 4

TRICKSTER COMPLEXITY: 2

CLASS
 > **ROGUE** ⚔️ 3 🛡️ 3 🔮 2 🗡️ 3

CLASS
 > **BARD** ⚔️ 2 🛡️ 2 🔮 3 🗡️ 4

CHANNELER COMPLEXITY: 3

CLASS
 > **PHANTASMANCER** ⚔️ 3 🛡️ 3 🔮 0 🗡️ 4

CLASS
 > **TALISMANCER** ⚔️ 3 🛡️ 3 🔮 0 🗡️ 4

ADVANCED DISCIPLINES

WEAPON MASTER COMPLEXITY: 3

CLASS
 >> **DUELIST** ⚔️ 5 🛡️ 4 🔮 0 🗡️ 2

CLASS
 >> **DEADSHOT** ⚔️ 5 🛡️ 3 🔮 0 🗡️ 3

COMMANDER COMPLEXITY: 3

CLASS
 >> **GENERAL** ⚔️ 4 🛡️ 5 🔮 0 🗡️ 2

CLASS
 >> **WARLORD** ⚔️ 5 🛡️ 4 🔮 0 🗡️ 2

PARAGON COMPLEXITY: 4

CLASS
 >> **PALADIN** ⚔️ 2 🛡️ 5 🔮 2 🗡️ 3

CLASS
 >> **AVENGER** ⚔️ 3 🛡️ 5 🔮 2 🗡️ 2

SAGE COMPLEXITY: 5

CLASS
 >> **ESPER** ⚔️ 0 🛡️ 1 🔮 5 🗡️ 5

CLASS
 >> **NECROMANCER** ⚔️ 0 🛡️ 1 🔮 5 🗡️ 5

MARTIAL ARCANIST COMPLEXITY: 4

CLASS
 >> **GLYPH HAND** ⚔️ 4 🛡️ 3 🔮 3 🗡️ 2

CLASS
 >> **ARCANE BODY** ⚔️ 4 🛡️ 4 🔮 2 🗡️ 2

DOMINION COMPLEXITY: 5

CLASS
 >> **TEMPEST MOON** ⚔️ 3 🛡️ 3 🔮 0 🗡️ 4

CLASS
 >> **LIVE BLADE** ⚔️ 4 🛡️ 2 🔮 0 🗡️ 4

ASSASSIN COMPLEXITY: 3

CLASS
 >> **HASSASSIN** ⚔️ 4 🛡️ 3 🔮 2 🗡️ 3

CLASS
 >> **NINJA** ⚔️ 3 🛡️ 4 🔮 2 🗡️ 3

MIRAGE COMPLEXITY: 5

CLASS
 >> **PUPPETEER** ⚔️ 3 🛡️ 2 🔮 2 🗡️ 4

CLASS
 >> **ILLUSIONIST** ⚔️ 1 🛡️ 1 🔮 4 🗡️ 5

BASIC DISCIPLINE

SOLDIER

CLASS **PEACEKEEPER** **RANGER**

Advanced path: *Weapon Master Discipline* or *Commander Discipline* when you reach rank 4 in either of the classes above

Turn Speed: 5

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 5 + Mastery

Mental Fortitude: 5 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light, Medium

Maneuver Mastery: Scuffle & Cheap Shot

FEATURES SUMMARY

RANK	PEACEKEEPER	RANGER
RANK 1		Weapon Drill Identify Threat Scout Operative
RANK 2		SB: Multistrike
RANK 3	Emergency Medication	Adaptable Shot
RANK 4		Weapon Drill +
RANK 5		Weapon Drill ++ Identify Threat + Scout Operative +
RANK 6	Emergency Medication +	Adaptable Shot +
RANK 7		Weapon Drill +++
RANK 8		SB: Multistrike +

GEAR TO LOOK OUT FOR

Weapon: Any, Machinarms

Armor: Medium Armor

Special Items: Machinarms, Soularms, Spiritarms, Medium Armor

Starting Items Suggestion

Peacekeeper

Item Slot Used: 4.5

Cred: 15

- Camping Gear (1)
- Mechanics Kit (1)
- Healing Powder (0.5)
- Thick Hide Armor (1)
- Greatsword (1)

Ranger

Item Slot Used: 5

Cred: 0

- Camping Gear (1)
- Mechanics Kit (1)
- Healing Powder (0.5)
- Thick Hide Armor (1)
- Crossbow (1)
- Short Sword (0.5)

RANK 1

Discipline Feature:

Weapon Drill

Your familiarity with your favoured weapons allows you to bring out their destructive potential.

While taking a long break or full rest, you can train and familiarise yourself with one or multiple weapons that fit into 1 item slot. Those weapons becomes your favoured weaponry. When you wield them, add +2 to their base weapon damage; if it's a heavy class weapon or greater, add +4 instead.

You lose your familiarity with your previous weaponry if you drill on a different sets of weapons.

(For example, if you store a longsword and battleaxe in one of your item slots, then both of those weapons gain the damage bonus.)

Peacekeeper Class Feature:

Identify Threat (Adventuring)

You know the weapon damage of any piece of weaponry you see, including natural weapons such as claws (Ask your GM). You also immediately know if a creature you see within 50m (5 zones) of you is concealing any weaponry and the weapon type.

(You can ask the GM one free weapon related question during your turn in combat)

Ranger Class Feature:

Scout Operative (Adventuring)

You can make all your detect skill rolls and navigation kit rolls with edge in your present environment type (urban, jungle, desert, etc), after spending 5 minutes in it. This bonus no longer applies after you have left the environment for 5 minutes.

RANK 2

Discipline Feature:

Spirit Burst: Multistrike (3 Spirit Tokens)

Launch a barrage of attacks to devastate your enemy.

After making a major attack, you can spend 3 spirit tokens to make additional major attacks as free action. You can make as many additional major attacks as you want, as long as you fulfil the spirit cost.

(Tips: Your allies can transfer their spirit tokens to you, allowing you to make more attacks)

RANK 3

Peacekeeper Class Feature:

Emergency Medication (Instant)

Your survival training is drilled into your muscle memory, allowing you to reflexively use recovery items in an emergency.

When you are downed and not knocked out, you can instantly use a recovery item of any grade in your inventory as free action (healing powder, refresh dust etc.). Alternatively, you can use a recovery item as free action when you start your turn downed but not knocked out.

When using recovery items with this feature, you do not gain the "medicated" condition, and you can ignore your "medicated" condition to benefit from the effect.

This feature can be used once and is reusable after taking a full rest.

Ranger Class Feature:

Adaptable Shot

Your mastery of ranged weaponry allows you to overcome their limitations.

You can attack targets in melee range with long ranged weapons without setback. Additionally, all your ranged attacks can curve, ignoring attack roll setbacks when attacking targets inside zones with covers.

RANK 4

Discipline Feature:

Weapon Drill +

(This feature augments the Weapon Drill feature with new functions)

You can now have 2 item slots worth of favoured weaponry at a time (increased from 1).

RANK 5

Discipline Feature:

Weapon Drill ++ (Instant)

(This feature augments the Weapon Drill+ feature with new functions)

You can switch between your favoured weapons at any instance as free action even out of your turn.

Peacekeeper Class Feature:

Identify Threat + (Adventuring)

(This feature augments the Identify Threat feature with new functions)

When you're examining a wound, you can immediately know if it's caused by a weapon and its type. You immediately recognise the weapon when you see it.

Ranger Class Feature:

Scout Operative + (Adventuring)

You only need the bare essentials to survive and have learned to pack light. You gain an additional item slot as long as you have this feature.

RANK 6

Peacekeeper Class Feature:

Emergency Medication + (Instant)

(This feature augments the Emergency Medication feature with new functions)

When receiving the effects of medicines, such as healing powder or refresh dust of any grade, your HP or MP recovery is increased by +10.

Ranger Class Feature:

Adaptable Shot +

(This feature augments the Adaptable Shot feature with new functions)

Using your major action, you can perform the run & gun action, allowing you to make a ranged attack and move, in whichever order you prefer. A target hit by this ranged attack cannot make an opportunity strike until the end of the turn.

RANK 7

Discipline Feature:

Weapon Drill +++

(This feature augments the Weapon Drill++ feature with new functions)

If your favoured weapon has either the Machinarm A or Machinarm B tag, add additional +2 to the weapon's base damage. This bonus stacks with the original Weapon Drill feature.

RANK 8

Discipline Feature:

Spirit Burst: Multistrike + (3 Spirit Tokens)

(This feature overwrites the Multistrike feature and doesn't stack with it.)

When you make your major attack, you can spend 3 spirit tokens to make additional major attacks. After spending the initial 3 spirit tokens, the cost of each subsequent Major Attack is reduced to 2 spirit tokens until the end of the turn. You can make as many additional major attacks as you want, as long as you fulfil the spirit cost.

You also get a temporary minor action for each multistrike you make, which you can use before or after the attack. An unused temporary minor action is forfeited if you make another multistrike or your turn ends.

BASIC DISCIPLINE CHAMPION

CLASS **TEMPLAR** **SAMURAI**

Advanced path: Commander Discipline or Paragon Discipline when you reach rank 4 in either of the classes above

Turn Speed: 6

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light, Medium & Heavy

Maneuver Mastery: Scuffle

FEATURES SUMMARY

RANK	TEMPLAR	SAMURAI
RANK 1	Classical Education Templar's Protection	Graceful Envoy Samurai's Protection
RANK 2	Arcane Attunement Attunement Slot +1 Warcasting	
RANK 3	Relentless Challenger	
RANK 4	SB: Aegis Shroud	
RANK 5	Classical Education + Templar's Protection +	Graceful Envoy + Samurai's Protection +
RANK 6	Attunement Slot +1 Warcasting +	
RANK 7	Relentless Challenger +	
RANK 8	SB: Aegis Shroud +	

GEAR TO LOOK OUT FOR

Weapon: Shield and other defensive weapons

Armor: Heavy Armor

Special Items: Soularms, Spiritarms and Heavy armors

Starting Items Suggestion

Templar

Item Slot Used: 4.5

Cred: 0

- Camping Gear (1)
- Climbing Kit (1)
- Healing Powder (0.5)
- Platemail (1)
- Shield (0.5)
- Longsword (0.5)

Samurai

Item Slot Used: 4.5

Cred: 0

- Camping Gear (1)
- Climbing Kit (1)
- Healing Powder (0.5)
- Platemail (1)
- Shield (0.5)
- Longsword (0.5)

RANK 1

Templar Class Feature:

Classical Education (Adventuring)

You are educated in the history of various nations & arts and had to be a member of the choir.

You can make Information skill rolls with edge to figure out the history of relics and ruins. You can also make artistry skill rolls with edge to sing or mimic sounds.

Templar's Protection

Defend and invigorate your ward.

Using your minor action, you can provide protection bonuses to a target creature other than yourself within 30m (3 zones) from you. The target gain +1 defense and +2 damage bonus for every instance of damage dealt. A target cannot benefit from the effects of multiple Templar's Protection even when it comes from multiple sources.

You can provide cover to only 1 target at a time. If you protect a new target, remove your protection on the previous.

Your protection lasts for 5 minutes (25 turns) or until the target moves out of your feature's 30m (3 zone) range.

Samurai Class Feature:

Graceful Envoy (Adventuring)

You are highly trained in the arts of diplomacy.

You are always able to identify the leader or highest ranked persons or monsters within 50m (5 zones) from you (Ask your GM). You can know the rank of monsters you can see (Normal, Captain or Boss) without needing to analyse them.

Samurai's Protection

Defend and guide your allies.

Using your minor action, you can provide protection bonuses to a target creature other than yourself within 30m (3 zones) from you. The target gain +1 defense and +1 combat roll bonus. A target cannot benefit from the effects of multiple Samurai's Protection even when it comes from multiple sources.

You can provide cover to only 1 target at a time. If you protect a new target, remove your protection on the previous.

Your protection lasts for 5 minutes (25 turns) or until the target moves out of your feature's 30m (3 zone) range.

RANK 2

Discipline Feature:

Arcane Attunement

You have received training in the manipulation of arcane elements.

You can attune to arcane elements, such as Fire, Water, Wood, Wind, Earth, Metal and other elements derived from their combination.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting

When you cast spells that enchant only yourself or your equipment, that spell cannot be disrupted by taking damage.

RANK 3

Discipline Feature:

Relentless Challenger

Challenge your target to a duel and punish it for turning its attention away from you.

When you attack with your melee weapon, you can place a Mark of Challenge on your target even if the attack misses.

When your marked target uses its action to attack or effect any target besides yourself, you can use your free action to make a major melee weapon attack on it after it completes its action. The marked target need to solely target you to evade the free attack.

You can only make one such attack per action your marked target uses, even if the marked target's attack or effect is directed at multiple targets.

You can only mark one target at a time. When a mark is placed on a new creature, the previous mark disappears.

RANK 4

Discipline Feature:

Spirit Burst: Aegis Shroud (2 Spirit Tokens) (Instant)

Protect your ward with a magical shroud and transfer the damage to yourself.

You can spend 2 spirit tokens at any time and use your free action to place an Aegis Shroud on your target. Additionally, you may also move you class' (Templar/ Samurai) protection feature to the target.

The next time the target affected by Aegis Shroud take any HP, MP or Resolve damage, the damage is absorbed by the shroud and allocated to you as HP damage. This allocated damage cannot be reduced.

The Aegis Shroud loses its effect after it has absorbed damage once or after 5 minutes (25 turns). Alternatively, you can dismiss this effect any any time with your free action.

RANK 5

Templar Class Feature:

Classical Education + (Adventuring)

(This feature augments the Classical Education feature with new functions)

You gain +1 to both your Information & Artistry skills.

Templar's Protection +

(This feature augments the Templar's Protection feature with new functions)

The target now gain +1 defense and +4 damage bonus for every instance of damage dealt. (Does not stack with previous version)

Samurai Class Feature:

Graceful Envoy + (Adventuring)

(This feature augments the Graceful Envoy feature with new functions)

You gain +1 to both your Psychology & Appeal skills.

Samurai's Protection +

(This feature augments the Samurai's Protection feature with new functions)

The target now gain +1 defense and +2 combat roll bonus. (Does not stack with previous version)

RANK 6

Discipline Feature:

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting +

(This feature augments the Warcasting feature with new functions)

You can use your minor action to enchant your weapon to make it deal the damage type of an element you're attuned to and change the damage method to Spell instead of Weapon. This feature overrides the weapon's damage type even if it was already enhanced by spells, but it retains the spell's bonuses. This feature lasts for 1 hour, you can dismiss this effect with your minor action.

RANK 7

Discipline Feature:

Relentless Challenger +

(This feature augments the Relentless Challenger feature with new functions)

If any unit's target is hit by your opportunity strike while moving, you can choose to cancel its movement and stop it in your zone. The action it used to move is expended and it cannot use its actions to move until the start of its next turn.

RANK 8

(Instant)

Discipline Feature:

Spirit Burst: Aegis Shroud + (2 Spirit Tokens)

(This feature augments the Aegis Shroud feature with new functions)

When a target affected by your Aegis Shroud takes any HP, MP or Resolve damage, the damage is absorbed by the shroud and you can allocate the damage to your HP and MP at any ratio. This allocated damage cannot be reduced.

BASIC DISCIPLINE

THAUMATURGIST

CLASS **HEALER** **CULTIST**

Advanced path: Paragon Discipline or Sage Discipline when you reach rank 4 in either of the classes above

Turn Speed: 2

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: Spell Catalyst, Light & Medium

Armor Mastery: Spell Garb

Maneuver Mastery: None

FEATURES SUMMARY

RANK	HEALER	CULTIST
RANK 1	Physician Potent Healing	Cosmic Attunement Attunement Slot +2 Seance Dogmatism
RANK 2		SB: War Chant
RANK 3		Cosmic Profiling
RANK 4		Cosmic Shift
RANK 5	Physician + Potent Healing +	Attunement Slot +2 Seance + Dogmatism +
RANK 6		Cosmic Profiling +
RANK 7		Cosmic Shift +
RANK 8		SB: War Chant +

GEAR TO LOOK OUT FOR

Weapon: Shield and one handed Spell Catalysts

Armor: None

Special Items: Special Spell catalysts

Starting Items Suggestion

Healer

Item Slot Used: 3.5

Cred: 0

- Camping Gear (1)
- Thaumaturgist Kit (1)
- 2 x Healing Powder (1)
- Totem (0.5)

Cultist

Item Slot Used: 3.5

Cred: 0

- Camping Gear (1)
- Thaumaturgist Kit (1)
- 2 x Healing Powder (1)
- Totem (0.5)

RANK 1

Discipline Feature:

Cosmic Attunement

You have received training in the manipulation of cosmic elements.

You can attune to cosmic elements, such as Order, Chaos and Astral.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Healer Class Feature:

Physician (Adventuring)

You have edge on Chemist Kit rolls. You can immediately know if a creature you see is sick or affected by any substance, ailment or spell, you know what caused it.

(Tip: Ask the GM whether any of the above is taking place)

Potent Healing

Improve the potency of your healing.

You can use a recovery item (such as healing powder) on a target without giving it the medicated condition or you can use a recovery item on an already medicated target. This feature can be used once and is reusable after taking a full rest.

Cultist Class Feature:

Seance (Adventuring)

When you touch the corpse or remains of a creature that is not an undead, you can use your minor action, and raise its lingering spirit to talk to it. The spirit is not necessarily cooperative and may be hostile towards you if it was already hostile towards you while the body was alive. This effect lasts for 10 minutes. This feature can be used once and is reusable after taking a long break.

Dogmatism (Instant)

Whenever your focus on a spell is disrupted, you can use your free action to instantly repay the MP cost of the spell & renew your focus. The duration of the spell is also renewed.

RANK 2

Discipline Feature:

Spirit Burst: War Chant (2 Spirit Tokens) (Instant)

Manipulate fate and turn crisis into opportunity.

This feature is only usable in critical situations.

When you see a friendly or willing target within 30m (3 zones) of you making a task or a combat roll, you can instantly spend 2 spirit tokens to ignore the result and let the target reroll its dice. The new roll ignores edge and setback, but the new result must be used. This burst can be used in succession if you have the Spirit Tokens to spend.

RANK 3

Discipline Feature:

Cosmic Profiling

Your deep knowledge of the cosmic elements allows you to enhance their prowess.

You ignore a target's resistance in your cosmic spell's damage, dealing full damage instead of half. (This feature does not override immunity)

RANK 4

Discipline Feature:

Cosmic Shift

Your familiarity in the pillars of cosmic elements allows you to swap your cosmic attunements in an emergency.

You can use your minor action to swap a cosmic element you're attuned with for another cosmic element. This feature can be used twice and is reusable after taking a full rest.

RANK 5

Discipline Feature:

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Healer Class Feature:

Physician + (Adventuring)

(This feature augments the Physician feature with new functions)

While taking a break, you can provide therapeutic care to other targets. Using the short/long break rule, you can spend your own resolve points to recover other characters' HP & MP.

Potent Healing +

(This feature overwrites the Potent Healing feature and doesn't stack with it.)

Whenever you recover the HP or MP of a target through spells, features or items, increase the result by +5.

Cultist Class Feature:

Seance + (Adventuring)

(This feature augments the Seance feature with new functions)

When you touch the corpse or remains of a creature that is not undead, you can use your minor action, and experience the last 5 minutes of its life. While you're experiencing this, you share all the dead creature's senses. This experience is so unsettling, you lose 2d6 + 8 MP whenever you use this feature.

Dogmatism + (Instant)

(This feature augments the Dogmatism feature with new functions)

You can focus on two ongoing spells at once. When your focus is disrupted, both spells lose their effects. You can repay the MP costs of the spells to renew your focus on one or both.

For example, you can have both Rigid Mind and Dissipate Force active at the same time.

RANK 6

Discipline Feature:

Cosmic Profiling +

(This feature augments the Cosmic Profiling with new functions.)

When a creature is weak to any of your cosmic elements spells, you deal it three times the damage instead of twice.

RANK 7

Discipline Feature:

Cosmic Shift +

(This feature augments the Cosmic Shift with new functions.)

You now have the option to use your minor action and spend 15MP to swap a cosmic element you're attuned with for another cosmic element.

RANK 8

Discipline Feature:

Spirit Burst: War Chant + (2 Spirit Tokens) (Instant)

(This feature augments the War Chant with new functions.)

This feature can now be used on enemies and other unwilling targets in combat and other critical situations.

BASIC DISCIPLINE

ARCANIST

CLASS **SPELLWEAVER** **GLAMOUR GUARD**

Advanced path: Sage Discipline or Martial Arcanist Discipline when you reach rank 4 in either of the classes above

Turn Speed: 3

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: Spell Catalyst & Light

Armor Mastery: Spell Garb

Maneuver Mastery: None

FEATURES SUMMARY

RANK	SPELLWEAVER	GLAMOUR GUARD
RANK 1		Arcane Attunement Attunement Slot +2
	Spell Sensitivity Arcane Reflow	Glamour Glamour Gear
RANK 2		SB: Quick Casting
RANK 3		Arcane Profiling
RANK 4		Arcane Shift
RANK 5		Attunement Slot +2
	Spell Sensitivity + Arcane Reflow +	Glamour + Glamour Gear +
RANK 6		Arcane Profiling +
RANK 7		Arcane Shift +
RANK 8		SB: Quick Casting +

GEAR TO LOOK OUT FOR

Weapon: Spell Catalysts

Armor: Elemental Cape & other Spell Garbs

Special Items: Spell catalysts

Starting Items Suggestion

Spellweaver

Item Slot Used: 3.5

Cred: 0

- Camping Gear (1)
- Arcanist Kit (1)
- 2 x Healing Powder (1)
- Staff (0.5)

Glamour Guard

Item Slot Used: 3.5

Cred: 0

- Camping Gear (1)
- Arcanist Kit (1)
- 2 x Healing Powder (1)
- Staff (0.5)

RANK 1

Discipline Feature:

Arcane Attunement

You have received training in the manipulation of arcane elements.

You can attune to arcane elements, such as Fire, Water, Wood, Wind, Earth, Metal and other elements derived from their combination.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Spellweaver Class Feature:

Spell Sensitivity (Adventuring)

You become highly sensitive to the flow of magical currents. You can sense any spells cast within 100m and the lingering effects of spells on any creatures or objects up to 30m away from you.

(Tip: Just ask the GM whether any of the above is taking place)

Arcane Reflow

You can redirect the flow of your own spells to prevent harming your allies.

None of the spells you cast can affect or deal damage to your allies unless you allow them to. This includes spells you are actively focusing on. They can even walk through stone walls and vegetation you created.

Glamour Guard Class Feature:

Glamour (Adventuring)

Magically dress yourself in a costume.

Using your minor action, you cocoon yourself in a ball of shimmering light and replicate the look of a costume you have seen before or designed yourself. This costume is a visual illusion and does not replace the armor and clothing you are wearing. It lasts for 1 hour or until you use your minor action to dispel it. You revert to your original clothing at the end of this effect.

Glamour Gear

Magically dress yourself in a combat costume.

Using your minor action, you manifest and wear your imagined combat costume in a flash of transmogrifying light. You gain 1 barrier token if you currently don't have any. You can choose to enter combat or other critical situations in your Glamour Gear with 1 barrier token.

While you are wearing your glamour gear, if you start your turn without any barrier tokens, then you gain one.

Glamour gear sheds dim light and tinkles as you move. All thievery skill and infiltration kit rolls are made with setback while you're wearing it.

Glamour gear is an illusion and does not replace the armor and clothing you are currently wearing. You revert to your original clothing at the end of this effect.

RANK 2

Discipline Feature:

Spirit Burst: Quick Casting (3 Spirit Tokens)

Break the limits of spellcasting.

By spending 3 spirit tokens as free action, you can use your minor action to cast spells that require Major Action to cast. The restriction on only casting two spells per turn still apply.

RANK 3

Discipline Feature:

Arcane Profiling

Your deep knowledge in the arcane elements allows you to enhance their prowess.

You ignore a target's resistance in your arcane spell's damage, dealing full damage instead of half. (This feature does not override immunity)

RANK 4

Discipline Feature:

Arcane Shift

Your familiarity in the cycles of arcane elements allows you to swap your arcane attunement in an emergency.

Using your minor action, you can swap an arcane element you're attuned with for another arcane element. This feature can be used twice and is reusable after taking a full rest.

RANK 5

Discipline Feature:

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Spellweaver Class Feature:

Spell Sensitivity + (Adventuring)

(This feature augments the Spell Sensitivity feature with new functions)

Your arcane sensitivity allows you to know whether a creature is a spellcaster at sight. You can also see any area that's being affected or monitored by magic even if the magic is invisible to the naked eye.

Arcane Reflow +

(This feature augments the Arcane Reflow feature with new functions)

Extend the range of your spells by 20m (2 zones). This only works with spells that originally have a range above 10m (1 zone).

Glamour Guard Class Feature:

Glamour + (Adventuring)

(This feature augments the Glamour feature with new functions)

When you use your minor action to dress yourself in a costume, you can also adjust your physical appearance to resemble a person you're imagining. Alternatively, you can transform into a person you are looking at within 30m (3 zones) of you. By doing so, you replicate the person's biometrics perfectly, including fingerprint and iris patterns. This transformation lasts for 1 hour or until you use your minor action to dismiss it.

Glamour Gear + (Instant)

(This feature augments the Glamour Gear feature with new functions.)

While you are wearing your glamour gear, you also get +1 bonus to your defence.

Using your minor action, you can instantly swap the Spell Garb or Attire you're wearing with another one in your inventory. This feature can be used three times and is reusable after taking a full rest.

RANK 6

Discipline Feature:

Arcane Profiling +

(This feature augments the Arcane Profiling with new functions.)

When a creature is weak to any of your arcane elements spells, you deal it three times the damage instead of twice.

RANK 7

Discipline Feature:

Arcane Shift +

(This feature augments the Arcane Shift feature with new functions)

You now have the option to use your minor action and spend 15MP to swap a arcane element you're attuned with for another arcane element.

RANK 8

Discipline Feature:

Spirit Burst: Quick Casting + (3 Spirit Tokens)

(This feature overwrites the Quick Casting feature and doesn't stack with it.)

By spending 3 spirit tokens as free action, you can use your minor action to cast spells that require Major Action to cast. Instead of being limited to casting 2 spells per turn, you can now cast 3 until the end of the turn.

BASIC DISCIPLINE

MARTIAL ARTIST

CLASS **DRAGON SOUL** **TANGLING ROSE**

Advanced path: Weapon Master or Martial Arcanist when you reach rank 4 in either of the classes above

Turn Speed: 7

Movement: 20m (2 zone / minor action)

Max Movement: 40m (4 zone / turn)

Defense: 7 + Mastery

Physical Fortitude: 7 + Mastery

Mental Fortitude: 7 + Mastery

Weapon Mastery: None

Armor Mastery: Unarmored Toughness

Maneuver Mastery: Scuffle & Cheap Shot

FEATURES SUMMARY

RANK	DRAGON SOUL	TANGLING ROSE
RANK 1		Martial Arts Martial Arts Combo Sense Aura Ki Blast
RANK 2		SB: Clear Mind
RANK 3		Wind Step
RANK 4		Martial Arts +
RANK 5		Martial Arts Combo + Sense Aura + Ki Blast +
RANK 6		Martial Arts ++
RANK 7		Wind Step +
RANK 8		SB: Clear Mind +

GEAR TO LOOK OUT FOR

Weapon: None, use the free slots to carry more toolkits or consumables

Armor: Unarmored Toughness

Special Items: Martial Manuals

Starting Items Suggestion

Dragon Soul

Item Slot Used: 4.5

Cred: 20

- Camping Gear (1)
- Infiltration Kit (1)
- Thaumaturgist Kit (1)
- 3 x Healing Powder (1.5)

Tangling Rose

Item Slot Used: 4.5

Cred: 20

- Camping Gear (1)
- Infiltration Kit (1)
- Thaumaturgist Kit (1)
- 3 x Healing Powder (1.5)

RANK 1

Discipline Feature:

Martial Arts

Your training in the martial arts enhances the destructive power of your unarmed combat.

Your unarmed combat rolls are considered as martial arts combat rolls and you have mastery in them. (You can use your mastery bonus).

Your base martial arts damage is 4 HP. When you deal damage with your unarmed combat attacks, you can choose to deal the attack's original damage (1 blunt HP damage) or your martial arts damage. The damage type is the same as your unarmed combat attack (blunt).

(Tip: All disciplines have mastery in unarmed combat.)

Martial Arts Combo

After making a martial arts attack with your major action, you can use your minor action to make a follow up unarmed combat attack. This feature also applies to other discipline's martial arts attacks. You can make only 1 follow up attack. You can make more follow up attacks when you get the Improved Martial Arts Combo feature.

Dragon Soul Class Feature:

Sense Aura (Adventuring)

Using your minor action, you can sense the aura of all living creatures within 30m (3 zones) of you, even if they're hidden behind objects. This feature lasts for 12 seconds (1 round). You roughly know the number of creatures, their sizes and general location (The zones they're in), but invisible creatures remain invisible to you. Construct creature types are undetectable by this feature.

Ki Blast

Your exceptional control over your ki allows you to throw devastating energy blasts.

While you have a free hand, you can make medium ranged ki blast attacks to replace your unarmed combat attacks. This attack is a martial arts attack and you deal your martial arts damage. The damage type is order and has 10m (1 zone) range.

Tangling Rose Class Feature:

Winding Ways (Adventuring)

You have edge when making task rolls against hazards, including neutralising those hazards. This feature can be used three times and is reusable after taking a full rest.

Tangling Hands

Your study of joint locks and geometry allows you to bind your enemy as you attack them.

Whenever you successfully hit a target in the same zone as you with a martial arts attack, you can choose to reduce the damage you deal by half (rounded down) and grapple or latch onto the target unit immediately, as long as it's eligible unit.

Your damage is increased by +2 when attacking a target you're grappling or latching onto.

Additionally, when an opponent's attack misses you, you can choose to make the attack to hit one of the targets you're grappling or latching onto. The target takes the base damage of the attack and any associated bonus damages, but the excess damage is ignored. This redirection also work with attacks made by targets you are currently grappling or latching onto, making it hit itself with its missed attack.

RANK 2

Discipline Feature:

Spirit Burst: Clear Mind (2 Spirit Tokens)

By cleansing your mind from worldly distractions, you gain heightened reflexes and combat insights.

On your turn, you can spend 2 spirit tokens as a free action to gain +1 to your martial arts combat rolls, defence, physical fortitude and mental fortitude. This effect lasts for 5 minutes (25 rounds).

Additionally, while this feature is active, any damage you deal that results from your martial arts combat rolls can't be reduced by barriers.

RANK 3

Discipline Feature:

Wind Step

Your mastery over the cosmic forces allows you to manipulate your mass and challenge the laws of physics around you.

You can run up steep slopes and vertical walls with ease, allowing you to ignore such obstacles. You start falling at the end of the turn or after you have moved as far as your maximum movement speed allows.

RANK 4

Discipline Feature:

Martial Arts +

(This feature augments the Martial Arts feature with new functions)

Your base martial arts damage is now 6 HP (Blunt).

(Replaces the 4 damage of your Martial Arts feature).

RANK 5

Discipline Feature:

Martial Arts Combo +

(This feature augments the Martial Arts Combo feature with new functions)

The maximum number of follow up attacks you can make with your martial arts combo is now 2. You need to expend a minor action for each combo attack. This feature also increases the number of Martial Arcanist's combo to 2. (Does not stack with previous features)

Dragon Soul Class Feature:

Sense Aura + (Adventuring)

(This feature augments the Aura Sense feature with new functions)

Using your minor action, you gain astral sight for 12 seconds (1 round). Astral sight grants you the ability to see through material objects up to 30m (3 zones) away and see any invisible objects and creatures.

Ki Blast +

(This feature augments the Ki Blast feature with new functions)

Using your minor action, you can build up your internal ki reserve and increase the damage of your single next martial arts attack. For each minor action you expend, increase your base martial arts damage by +6 and the range of your ki blast is increased by +10m (1 zone). This build up can be stacked up to three times, to a maximum of +18 base damage and +30m (3 zones). This effect disappears after you make your martial arts attack regardless of whether it hits, or after 1 minute (5 rounds).

Tangling Rose Class Feature:

Winding Ways + (Adventuring)

(This feature augments the Winding Ways feature with new functions)

You can latch onto any solid surface and move on them as easily as a spider. You can even stand upside down on a ceiling.

Tangling Hands +

(This feature augments the Tangling Hands feature with new functions)

Targets 2 size categories larger than you are no longer immune to the negative effects of your grapple. (If your size is medium, you can now grapple Xtra large targets).

Manuevers made against you are made with setback.

Whenever you attack a target you are grappling or latching onto, you can choose to make a simultaneous attack against all targets you are grappling or latching onto.

RANK 6

Discipline Feature:

Martial Arts ++

(This feature augments the Martial Arts + feature with new functions.)

Your base martial arts damage is now 8 HP (Blunt).

(Replaces the damage of your Martial Arts and Superior Martial Arts feature)

RANK 7

Discipline Feature:

Wind Step +

(This feature augments the Wind Step feature with new functions.)

When you use your minor action to move, you temporarily gain "flight" by stepping on air. You lose your "flight" and fall at the end of the turn or after you have moved as far as your maximum movement range allows. All fall damage you receive is halved.

You can also use your minor action to reduce your body weight to the weight of a feather until the start of your next turn. When your body weight is reduced by this feature, you don't take fall damage and can stand on the surface or water or a leaf on a branch.

RANK 8

Discipline Feature:

Spirit Burst: Clear Mind + (1 Spirit Token) (Instant)

(This feature overwrites the Clear Mind feature and doesn't stack with it.)

You can now instantly activate this spirit burst before you take your first turn using your free action. The cost of this has also been reduced to 1 spirit token. You can also do this even if you're surprised.

You gain +1 to your martial arts combat rolls, defence, physical fortitude and mental fortitude. This effect lasts for 5 minutes (25 rounds).

Additionally, while this feature is active, any damage you deal that results from your martial arts combat rolls can't be reduced by barriers.

BASIC DISCIPLINE

BRUTE

CLASS **BERSERKER** **SPARTAN**

Advanced path: Assassin Discipline or Dominion Discipline when you reach rank 4 in either of the classes above

Turn Speed: 5

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery or 7 + Mastery (U. Toughness)

Physical Fortitude: 5 + Mastery

Mental Fortitude: 3 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light, Medium & Unarmored Toughness*

Maneuver Mastery: Scuffle

**When your primary class is a brute discipline class. You can choose to not wear any armor and gain the defense & HP benefits of unarmored toughness.*

FEATURES SUMMARY

RANK	BERSERKER	SPARTAN
RANK 1	Bear Power Violent Interpose	SB: Endure Adrenaline Rush Defensive Interpose
RANK 2		No Pain No Gain
RANK 3		Scuffle Expert
RANK 4		SB: Brutal Rage
RANK 5	Bear Power +	Monstrous Strength Adrenaline Rush +
RANK 6	Violent Interpose +	Defensive Interpose +
RANK 7		Scuffle Expert +
RANK 8		SB: Brutal Rage +

GEAR TO LOOK OUT FOR

Weapon: Heavy & Xtra Heavy Melee weapons for Berserker, shield for Spartan

Armor: Medium Armor for Berserker, Unarmored Toughness for Spartan

Special Items: Weapons & Shields

Starting Items Suggestion

Berserker

Item Slot Used: 4.5

Cred: 15

- Camping Gear (1)
- Navigation Kit (1)
- Healing Powder (0.5)
- Thick Hide Armor (1)
- Greataxe (1)

Spartan

Item Slot Used: 4.5

Cred: 15

- Camping Gear (1)
- Navigation Kit (1)
- 3x Healing Powder (1.5)
- Shield (1)
- Javelin (1)

RANK 1

Discipline Feature:

Spirit Burst: Endure (1 Spirit Token)

Whenever you receive an instance of HP damage, you can spend 1 spirit to reduce the damage you receive by half, rounded down. You can't reduce the damage to below 1.

Berserker Class Feature:

Bear Power (Adventuring)

Hone your brute strength to greater heights. You have edge on all your brute skill rolls.

Violent Interpose (Instant)

Jump in front of an assailant and take the attack.

When a target within 10m (1 zone) of you attacks you or your allies, you can instantly use your minor action to leap into the attacker's zone and redirect the attack to yourself. The attacker has to target you now, if you're not the original target. This traversal method neither count towards your maximum movement range nor provoke opportunity strike.

After the attack is made, regardless whether it hits you, the attacker takes half of your wielded melee weapon's damage.

This feature can be used out of your own turn and you can also use it on yourself when you're attacked. It does not work against effect rolls or simultaneous attack rolls.

You also immediately gain 1 spirit point when you use this feature.

Spartan Class Feature:

Adrenaline Rush (Adventuring)

Your training made you a supreme athlete. You have edge on all your sports skill rolls.

Defensive Interpose (Instant)

Jump in front of an attacked ally and take the attack yourself.

When an ally within 10m (1 zone) of you is being attacked, you can instantly use your minor action to gain +1 defense bonus and leap into your ally's zone to redirect the attack to yourself. The attacker has to target you now, if you're not the original target. Alternatively, you can use this feature on yourself if you're the target of an attack. This traversal method neither count towards your maximum movement range nor provoke opportunity strike.

This feature can be used out of your own turn and

you can also use it on yourself when you're attacked. It does not work against effect rolls or simultaneous attack rolls.

You also immediately gain 1 spirit point when you use this feature.

RANK 2

Discipline Feature:

No Pain No Gain

Nothing is more invigorating than pain in battle! Whenever you receive HP damage, you gain 1 spirit.

(Tip: When an attack misses you, you can choose to take 1 damage instead, ignoring the excess damage.)

RANK 3

Discipline Feature:

Scuffle Expert

You developed keen knowledge in the application of strength and violence.

All scuffle maneuvers targetting you are made with setback.

RANK 4

Discipline Feature:

Spirit Burst: Brutal Rage (3+ Spirit Tokens)

(This feature overwrites the default Spirit Burst: Rage feature and doesn't stack with it.)

You have learned to channel your battle fever into greater rage.

When you damage a target, you can spend spirit points to increase the damage you deal. For every spirit point you spend, you increase the damage you deal by 3 points. The minimum amount of spirit you need to spend to use this spirit burst feature is 3 spirits.

RANK 5

Discipline Feature:

Monstrous Strength

Increase your primary class' weapon mastery by 1 weight class. For example, if you have mastery in heavy weaponry, you gain mastery of Xtra heavy weapons. Except for Xtra heavy weapons, you can now wield all two-handed melee weapons you have mastery in with only 1 hand.

Berserker Class Feature:

Bear Power + (Adventuring)

(This feature augments the Bear Power feature with new functions)

You gain +2 bonus to your brute skill rolls.

Spartan Class Feature:

Adrenaline Rush + (Adventuring)

(This feature augments the Adrenaline Rush feature with new functions)

You gain +2 bonus to your sports skill rolls.

RANK 6

Berserker Class Feature:

Violent Interpose + (Instant)

(This feature augments the Violent Interpose feature with new functions)

You can now leap up to 20m (2 zones) into an attacking opponent's zone.

Spartan Class Feature:

Defensive Interpose + (Instant)

(This feature augments the Defensive Interpose feature with new functions)

Anytime an ally within 30m (3 zones) of you is being targetted by an attack, you can instantly use your minor action to gain +1 defense bonus and throw the shield you're wielding in front of that target. You do not lose the defense bonus from your shield when it's thrown using this feature.

The target's defense is temporarily raised to be the same as yours, if your defense is higher. If the target you're defending with this feature receives HP damage, you can use your Spirit Burst: Endure feature to reduce the damage received.

Your shield boomerangs back to you after using this feature.

This feature does not work against attacks and spells that target zones or simultaneous attacks. You also immediately gain 1 spirit point when you use this feature.

RANK 7

Discipline Feature:

Scuffle Expert +

(This feature augments the Scuffle Expert feature with new functions)

You have edge on your scuffle maneuvers.

RANK 8

Discipline Feature:

Spirit Burst: Brutal Rage + (3+ Spirit Tokens)

(This feature overwrites the Brutal Rage feature and doesn't stack with it.)

When you damage a target, you can spend spirit tokens to increase the damage you deal. For every spirit token you spend, you increase the damage you deal by 5 points. The minimum amount of spirit you need to spend to use this spirit burst feature is 3 spirits.
tokens

BASIC DISCIPLINE

TRICKSTER

CLASS **ROGUE** **BARD**

Advanced path: Assassin Discipline or Mirage Discipline when you reach rank 4 in either of the classes above

Turn Speed: 8

Movement: 10m (1 zone / minor action)

Max Movement: 40m (4 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 7 + Mastery

Weapon Mastery: Spell Catalyst, Light & Medium

Armor Mastery: Light

Maneuver Mastery: Cheap Shot

FEATURES SUMMARY

RANK	ROGUE	BARD
RANK 1	Master Thievery Dual Wielding Mastery	Sharp Remark Rally
RANK 2		Arcane Attunement Attunement Slot +1 Warcasting Dual Wielding Mastery + Rally +
RANK 3		Break Focus
RANK 4		SB: Cancel Action
RANK 5	Master Thievery + Mirror Weapon	Sharp Remark + Elemental Muse
RANK 6		Attunement Slot +1 Warcasting +
RANK 7		Break Focus +
RANK 8		SB: Cancel Action +

GEAR TO LOOK OUT FOR

Weapon: Dual Wield & one handed weapons for Rogue and Spell Catalysts for Bards

Armor: Light Armor

Special Items: Spell Catalysts, Soularms and Spiritarms

Starting Items Suggestion

Rogue

Item Slot Used: 4.5

Cred: 0

- Camping Gear (1)
- Impersonation Kit (1)
- Healing Powder (0.5)
- Padded Silk (1)
- 2x Short Sword (1)

Bard

Item Slot Used: 4.5

Cred: 25

- Camping Gear (1)
- Impersonation Kit (1)
- Healing Powder (0.5)
- Padded Silk (1)
- Longbow (1)

RANK 1

Rogue Class Feature:

Thief's Instinct (Adventuring)

Your art of thievery is honed to greater heights.

By spending a minor action, you find all the traps, hidden doors or other secret contraptions within 30m (3 zones) radius around you.

This feature can be used once and it's reusable after taking a full rest.

Dual Wielding Mastery

Your skill in dual wielded weaponry is unparalleled.

When dual wielding, you can choose to calculate your base defense as 7 + Mastery. Additionally, you do not need to use your minor action to make a follow up attack with your secondary weapon.

Bard Class Feature:

Sharp Remark (Adventuring)

Encourage a creature to perform its task better.

Using your minor action, you can instantly allow a creature to make its task roll with edge. That creature must be within 30m (3 zones) of you and can see or hear you. You can make 3 sharp remarks and you regain all uses after taking a full rest.

Rally

Sing, play an instrument or say words of encouragement to lift a combatant's spirit.

While on your turn, you can use your minor action to grant 1 spirit token to a target of your choice besides yourself. You can't grant more than 1 spirit token to a target per turn.

RANK 2

Discipline Feature:

Arcane Attunement

You have received training in the manipulation of arcane elements.

You can attune to arcane elements, such as Fire, Water, Wood, Wind, Earth, Metal and other elements derived from their combination.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting

When you cast spells that enchant only yourself or your equipment, your focus cannot be disrupted by taking damage.

Rogue Class Feature:

Dual Wielding Mastery +

(This feature augments the Dual Wielding Mastery feature with new functions)

While you're dual-wielding and applying an enchantment spell on your primary weapon, you can choose to apply the same effect to your secondary weapon at no cost.

Bard Class Feature:

Rally +

(This feature augments the Rally feature with new functions)

Every time you use your Rally feature, you also gain a spellglyph.

RANK 3

Discipline Feature:

Break Focus

Apply disruptive tricks into your combat style.

When you deal any amount of HP or MP damage to a creature that is focusing on a spell or other effects, you can choose to end the focus.

RANK 4

Discipline Feature:

Spirit Burst: Cancel Action (3 Spirit Tokens)

Disrupt and stop an enemy's action by tactically throwing an object at it.

(Instant)
You can spend 3 spirit tokens at any instant as a free action to throw a throwable weapon or object small enough to hold in one hand to try to cancel the action of a target within 30m (3 zones) of you. Make a medium ranged attack roll on the target with your thrown weapon or any throwable object. You have mastery on the attack.

If your attack hits, the target takes no damage but its action is cancelled and expended. The target's resources for the action such as MP, Danger Token or items are refunded since the action is cancelled. The target can't make the same type of action, (such as attacking, spellcasting or moving) again for the rest of the turn.

RANK 5

Rogue Class Feature:

Thief's Instinct + (Adventuring)

(This feature augments the Master Thievery feature with new functions)

You gain +2 bonus to your Thievery skill rolls.

Mirror Weapon

You can create a spectral duplicate of a weapon you are holding in one hand and dual wield them.

Using a minor action, you can instantly create a duplicate of a weapon you hold in one hand in your other hand. This also means that you can dual wield any weapon that doesn't require two hands to wield. The copy appears mirror-flipped and it will disappear the moment it leaves your hand. A copied magical weapon only retains the original's combat roll bonus, base damage, damage type and nothing else.

Bard Class Feature:

Sharp Remark + (Adventuring)

(This feature augments the Sharp Remark feature with new functions)

Instead of using your sharp remark to encourage, you can use it to instantly distract a creature within 30m (3 zones) of you. That creature has setback on its task roll.

Elemental Muse

Employ elemental muses' service to temporarily attune to an additional element.

Using a minor action, you can temporarily attune to a single basic arcane or cosmic element for 1 hour for the purpose of spellcasting. This temporary attunement does not increase your Max MP. This feature can be used once and is reusable after taking a long break or full rest.

RANK 6

Discipline Feature:

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting +

(This feature augments the Warcasting feature with new functions)

You can use your minor action to enchant your weapon to make it deal the damage type of an element you're attuned to and change the damage method to Spell instead of Weapon. This feature overrides the weapon's damage type even if it was already enhanced by spells, but it retains the spell's bonuses. This feature lasts for 1 hour, you can dismiss this effect with your minor action.

RANK 7

Discipline Feature:

Break Focus +

(This feature augments the Break Focus feature with new functions)

Attacks you make on a target that's focusing on a spell are made with edge.

RANK 8

Discipline Feature:

(Instant)

Spirit Burst: Cancel Action + (3 Spirit Tokens)

(This feature augments the Cancel Action feature with new functions)

The Cancel Action attack roll you make with this feature is made with edge.

BASIC DISCIPLINE

CHANNELER

CLASS **PHANTASMANCER** **TALISMANCER**

Advanced path: Dominion Discipline or Mirage Discipline when you reach rank 4 in either of the classes above

Turn Speed: 4

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 5 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: None

Armor Mastery: Light

Maneuver Mastery: Cheap Shot

FEATURES SUMMARY

RANK	PHANTASMANCER	TALISMANCER
RANK 1	Command Eidolon	
	Phantasm Mastery Phantasm Combat	Talisman Spirit Mastery Spirit Combat
RANK 2	SB: Quick Command	
RANK 3	Flurry Attack	Spirit Combat +
RANK 4	Defender Eidolon	
RANK 5	Phantasm Mastery + Flurry Attack +	Talisman Spirit Mastery + Spirit Combat ++
RANK 6	Defender Eidolon +	
RANK 7	Flurry Attack ++	Spirit Guardian
RANK 8	SB: Quick Command +	

GEAR TO LOOK OUT FOR

Weapon: None, use the free slots to carry more toolkits or consumables

Armor: Light Armor

Special Items: Eidolon Vessels

Starting Items Suggestion

Phantasmancer

Item Slot Used: 4.5

Cred: 10

- Camping Gear (1)
- Chemist Kit (1)
- Climbing Kit (1)
- Healing Powder (0.5)
- Padded Silk (1)
- Eidolon Band (0)

Talismancer

Item Slot Used: 4.5

Cred: 10

- Camping Gear (1)
- Chemist Kit (1)
- Climbing Kit (1)
- Healing Powder (0.5)
- Padded Silk (1)
- Eidolon Band (0)

RANK 1

Discipline Feature:

Command Eidolon

Channelers fight by commanding spiritual manifestations called eidolons. Your eidolon's form and abilities are tied to the Channeler class you choose.

While you're in contact with its vessel, you can use your action to telepathically order it to follow any of these basic commands:

Minor action

- Summon your eidolon out of its vessel to appear in any zones within its summoning range without attacking. You can also teleport any eidolon on field back into into any zones within its summoning range.
- Dismiss your eidolon, returning it to its vessel.
- Move your eidolon according to its movement distance.

Major action

- Summon your eidolon into a zone within its summoning range and attack a target within its attack range. Your eidolon's attack roll is (2d6 + Your Mastery + any relevant combat bonuses you have).
- Attack with your eidolon.
- When attacking incorporeal enemies without HP, your eidolon's HP damage is converted to MP damage. (See class feature for damage)

You have mastery in eidolon combat rolls. Eidolons can make opportunity strikes at opponents leaving the zone they occupy.

Eidolons can't move out of their operating range, which is centred on their vessel. It will automatically return to its vessel instantly if either you or the eidolon leaves its operating range or the vessel is no longer in contact with your body.

When your eidolon is not on the field, it resides within an eidolon vessel. Any metallic object can be turned into an Eidolon vessel, as long as you spend ten minutes during your long break or full rest holding and focusing on it. Many eidolon users turn mundane items such as bracelets, necklaces or spectacles into eidolon vessels. Some even choose highly impractical objects such as motor vehicles.

You can only have one eidolon vessel at a time and it needs to stay in constant contact with your body to allow you to command your eidolon. Multiple eidolons can reside within the vessel. You can also buy secondary eidolon vessels to enhance your eidolons' functions.

Phantasmancer Class Feature:

Phantasm Mastery (Adventuring)

Your eidolon's class is called phantasm and you can only have 1 phantasm at a time. A phantasm is an invisible and incorporeal medium sized hovering spirit that can pass through walls and solid objects. Consequently, it can't carry or touch objects. You may also turn it semi-transparent at any instant using free action.

Using your minor action, you can see and hear through its senses for 12 seconds (1 round). It has the same sense of vision and hearing as you.

Phantasm Combat

- **Summoning range:** 10m (1 zone) from eidolon vessel
- **Operating range:** 10m (1 zone) from eidolon vessel
- **Movement:** 10m (1 zone)
- **Attack range:** 0 (melee)
- **Damage:** 4 HP Astral Eidolon
- **HP:** 0, Defence & fortitudes: same as the channeler. It's immune to HP & MP damage.
- You have edge with your phantasm's eidolon combat rolls unless the target has astral vision or other means of detecting invisible creatures.
- Phantasms are incorporeal and immune to damage and effects.
- Whenever you move voluntarily, your phantasm can also move the same distance as you as free action.

Talismancer Class Feature:

Talisman Spirit Mastery (Adventuring)

Your eidolon's class is called talisman spirits, you can create as many copies of them as you can summon. Talisman spirits are small corporeal landbound elemental creatures. Their intelligence is equivalent to trained dogs or monkeys. You can order them to do small tasks such as pushing buttons or carrying half an item slots' worth of objects or up to 1kg in weight. They have 3 Agility and 0 on all other statistics.

Spirit Combat

- **Summoning Limit:** 2 talisman spirit summoned at a time.
- **Summoning range:** 10m (1 zone) from eidolon vessel
- **Operating range:** 100m (10 zones) from eidolon vessel
- **Movement:** 10m (1 zone)
- **Attack range:** 0 (melee)
- **Damage:** 4 HP (chosen element) Eidolon
- **HP:** 1, Defence & fortitudes: same as the channeler.

It's immune to HP & MP damage of the same element type.

- When your talisman spirit's HP is reduced to 0, it vanishes back into its vessel.
- When you summon a talisman spirit, you can choose its element from the following choices: fire, water & wood. The damage type it deals is the same as its element and it is immune to damage of the same elemental.
- When you deal damage to a target with your talisman spirit, it latches onto the target and will move along with it, until you order it to attack another target. At the end of your turn, roll 1d6. Targets take that much HP Eidolon damage for each spirit latched on to it. The damage type is the same as your talisman spirit's element.
- You can use your minor action to change the element of a summoned talisman spirit.

RANK 2

Discipline Feature:

Spirit Burst: Quick Command (3 Spirit Tokens)

Your mind turns at double speed, allowing you to make an extra command to your eidolon.

By spending 3 spirit tokens as free action on your turn, you have a temporary Major Action that you use to command your eidolon with.

RANK 3

Phantasmancer Class Feature:

Flurry Attack

Your lightning fast phantasm utilises the opening in your target's defense to overwhelm it with a flurry of attacks.

- When your phantasm deals excess damage, the excess damage is multiplied by 2.

Talismancer Class Feature:

Spirit Combat +

(This feature augments the Spirit Combat + feature with new functions)

You have mastered the art of summoning talisman spirits of all basic arcane elements types.

- You can now summon talisman spirits of wind, earth and metal elements.

RANK 4

Discipline Feature:

Defender Eidolon

Your eidolons have learned to be reactive, even

defending you from attacks.

When any of your eidolons is in the same zone as you, you receive +1 bonus to your defense. This feature does not stack even if you have multiple eidolons in the same zone.

(This feature also works with eidolons you acquired from other class & disciplines)

RANK 5

Phantasmancer Class Feature:

Phantasm Mastery (Adventuring)

(This feature augments the Phantasm Mastery feature with new functions)

When you see through your phantasm, you gain astral sight.

Flurry Attack +

(This feature overwrites the Flurry Attack feature and doesn't stack with it.)

- When your phantasm deals excess damage, the excess damage is multiplied by 3
- You gain +1 bonus to eidolon combat roll when attacking with your phantasm.

Talismancer Class Feature:

Talisman Spirit Mastery (Adventuring)

(This feature augments the Talisman Spirit Mastery feature with new functions)

Your talisman spirits can now fly and carry up to one item slot worth of objects or up to 5kg in weight.

Spirit Combat ++

(This feature augments the Spirit Combat + feature with new functions)

- You can now have up to a maximum of 3 talisman spirits summoned at a time.
- You can now summon talisman spirits of lightning, toxic and ice elements.
- A target latched on by a talisman spirit now takes 1d6 +4 damage at the end of your turn.

RANK 6

Discipline Feature:

Defender Eidolon + (Instant)

(This feature augments the Defender Eidolon feature with new functions)

At the start of a critical situation, while establishing your position, you can summon one of your eidolons into a zone within its summoning range using your free action.

Additionally, you can use your minor action at any time,

even outside of your turn, to instantly command your eidolon. This feature suspends all other actions and events until you finish commanding your eidolon.

(This feature also works with eidolons you acquired from other class & disciplines)

RANK 7

Phantasmancer Class Feature:

Flurry Attack ++

(This feature overwrites the Flurry Attack + feature and doesn't stack with it.)

- When your phantasm deals excess damage, the excess damage is multiplied by 4
- You gain +1 bonus to eidolon combat roll when attacking with your phantasm. (Does not stack with previous version)
- When your phantasm deals damage, you can choose to deal order or chaos damage types instead of astral.

Talismancer Class Feature:

Spirit Guardian

- You can use all your summoning power to summon a single powerful medium sized spirit guardian of any arcane element. The moment you summon a spirit guardian, your talisman spirits will disappear and vice versa.
- **Summoning Limit:** 3 talisman spirit summoned at a time or just 1 spirit guardian.

Spirit guardian operate in the same was as talisman spirits do except for the following changes:

- Spirit guardians, can hold up to one itme slot worth of items or carry 100kg worth of load. It has 5 strength and 0 on all other attributes.
- **Attack range:** 0 (melee)
- **Damage:** 8 HP (chosen element)
- A target latched on by your spirit guardian takes 2d6 +4 damage at the end of your turn. The damage type is the same as your guardian's element.
- You can use your minor action to change the element of a spirit guardian.
- **HP:** 20, Defence & fortitudes: same as the channeler. It's immune to HP damage of same element and MP damage.
- When your Spirit Guardian's HP is reduced to 0, it vanishes.

RANK 8

Discipline Feature:

Spirit Burst: Quick Command + (3 Spirit Tokens) **(Instant)**

(This feature overwrites the Quick Command feature and doesn't stack with it.)

You can spend 3 spirit tokens as free action at any instant, even out of your turn to gain a temporary Major Action that you can instantly use to command your eidolon with. This feature suspends all other actions and events until you finish commanding your eidolon. Using this feature to impact or attack a target does not automatically cancel out or expend the target's action, unless that target is knocked out or made unable to execute its action one way or another.

ADVANCED DISCIPLINE

WEAPON MASTER

CLASS

DUELIST

DEADSHOT

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Soldier Discipline or Martial Artist Discipline classes

Turn Speed: 5

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light, Medium

Maneuver Mastery: Scuffle & Cheap Shot

FEATURES SUMMARY

RANK	DUELIST	DEADSHOT
RANK 1		Martial Weaponry
	Battle Instinct Duelling Stance	Clear Vision Trick Shot
RANK 2		Eagle Eyes
RANK 3		Seen It All
RANK 4		SB: Skill Over Luck
RANK 5	Battle Instinct + Counter Stance	Clear Vision + Trick Shot +
RANK 6		Eagle Eyes +
RANK 7		Seen It All +
RANK 8		SB: Skill Over Luck +

GEAR TO LOOK OUT FOR

Weapon: Heavy melee weapons for Duelist, guns for Deadshot

Armor: Medium Armor

Special Items: Soularms, Spiritarms, Machinarms, Medium Armor

RANK 1

Discipline Feature:

Martial Weaponry

Weapons you have mastery in become part of your martial arts repertoire.

Your weapon combat rolls are considered as martial arts combat rolls and you have mastery in them. (You can use your mastery bonus).

Your base martial arts damage is 4 HP. When you deal damage with your weapon, you can choose to deal the weapon's damage or your martial arts damage. The damage type is the same as your weapon.

(This feature can be enhanced by martial arts features from other disciplines.)

Duelist Class Feature:

Battle Instinct (Adventuring)

Gauge other creature's willingness to fight.

By looking into the eyes of a creature within 10m (1 zone) of you for 12 seconds (1 round), you will know if that creature will fight you or flee if you ready yourself to fight it.

Duelling Stance

Assume a duelling stance to optimize your melee attack's lethality.

When you make a melee attack at a target, but before your roll your dice, you can use your minor action to swiftly assume a duelling stance. Double the damage of the first instance of damage you deal with that attack.

This effect wears off after you make your attack regardless whether you hit or miss. You can only use this feature once per turn.

Deadshot Class Feature:

Clear Vision (Adventuring)

Your highly trained eyesight reveals more information to you.

You roll with edge to detect things by sight. All of your ranged attacks against stationary targets that are not part of an enemy unit are made with edge.

Trickshot

Curve or bounce projectiles to hit multiple targets with one shot.

You can use a minor action to mark two separate targets of your choice. When you make your next ranged attack, your projectile can curve and ignore zone covers to home into your marked targets in your preferred sequence as long as they're within the range of your weapon.

Make a simultaneous ranged attack roll against all the marked targets.

You can mark a horde unit target up to two times, counting each mark as separate targets.

The marks disappear after you make an attack. You can also use your free action to unmark your targets at any time. You can only use this feature once per turn.

(To make a simultaneous ranged attack roll, make one attack roll and compare it against the defences of the marked targets individually. (see multi-target attack rules for more)

RANK 2

Discipline Feature:

Eagle Eyes

Exploit your enemies' openings in their defence and strike their weak spots.

When you make an attack roll and both your dice display the same number (such as 4 and 4, 2 and 2, etc), with the exception of fumble (1 and 1, or snake eyes), your attack automatically hits and it becomes a critical hit.

If you hit your enemy with this feature and your attack roll is below your enemy's defence, you deal 0 excess damage (You cannot deal negative excess damage).

RANK 3

Discipline Feature:

Seen It All

You are always ready for trouble. You can't be surprised when entering critical situations. Additionally, you can't be disarmed from the weapon you wield by maneuvers or other effects.

RANK 4

Discipline Feature:

Spirit Burst: Skill Over Luck (3 Spirit Tokens)

Skilled warriors create their own luck.

After making an attack roll, you can spend 3 spirit tokens as free action to increase or decrease the result on the face of one of the dice by one point.

(Tip: Use this to increase your result or try to activate your Eagle Eyes feature.)

RANK 5

Duelist Class Feature:

Battle Instinct + (Adventuring)

(This feature augments the Battle Instinct feature with new functions)

When there are hostile creatures within 20m (2 zones) of you, even if they're invisible and inaudible, you will be alerted of their presence by your instinct. If you're asleep, you will be awakened immediately. You know the rough position (zone) of the nearest hostile creature.

Counter Stance

Anticipate enemy attack and strike them first.

On your turn, you can use your minor action to assume the Counter Stance. While assuming this stance and you become the target of an attack or effect, you can instantly use your free action make a major melee attack against your assailant first. Your opponent can continue its action if it survives. Obviously, your assailant needs to be within your melee attack's range for you to perform this.

The stance effect wears off at the start of your next turn or after you make a counter attack regardless whether you hit or miss.

(Tip: You can use Dueling Stance while attacking with Counter Stance.)

Deadshot Class Feature:

Clear Vision + (Adventuring)

(This feature augments the Clear Vision feature with new functions)

While not in combat, you can immediately recognise visual illusions created by practical or magical means.

Trickshot +

(This feature augments the Trickshot feature with new functions)

You can now use two minor actions to mark three separate targets of your choice for your trickshot. You can mark a horde unit target up to three times, counting each mark as separate target.

RANK 6

Discipline Feature:

Eagle Eyes +

(This feature augments the Eagle Eyes feature with new functions)

Whenever your eagle eyes feature is activated, you gain 1 spirit token.

RANK 7

Discipline Feature:

Seen It All +

(This feature augments the Seen It All feature with new functions)

When entering critical situations, or at the end of your turn, you can spend any amount of spirit tokens as free action to increase your turn speed. You increase your turn order by 1 for every spirit token spent and the maximum turn order you can attain with this feature is 10.

RANK 8

Discipline Feature:

Spirit Burst: Skill Over Luck + (3 Spirit Tokens)

(This feature augments the Skill Over Luck feature with new functions)

After making an attack roll, you can spend 3 spirit tokens to increase or decrease the result on the face of both dice by one point.

(Tip: Use this to increase your result or try to activate your Eagle Eyes feature.)

ADVANCED DISCIPLINE COMMANDER

CLASS **GENERAL** **WARLORD**

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Soldier Discipline or Champion Discipline classes

Turn Speed: 6

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 7 + Mastery

Mental Fortitude: 3 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light, Medium, Heavy

Maneuver Mastery: Scuffle

FEATURES SUMMARY

RANK	GENERAL	WARLORD
RANK 1	Vanguard Commander Leadership Aura General's Pressure	
		Dread Aura Warlord's Pressure
RANK 2	Whirlwind Strike	
RANK 3	Battle Rider	
RANK 4	SB: Full Pressure	
RANK 5	Leadership Aura + General's Pressure +	Dread Aura + Warlord's Pressure +
RANK 6	Whirlwind Strike +	
RANK 7	Battle Rider +	
RANK 8	SB: Full Pressure +	

GEAR TO LOOK OUT FOR

Weapon: Melee weapons

Armor: Heavy Armor

Special Items: Soularms, Spiritarms and Heavy Armors

RANK 1

Discipline Feature:

Vanguard Commander

Your expertise in melee combat is key to your survival in the frontlines.

All melee weapons that you use receive +2 bonus to their base weapon damage.

(Also applies to your rides)

General Class Feature:

Leadership Aura (Adventuring)

Instill awe and confidence with your inspiring presence.

Using your minor action, you can emanate your leadership aura 30m (3 zones) out of you. Any appeal rolls made by you or your allies while inside the aura, are made with edge.

Your aura lasts for 12 seconds (1 round), ending at the start of your next turn if used during combat. This feature can be used once and reusable after taking a long break.

General's Pressure (Instant)

Suppress your enemy's combat effectiveness.

When a target in the same zone as you deals an instance of HP or MP damage to your allies, whether it affects a single or multiple other targets through zone effect or simultaneous attack, you can use your minor action to reduce the damage by 4. This feature can be used out of your own turn.

Warlord Class Feature:

Dread Aura (Adventuring)

Instill fear and terror with your dreadful presence.

Using your minor action, you can emanate your aura of dread 30m (3 zones) out of you. Any intimidation rolls made by you or your allies while inside the aura, are made with edge.

Your aura lasts for 12 seconds (1 round), ending at the start of your next turn if used during combat. This feature can be used once and reusable after taking a long break.

Warlord's Pressure (Instant)

Find opportunities to deal chip damage to your enemy.

When a target in the same zone as you takes an instance of damage from your allies, you can use your minor action to deal the target 4 HP damage. The damage type is the same as the melee weapon you are wielding. This feature can be used out of your own turn.

RANK 2

Discipline Feature:

Whirlwind Strike

Mercilessly sweep through enemies like a whirlwind.

After making your major attack, you can use your minor action to make a follow-up melee attack called whirlwind strike at a target you have not already damaged in the same turn. You can make as many follow up attacks as you want, as long as each targets are separate and you have the minor action to perform them.

You can target enemy horde units as many times as you want with this feature since they provide an endless amount of new targets.

RANK 3

Discipline Feature:

Battle Rider

While you're riding a mount or vehicle, you and your ride form a singular unit with one target, centered on you.

You become the sole target of the unit and your vehicle cannot be targeted by attacks or effects unless you allow it. You can now use both hands to wield your weapons even when riding.

You receive additional +2 weapon damage bonus on all damage done using your rides. (Stacks with the Vanguard Commander feature)

RANK 4

Discipline Feature:

Spirit Burst: Full Pressure (1 Spirit Token)

Double the effect of your pressure.

When you use your class' respective pressure feature, you can spend 1 spirit token as free action to double the effect. (For example, if your General's pressure reduces your enemy's damage by 4, it becomes 8 until the start of your next turn. If your Warlord's pressure deals 5 damage, it becomes 10 damage.)

RANK 5

General Class Feature:

Leadership Aura + (Adventuring)

(This feature augments the Leadership Aura feature with new functions)

When you activate your aura out of critical situations, you can also select any number of commoners and non-hostile persons connected to the military, within your aura's range, to notice and approach you.

Your aura lasts for 12 seconds (1 round), ending at the start of your next turn if used during combat. This feature is now reusable after taking a long break.

General's Pressure + (Instant)

(This feature augments the General's Pressure feature with new functions)

This feature now reduces 5 damage. It does not stack with the previous version.

Warlord Class Feature:

Dread Aura + (Adventuring)

(This feature augments the Dread Aura feature with new functions)

When you activate your aura out of critical situations, you can also select any number of commoners and small sized animals or smaller within your aura's range to flee. This feature is now reusable after taking a long break.

Warlord's Pressure + (Instant)

(This feature augments the Warlord's Protection feature with new functions)

This feature now deals 5 HP damage. It does not stack with the previous version.

RANK 6

Discipline Feature:

Whirlwind Strike +

(This feature augments the Whirlwind Strike feature with new functions)

In addition to using your minor actions, you can also spend your spirit tokens to make whirlwind strikes. Each token spent allows you to make an additional whirlwind strike at a target you haven't already hit or a horde. You can use a combination of minor actions and spirit tokens to make these whirlwind strikes.

RANK 7

Discipline Feature:

Battle Rider +

(This feature overwrites the Battle Rider feature and doesn't stack with it.)

While riding, you can use your free action to reduce the HP damage you would have received by your ride's current HP. If the enemy attack's damage is higher than your ride's HP, then you take the excess damage. If your ride is wrecked while using this feature, you land on your feet and do not fall prone. This feature can be used once and it's reusable after taking a full rest.

RANK 8

Discipline Feature:

Spirit Burst: Full Pressure + (1 Spirit Token)

(This feature augments the Full Pressure feature with new functions.)

Once per round, you can activate this spirit burst feature for free, without having to pay any spirit tokens.

ADVANCED DISCIPLINE

PARAGON

CLASS

PALADIN

AVENGER

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Champion Discipline or Thaumaturgist Discipline classes

Turn Speed: 6

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light, Medium, Heavy

Maneuver Mastery: Scuffle

FEATURES SUMMARY

RANK	PALADIN	AVENGER
RANK 1	Paragon's Watch Sense Corruption Symbol of Vigor	
RANK 2	Arcane & Cosmic Attunement Attunement Slot +1 Warcasting	
RANK 3	Paragon's Voice	
RANK 4	SB: Joint Action	
RANK 5	Sense Corruption + Symbol of Vigor +	Hunt Perpetrator + Symbol of Vengeance +
RANK 6	Attunement Slot +1 Warcasting +	
RANK 7	Paragon's Voice +	
RANK 8	SB: Joint Action +	

GEAR TO LOOK OUT FOR

Weapon: Shield and a one handed weapon or other defensive weapons

Armor: Heavy Armor

Special Items: Soularms, Spiritarms and Heavy Armors

RANK 1

Discipline Feature:

Paragon's Watch

The cosmic forces help you watch over your allies and alert you with glyphs.

Whenever you or an allied creature within 30m (3 zones) of you receive any damage from hostile creatures, you gain a spellglyph token.

Paladin Class Feature:

Sense Corruption (Adventuring)

Your sensitivity to the foul forces of chaos easily reveal their presence to you.

Using your minor action, you can sense if there are any undead, fiend, arcanoid or cinderblighted creatures within 100m (10 zones) of you. You don't know how many of these creatures there are, but you know the direction of the nearest one.

Symbol of Vigor

Convert your spell glyphs into symbols of vigor and raise your allies's spirit.

You can only use this feature on your turn and once per round. When you are making a melee weapon attack at a target, but before you roll your dice, you can convert any number of your spell glyphs to spirit tokens and distribute them to your allies. Each ally can only gain one spirit token from this feature and you can't give any spirit tokens to yourself.

Avenger Class Feature:

Hunt Perpetrator (Adventuring)

The line between justice and vengeance is thin.

When you see a creature that has been harmed or killed within the last 24 hours, you can use your minor action to know if the perpetrator is within 100m (10 zones) of you. If it is, then you also know its location. Otherwise, you can make detect skill rolls or navigation kit rolls with edge to track the perpetrator.

Symbol of Vengeance

Convert your spell glyphs into the symbol of vengeance and empower your weapon.

You can only use this feature on your turn and once per round. When you are making a melee weapon attack at a target, but before you roll your dice, you can spend three spell glyphs to create a symbol of vengeance on that weapon. That weapon gains +6 damage bonus until the start of your next turn.

RANK 2

Discipline Feature:

Arcane & Cosmic Attunement

You have received training in the manipulation of arcane and cosmic elements.

You can attune to arcane elements, such as Fire, Water, Wood, Wind, Earth, Metal and other elements derived from their combination; plus cosmic elements, such as Order, Chaos and Astral.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting

When you cast spells that enchant only yourself or your equipment, that spell cannot be disrupted by taking damage.

RANK 3

Discipline Feature:

Paragon's Voice

Send telepathic message to your allies.

Using your minor action, your voice can travel through the astral realm and reach up to 10 creatures you're thinking of within 100m radius of you. This is a one way communication and they can only hear you in their mind. The message you send can be up to 1 minutes long.

This feature can be used once and reusable after taking a full rest.

RANK 4

Discipline Feature:

Spirit Burst: Joint Action (3 Spirit Tokens)

Rouse your allies to action.

Any time during your turn, you can spend 3 spirit tokens as free action to grant an ally within 100m (10 zones) of you a temporary major action, which has to be used immediately. This action can be used to attack, cast spells and perform other actions as usual, but moving using the actions granted by this feature does not provoke opportunity strikes. If the action is unused, then it's forfeited. Each ally can benefit from this feature only once per turn.

(Tip: Use the Spirit Transfer rule to get more characters to join.)

RANK 5

Paladin Class Feature:

Sense Corruption + (Adventuring)

(This feature augments the Sense Corruption feature with new functions)

When you use this feature, besides knowing the direction of the nearest undead, fiend, arcanoid or cinderblighted creatures, you also know the exact location of the most powerful one within 100m (10 zones) range.

Symbol of Vigor +

(This feature augments the Symbol of Vigor feature with new functions)

When you use the symbol of vigor feature to distribute any amount of spirit tokens to your allies, you gain 1 spirit token yourself, for free. You can't use this feature to gain more than 1 spirit token per round.

Avenger Class Feature:

Hunt Perpetrator + (Adventuring)

(This feature augments the Hunt Perpetrator feature with new functions)

You can use your minor action to sense whether any creature within 100m (10 zones) of you is planning to perpetrate a crime or do harm in the next 24 hours. You know the location of the nearest potential perpetrator.

Symbol of Vengeance +

(This feature augments the Symbol of Vengeance feature with new functions)

The damage bonus of your symbol of vengeance is increased to +10.

When you use your Joint Action spirit burst on an ally while you have a symbol of vengeance active, that ally receives +10 damage bonus for one instance of damage it deals. This effect disappears after it's used or by the end of the Joint Action if unused.

RANK 6

Discipline Feature:

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting +

(This feature augments the Warcasting feature with new functions)

You can use your minor action to enchant your weapon to make it deal the damage type of an element you're attuned to and change the damage method to Spell instead of Weapon. This feature overrides the weapon's damage type even if it was already enhanced by spells, but it retains the spell's bonuses. This feature lasts for 1 hour, you can dismiss this effect with your minor action.

RANK 7

Discipline Feature:

Paragon's Voice +

(This feature augments the Paragon's Voice feature with new functions)

If you are holding onto the belonging of someone you have met before, you can send your voice to that person regardless of distance. This is a one way communication and that person can only hear you in their mind. The message you send can be up to 1 minutes long.

This feature can be used once and reusable after taking a full rest.

RANK 8

Discipline Feature:

Spirit Burst: Joint Action + (3 Spirit Tokens)

(This feature augments the Joint Action feature with new functions)

Joint action now gives your ally a minor action too, in addition to the original a major action.

(Tip: Use the Spirit Transfer rule to get more characters to join.)

ADVANCED DISCIPLINE

SAGE

CLASS **ESPER** **NECROMANCER**

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Arcanist Discipline or Thaumaturgist Discipline classes

Turn Speed: 3

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 7 + Mastery

Weapon Mastery: Spell Catalyst, Light

Armor Mastery: Spell Garb

Maneuver Mastery: None

FEATURES SUMMARY

RANK	ESPER	NECROMANCER
RANK 1	Arcane & Cosmic Attunement Attunement Slot +2 Telepathy Mindsync	Undead Minion Minion Combat
RANK 2	SB: Font of Glyph	
RANK 3	Mind Share	
RANK 4	Spell Wishing	
RANK 5	Attunement Slot +2 Telepathy + Mindsync +	Undead Minion + Minion Combat +
RANK 6	Mind Share +	
RANK 7	Spell Wishing +	
RANK 8	SB: Font of Glyph +	

GEAR TO LOOK OUT FOR

Weapon: Spell Catalysts

Armor: Elemental Cape & other Spell Garbs

Special Items: Spell Catalysts

RANK 1

Discipline Feature:

Arcane & Cosmic Attunement

You have received training in the manipulation of arcane and cosmic elements.

You can attune to arcane elements, such as Fire, Water, Wood, Wind, Earth, Metal and other elements derived from their combination; plus cosmic elements, such as Order, Chaos and Astral.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Esper Class Feature:

Telepathy (Adventuring)

You have developed telepathic ability.

Using your minor action, you can sense the presence of creatures' thoughts within 30m (3 zones) of you. You don't know the shape & size of these creatures, but you can communicate with the creatures individually through telepathy even if you don't speak the same language.

Mindsync

Read your enemy's thoughts to gain an edge over them.

Using your minor action, you can mindsync with a unit of creature or creatures you can see within 30m (3 zones) of you. As you read their surface thoughts, attack rolls you make against that unit's targets are made with edge. Attacks made by that mindsynced unit against you are made with setback. Mindsync lasts until the start of your next turn.

You can only mindsync with one creature at a time. If you use mindsync on another creature your mindsync with the previous creature is lost.

Necromancer Class Feature:

Undead Minion (Adventuring)

Summon undead minions to do your bidding.

You can summon a unit of undead minions within 10m (1 zone) of you or order them to move using your minor action. You can only have 1 unit of undead minions at a time. Alternatively, you can replace an already summoned undead minion unit with a new one. You can also dismiss them with your minor action.

Your undead minions follow your command perfectly, if they move over 50m (5 zones) away from you, they will collapse and disappear.

The types of undead minions you can summon are:

Skeleton Unit (Single-Target Multi-Creature)

(A group of 8 skeletons armed with great swords)

- HP: 1, Movement: 20m/40m (2/4 zone)
- STR: 2, AGI: 2, AWR: 0, EMP: 0
- Damage: Great Sword 8 HP Sharp Weapon damage
- Special feature: You can enchant their weapons collectively as 1 target.
- Utility Feature: moves faster than other minions (see movement)

Zombie Unit (Single-Target Multi-Creature)

(A group of 10 zombies with gnashing teeth)

- HP: 1, Movement: 10m/20m (1/2 zone)
- STR: 4, AGI: 0, AWR: 0, EMP: 0
- Damage: Bite 6 HP Sharp Unarmed Combat damage
- Special feature: When a target in the same zone as your zombie unit is being attacked, you can use your minor action to order your zombies to throw themselves at the attack, redirecting the attack to them. Additionally, your zombies provide cover for you and your allies when occupying the same zone. Ranged attacks against creatures in cover are made with setback.
- Utility Feature: Can carry up to 100 kg of load
- Your undead minions have the same defence & physical fortitudes as you. They don't have any MP or Mental Fortitudes.
- When it takes damage and is reduced to 0 HP, they will collapse into dust and any excess damage is dealt to your MP. Alternatively, you can absorb all the HP damage your minion suffers as MP damage to yourself to keep it on the field.
- You can order them to attack with your Major action. Use your spell attack roll for their attack.

Minion Combat

Turn your undead minions into your lethal assistants in combat.

- You can use your Major Action to order your summoned undead to attack. They use your mastery bonus.
- Your undead minion can make an opportunity strike at targets leaving the zone it occupies.

RANK 2

Discipline Feature:

Spirit Burst: Font of Glyph (2 Spirit Tokens)

Conjure spell glyphs into existence with the power of your mind.

By spending 2 spirit tokens on your turn as free action, you gain three spellglyph tokens.

RANK 3

Discipline Feature:

Mind Share

When you touch a creature, you can use your minor action to sacrifice as much of your own MP as you want. You can then allocate this pool of sacrificed MP to the creature's MP. You can reuse this feature After a full rest.

RANK 4

Discipline Feature:

Spell Wishing

Use your mental prowess to assist your spellcasting.

You no longer need to fulfil the movement requirement to cast spells.

RANK 5

Discipline Feature:

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Esper Class Feature:

Telepathy + (Adventuring)

(This feature augments the Telepathy feature with new functions)

You have edge when rolling your psychology skill and add extra 2 points to the result.

Mindsync +

(This feature augments the Mindsync feature with new functions)

While mindsynced with a unit of creature or creatures, once on your turn, you can use your free action to ask the Game Master what the unit and its targets will do on its next turn (next 12 seconds).

The GM will reveal to you all the actions it plans to do on its next turn, such as the target of its attack, where it will move to, whether it will use an item, etc.

The information is only accurate up to the moment it is asked. If something drastic happens after the question is asked, such as the target taking too much damage, etc, it may change its course of action.

Necromancer Class Feature:

Undead Minion + (Adventuring)

(This feature augments the Undead Minion feature with new functions)

You can now summon the following undead minions:

Jiangshi Unit (Single-Target Multi-Creature)

(A group of 3 hopping corpses empowered by command seals draped over their faces)

- HP: 1, Movement: 10m/20m (1/2 zone)
- STR: 2, AGI: 4, AWR: 0, EMP: 0
- Damage: Claws 8 HP Sharp Unarmed Combat damage
- Special feature: When a target in the same zone as your jiangshi unit takes HP/MP damage, you can use your minor action to make your jiangshi minions deal an instance of 8 HP Unarmed Combat damage with its claws. This includes the damage you deal yourself.
- Utility Feature: Can jump over 10m distance and high.

Mummy Unit (Single-Target Multi-Creature)

(A group of 5 lurching mummies empowered by ancient ritual bandages)

- HP 1, Movement: 10m/20m (1/2 zone)
- STR: 5, AGI: 1, AWR: 0, EMP: 0
- Damage: Bash 8 HP Blunt Unarmed Combat damage
- Special feature: Whenever the mummy unit's attack hits a target, you can choose to have the target grappled by the mummy. You can have a total of 5 targets grappled by your mummies.
- Utility Feature: Your mummies can form a ladder or bridge structure that's over 20m (2 zones) long that you can use.

Minion Combat +

(This feature augments the Minion Combat feature with new functions)

- When you use your Major action to order your undead minions to attack, double the damage they deal.

RANK 6

Discipline Feature:

Mind Share +

(This feature overwrites the Mind Share feature and doesn't stack with it.)

When you touch a creature, you can use your minor action to sacrifice as much of your own MP as you want. You can then use this pool of sacrificed MP and allocate it to the creature's HP or MP. Alternatively, you can use this pool of sacrificed MP to heal your own HP. This feature can be used once and reusable after taking a full rest.

RANK 7

Discipline Feature:

Spell Wishing +

(This feature augments the Spell Wishing feature with new functions)

You no longer need to fulfil the verbal requirement to cast spells. You can cast spells without needing to move or say anything.

RANK 8

Discipline Feature:

Spirit Burst: Font of Glyph + (2 Spirit Tokens)

(This feature overwrites the Font of Glyph feature and doesn't stack with it.)

By spending 2 spirit tokens on your turn, you gain three spellglyph tokens and all spells with casting costs that can be reduced with spellglyphs can be cast for free. This effect lasts until the start of your next turn.

ADVANCED DISCIPLINE

MARTIAL ARCANIST

CLASS **GLYPH HAND** **ARCANE BODY**

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Martial Artist Discipline or Arcanist Discipline classes

Turn Speed: 7

Movement: 20m (2 zone | minor action)

Max Movement: 40m (4 zone | turn)

Defense: 7 + Mastery

Physical Fortitude: 7 + Mastery

Mental Fortitude: 7 + Mastery

Weapon Mastery: None

Armor Mastery: Unarmored Toughness

Maneuver Mastery: Scuffle & Cheap Shot

FEATURES SUMMARY

RANK	GLYPH HAND	ARCANE BODY
RANK 1		Martial Arcanist Martial Arcanist Combo Arcane Attunement Attunement Slot +1 Utility Glyph Combat Glyph
RANK 2		SB: Beat Casting
RANK 3		Glyph Disc
RANK 4		Elemental Form
RANK 5		Attunement Slot +1 Utility Glyph + Combat Glyph +
RANK 6		Elemental Form +
RANK 7		Glyph Disc +
RANK 8		SB: Beat Casting +

GEAR TO LOOK OUT FOR

Weapon: None, use the free slots to carry more toolkits or consumables

Armor: Unarmored Toughness

Special Items: Martial Manuals

RANK 1

Discipline Feature:

Martial Arcanist

You have learned to unify arcane spellcasting and martial arts into a single discipline.

While unarmed, you can use your body as a spell catalyst to fulfil the spellcasting requirement.

Your unarmed combat rolls and spellcasting combat rolls can be considered as martial arts combat rolls and you have mastery in them. (You can use your mastery bonus).

Your base martial arts damage is 4 HP. When you deal damage with your spell attack or unarmed attack, you can choose to deal your martial arts damage instead. When casting effect spells, you may also use your martial arts damage in place of the spell's bonus damage. The damage type is the same as your spell or unarmed attack.

(This feature can be enhanced by other features from the Martial Artist discipline)

Martial Arcanist Combo

After making a martial arts attack or casting a spell with your major action, you can use your minor action to make a follow up unarmed attack. This feature also applies to other discipline's martial arts attacks. You can make a maximum of 1 follow up attack until you get the Martial Artist discipline's Improved Martial Arts Combo feature.

Arcane Attunement

You have received training in the manipulation of arcane elements.

You can attune to arcane elements, such as Fire, Water, Wood, Wind, Earth, Metal and other elements derived from their combination.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Glyph Hand Class Feature:

Utility Glyph (Adventuring)

Manipulate your glyphs to find new uses for them.

Using your minor action, you can draw a floating invisible alarm glyph or an invisible message glyph in the air.

- Alarm glyph will telepathically notify you if a creature enters an area within 5m radius of the glyph (in the same zone). When creating the alarm glyph, you can exempt creatures you're thinking of from activating the alarm. The glyph disappears after it's activated or when you use your minor action to dismiss it or create another alarm/message glyph. It will also disappear after 24 hours if not activated.
- Message glyph lets you write a note that's up to 20 words long. The note is invisible to everyone except for the intended recipients, who will see glowing words floating mid-air. The message lasts 24 hours, but it will end earlier if you use your minor action to dismiss it or create another alarm/message glyph.

Combat Glyph

Draw spell glyph in a single flowing motion as you attack.

Whenever you use an action to cast spells or make martial arts attacks, you gain a spellglyph token. You can gain only one spell glyph per action used even if it affects multiple targets multiple times.

(Tip: Remember that your spells can be considered as martial arts attack now.)

Arcane Body Class Feature:

Body Warp (Adventuring)

Using your minor action, you can contort your body to fold yourself into a form small enough to fit a single item slot. Your size can be reduced down to the size of a thick tome or a tablet and your thickness cannot be less than 10cm on any dimensions. You can reduce your weight down to 1kg.

While you are in this form, you can't move or perform any action besides using your minor action to unfold yourself back to your regular size.

One Body One Mind

Bulk up your body and steel your mind.

Using your minor action, you can assume the One Body One Mind form and you gain the following features:

- You receive +2 bonus to your base martial arts damage.

- When you receive damage to your HP or MP, you can reallocate all or any portion of the damage to your HP & MP. (For example, when you receive 10 HP damage, you can allocate 2 damage or even all 10 damage to your MP instead and vice versa)
- Reallocated damage cannot be reduced by barriers or spellglyphs tokens.

This form lasts for 5 minutes (25 turns). You can choose to enter combat or other critical situations in this form.

RANK 2

Discipline Feature:

Spirit Burst: Beat Casting (3 Spirit Tokens)

Weave spellcasting into the same action of your martial arts attack.

When your unarmed martial arts attack hits a target, you can spend 3 spirit tokens to cast a spell on the same target as free action. The spell is cast as per normal, and if the spell allows you to choose multiple zones or targets, then the zones or targets must include the target you've just hit. Casting spells with this feature does not count towards the restriction on the number of spells castable per turn.

RANK 3

Discipline Feature:

Glyph Disc

Create a shining floating disc with your glyph.

Using your minor action you can create up to a 5m radius wide floating magical disc in the zone you're in. It can bear the load of up to 10 medium-sized creatures or objects. You can orient it in any direction, for example, vertically to use as wall, horizontally as platform or diagonally for slide.

The disc has the same defence and physical fortitude as you and has 10 HP. If its HP reaches 0 or the load exceeds the maximum capacity, the platform shatters and disappears.

This platform disappears after 1 minute and this feature can be used again 5 minutes after it disappears.

RANK 4

Discipline Feature:

Elemental Form

You can use your minor action to imbue your limbs with the essence of an element you're attuned to. While you're imbued with that element, your unarmed attacks

deal that element's damage type.

You can only have one element imbued at a time. This effect lasts for 5 minutes (25 rounds) and you can change the element or end it early using your minor action.

RANK 5

Discipline Feature:

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Glyph Hand Class Feature:

Utility Glyph + (Adventuring)

(This feature augments the Utility Glyph feature with new functions)

Using your minor action, you can draw up to a 10m long glyph line in the air that you can materialise as a rope/whip. One end of the glyph is attached to your finger or other body parts you used to draw this line with. If you touch an object and start drawing from there, the other end of your glyph line will also be attached to it. You can only have one glyph line active at a time. The previous glyph line will disappear if you dismiss it with your minor action or when you create another thread. The glyph line is as tough as a normal rope.

Combat Glyph +

(This feature augments the Combat Glyph feature with new functions)

You can create a whip-like glyph string that extends up to 10m out of your finger or other body parts at will. It is considered as an extension of your body, extending the range of your unarmed attacks, maneuvers and your spell's point of origin by 10m (1 zone).

For example, when you cast Boulder Beat, it can be cast at the tip of your string which you can extend 10m (1 zone) away from you.

The combat glyph lasts for 5 minutes (25 rounds).

Arcane Body Class Feature:

Body Warp + (Adventuring)

(This feature augments the Body Warp feature with new functions)

This feature lets you become incorporeal momentarily and pass through walls or objects. To do so, use your major action and touch the surface of a solid wall or object. Your body will become incorporeal momentarily, and you can pass through solid objects not thicker than 30cm. If the wall or object is thicker than 30cm, you

are repelled back to your original position. This feature can be used once and you regain its use after taking a full rest.

One Body One Mind +

(This feature augments the One Body One Mind feature with new functions)

Your various One Body One Mind feature is improved:

- Your martial arts base damage is now increased by + 4. (Does not stack with previous version of this feature)
- You gain a spellglyph token when you use your minor action to enter the One Body One Mind state.

RANK 6

Discipline Feature:

Elemental Form +

(This feature augments the Elemental Form feature with new functions)

You can use your minor action to imbue your body with the essence of an element you're attuned to. While you're imbued with that element, you have resistance to the associated damage type (Resistance halves damage of that type rounded down.)

You can imbue your limbs and body with separate elements.

RANK 7

Discipline Feature:

Glyph Disc +

(This feature augments the Glyph Disc feature with new functions)

When you create your glyph disc, you can now choose to make it invisible. Only you and creatures with the ability to see invisible objects can see the disc.

RANK 8

Discipline Feature:

Spirit Burst: Beat Casting + (3 Spirit Tokens)

(This feature augments the Beat Casting feature with new functions)

When you spend your spirit tokens to use this feature, you also gain 3 spellglyph tokens which you may use immediately.

ADVANCED DISCIPLINE

DOMINION

CLASS **TEMPEST MOON** **LIVEBLADE**

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Brute Discipline or Channeler Discipline classes

Turn Speed: 4

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 5 + Mastery

Mental Fortitude: 6 + Mastery

Weapon Mastery: Light, Medium & Heavy

Armor Mastery: Light

Maneuver Mastery: Scuffle & Cheap Shot

FEATURES SUMMARY

RANK	TEMPEST MOON	LIVEBLADE
RANK 1	Moon Watcher Lunar Pulse	Command Eidolon Dominion Eidolon Dominate Object Infuse Weapon
RANK 2		Fortification Eidolon
RANK 3		Dominion shift
RANK 4		SB: Safe Domain
RANK 5	Moon Watcher + Lunar Pulse +	Dominate Object + Infuse Weapon +
RANK 6		Fortification Eidolon +
RANK 7	Lunar Pulse ++	Infuse Weapon ++
RANK 8		SB: Safe Domain +

GEAR TO LOOK OUT FOR

Weapon: Any setup may work

Armor: Light Armor

Special Items: Machinarms (Liveblade works with machinarms), Soularms, Spiritarms

RANK 1

Discipline Feature:

Command Eidolon

Domineers can command spiritual manifestations called eidolons to do their bidding. Your eidolon's form and abilities are tied to the Dominion class you choose.

While you're in contact with its vessel, you can use your action to telepathically order it to follow any of these basic commands:

Minor action

- Summon your eidolon out of its vessel to appear in any zones within its summoning range without attacking. You can also teleport any eidolon on field back into into any zones within its summoning range.
- Dismiss your eidolon, returning it to its vessel.
- Move your eidolon according to its movement distance.

Major action

- Summon your eidolon into a zone within its summoning range and attack a target within its attack range. Your eidolon's attack roll is (2d6 + Your Mastery + any relevant combat bonuses you have).
- Attack with your eidolon.
- When attacking incorporeal enemies without HP, your eidolon's HP damage is converted to MP damage. (See class feature for damage)

You have mastery in eidolon combat rolls. Eidolons can make opportunity strikes at opponents leaving the zone they occupy.

Eidolons can't move out of their operating range, which is centred on their vessel. It will automatically return to its vessel instantly if either you or the eidolon leaves its operating range or the vessel is no longer in contact with your body.

When your eidolon is not on the field, it resides within an eidolon vessel. Any metallic object can be turned into an Eidolon vessel, as long as you spend ten minutes during your long break or full rest holding and focusing on it. Many eidolon users turn mundane items such as bracelets, necklaces or spectacles into eidolon vessels. Some even choose highly impractical objects such as motor vehicles.

You can only have one eidolon vessel at a time and it needs to stay in constant contact with your body to allow you to command your eidolon. Multiple eidolons can reside within the vessel. You can also buy secondary eidolon vessels to enhance your eidolons' functions.

Dominion Eidolon

Your discipline's eidolon is called dominion and you can only have 1 dominion at a time. A Dominion is a shining incorporeal small-sized flying creature that can pass through solid objects. Consequently, it can't carry or touch objects. The dominion class you choose grant your eidolons additional abilities.

- **Summoning range:** 10m (1 zone) from eidolon vessel
- **Operating range:** 30m (3 zones) from eidolon vessel
- **Movement:** 10m (1 zone)
- **Attack range:** 0 (melee)
- **Damage:** 4 HP Order Eidolon
- **HP:** 0, Defence & fortitudes: same as the channeler. It's immune to HP & MP damage.
- Dominions are incorporeal and immune to damage and effects.

Tempest Moon Class Feature:

Moon Watcher (Adventuring)

Use your dominion as a floating eye to monitor your surrounding.

Using your minor action, you can summon your dominion in its alternate form, Moon Watcher. Moon Watcher is a physical floating object the size of your fist. It has the same defense and fortitudes as you and 1HP. When its HP is reduced to 0, it instantly returns to its vessel.

While your dominion is in this form, it becomes your floating eyes, retaining all your visual senses. Using your minor action, you can move the Moon Watcher 10m (1 zone) towards any direction to a maximum range of 100m (10 zones) away from you. You are unable to see from your original eyes while the Moon Watcher is active. You can dismiss your Moon Watcher with your minor action.

Lunar Pulse

Your eidolon resonates with you and releases a destructive pulse periodically.

- All of your eidolon, even those you acquired from other disciplines benefit from this feature.
- When you end your turn, chosen enemy targets in the same zone as you or your eidolon will receive 1d6 order HP damage. This damage is converted to MP damage for incorporeal enemies without HP.
- Creatures cannot take more than 1 instance of pulse damage. (When an enemy is in the same zone as both you and your eidolon, it only receives 1 instance of pulse damage.)

Liveblade Class Feature:

Dominate Object (Adventuring)

Possess objects with your dominion and command them to move.

Using your minor action, you can order your dominion eidolon to possess a large or smaller sized object in the zone it occupies. While the object is within 10m (1 zone) of you, and not fastened to anything, you can use your minor action to order it to "walk" 10m (1 zone) towards any direction within your dominion's operating range or follow you. The object has the same movement range as you.

Infuse Weapon

Combine an eidolon you have gained from this or other classes with your weapon to power them up.

- You can use your minor action to infuse a weapon you have mastery in with any type of eidolon you can summon, including those from other disciplines & classes. You can infuse your weapon with only 1 eidolon at a time. The infusion ends at the start of your next turn or when you make another infusion. The eidolon will return to its vessel when the infusion ends.
- When your weapon is infused by an eidolon, that eidolon is considered to be in the same zone as you and hitting your enemy with a weapon is the same as hitting it with your eidolon. When, attacking incorporeal enemies without HP, the HP damage you deal is converted to MP damage.
- Your weapon becomes eidolon/weapon hybrid. Add the combat roll bonuses and damage of your eidolon to your weapon's damage and vice versa. You can attack with your infused weapon by making either weapon or eidolon combat rolls. The damage method can be considered as Weapon or Eidolon, whichever you prefer.
- Commanding your infused eidolon to do anything else, will end the infusion early.
- Your infused weapon inherits the infused eidolon's respective features:

Dominion Infusion

- Your infused weapon gains +4 damage to its base damage and it deals order damage type.

Phantasm Infusion

- Your weapon becomes invisible while infused by your phantasm. Attacks with that invisible weapon are made with edge, unless the creature you're attacking has astral vision or other means to see invisible objects.
- Your infused weapon gain +4 damage to its base

damage and it deals astral type damage or other damage types your phantasm can do.

- Your attack benefits from your phantasm's current Flurry Attack features, such as excess damage multiplication, attack bonus and damage type change, if you have it.

Spirit Talisman / Guardian Infusion

- When you infuse your weapon with your talisman spirit or spirit guardian, its damage type because the elemental type of the spirit.
- Weapons infused by your talisman spirit gain +4 damage to its primary damage method and +8 when infused by your spirit guardian. The damage type of your weapon is the same as the spirit.
- When an enemy is hit by your spirit infused weapon, you can choose to have the spirit latch on to your target to deal its continuous damage. When you do so, your weapon loses its infusion.

Mirage Puppeteer Infusion

- Your infused weapon gain +4 damage to its primary damage method.
- When you use your major action to attack, you can use your minor action to make a follow up attack with your infused weapon.
- You can use the Puppet Form + feature with your infused weapon if you have it.

Mirage Illusionist Infusion

- Your infused weapon gain +4 damage to its primary damage method.
- When you deal HP damage to a target with your infused weapon, you can choose to deal the same amount of MP damage to it. Alternatively, you can choose to attack your target in its mind and convert what would be HP damage to MP damage only.
- You can use the Waking Nightmare + feature with your infused weapon if you have it.

RANK 2

Discipline Feature:

Fortification Eidolon

Your eidolon fortifies you and your allies from effect damage.

You and your allies gain +5 physical and mental fortitude bonuses when occupying the same zone as you or one of your eidolons. This feature does not stack even if you have multiple eidolons in the same zone or other eidolons with this feature. (This feature also works with eidolons you acquired from other class & disciplines)

RANK 3

Discipline Feature:

Dominion Shift

Inverse the rule of the eidolon vessel and use it to take you to your eidolon instead.

While your eidolon is in your line of sight and your vision isn't obscured, you can use your major action to teleport yourself to its position (zone). This feature can be used once and reusable after taking a long break or full rest.

RANK 4

(Instant)

Discipline Feature:

Spirit Burst: Safe Domain (3 Spirit Tokens)

Radiate protective pulse that mitigates harm.

By spending 3 spirit tokens as free action, you can instantly reduce all HP & MP damage received by your selected creatures occupying the same zone as **you or your eidolon** by half. This effect lasts for a turn & you can activate it at any time, even out of your own turn. This feature does not stack when you and your eidolons are in a zone.

RANK 5

Tempest Moon Class Feature:

Moon Watcher + (Adventuring)

(This feature augments the Moon Watcher feature with new functions)

When you summon your moon watcher, you can choose it to be invisible. You can also listen through it now.

Lunar Pulse +

(This feature augments the Lunar Pulse feature with new functions)

- Your lunar pulse now does 1d6 +4 damage.

Liveblade Class Feature:

Dominate Object + (Adventuring)

(This feature augments the Dominate Object feature with new functions)

You can now order your dominion to operate machinery and arcanotech devices it infused. If the object is missing any keys or components needed to operate it, you can read the machine memory to know what's missing and where they can usually be found.

Infuse Weapon +

(This feature augments the Infuse Weapon feature with new functions)

The harmony between your weapon and eidolon further heightens the power of your liveblade.

- Weapons infused by your eidolon gain additional +2 damage bonus.

RANK 6

Discipline Feature:

Fortification Eidolon +

(This feature augments the Fortification Eidolon feature with new functions)

The fortification bonus effect is now extended by 10m (1 zone away) from your position and your eidolon's position.

(The bonus does not stack when the zones overlap)

RANK 7

Tempest Moon Class Feature:

Lunar Pulse ++

(This feature augments the Lunar Pulse + feature with new functions)

- The range of your lunar pulse is increased. It now also affects chosen targets up to 1 zone away from you and your eidolons.

Liveblade Class Feature:

Infuse Weapon ++

(This feature augments the Infuse Weapon + feature with new functions)

- Weapons infused by your eidolon now gain +4 additional damage bonus. (Does not stack with previous version of this feature)

RANK 8

Discipline Feature:

Spirit Burst: Safe Domain + (Instant) (3 Spirit Tokens)

(This feature overwrites the Safe Domain feature and doesn't stack with it.)

By spending 3 spirit tokens as free action, you can instantly reduce all HP & MP damage received by your selected creatures within 30m (3 zones) of **you or your eidolon** by half. This effect lasts for a turn & you can activate it at any time, even out of your own turn. This feature does not stack when you and your eidolons' zone of effect overlap.

ADVANCED DISCIPLINE

ASSASSIN

CLASS **HASSASSIN** **NINJA**

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Brute Discipline or Trickster Discipline classes

Turn Speed: 8

Movement: 10m (1 zone / minor action)

Max Movement: 40m (4 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 7 + Mastery

Weapon Mastery: Light, Medium, Heavy

Armor Mastery: Light

Maneuver Mastery: Scuffle & Cheap Shot

FEATURES SUMMARY

RANK	HASSASSIN	NINJA
RANK 1	SB: Assassination Hassassin Techniques	Ninjutsu
RANK 2	Arcane Attunement Attunement Slot +1 Warcasting	
RANK 3	Shadow Walk	
RANK 4	Final Charge	Ninja Body Swap
RANK 5	Deadly Precision Hassassin Techniques +	Ninja Body Swap +
RANK 6	Attunement Slot +1 Warcasting +	
RANK 7	Shadow Walk +	
RANK 8	SB: Assassination +	

GEAR TO LOOK OUT FOR

Weapon: Any setup may work

Armor: Light Armor

Special Items: Machinarms, Soularms, Spiritarms, Light Armors

RANK 1

Discipline Feature:

Spirit Burst: Assassination (2 + Spirit Tokens)

Teleport behind your enemy and attack their blind spot.

On your turn, as part of your Major Action, you can spend 2 spirit tokens or more to teleport up to 20m (2 zones) away into a target's zone and attack it.

That Major Action must be used to attack the target, whether it be with Weapon, Spell, Eidolon etc). The target's defence will be reduced by the same number of spirit tokens you have spent until the end of your turn.

If you spend 5 spirit tokens or more to use this feature, all the damage you deal until the end of your turn is doubled.

(Teleportation neither provoke opportunity strike nor count towards maximum movement range.)

Hassassin Class Feature:

Hassassin Techniques (Adventuring)

Whenever there is a group of 2 or more people within 5m (1 zone) radius of you, excluding yourself, you can use your minor action to assume an inconspicuous appearance and hide among them. Attempts to detect you while you're concealed in this manner are made with setback.

Ninja Class Feature:

Ninjutsu (Adventuring)

You have a camouflage screen prepared for every occasion. Whenever there is a tree, wall or vertical surface taller than 1m and half as wide, you can hide by flattening yourself against the tree or wall and pull up a camouflage screen over yourself. Attempts to detect you will be made with setback.

RANK 2

Discipline Feature:

Arcane Attunement

You have received training in the manipulation of arcane elements.

You can attune to arcane elements, such as Fire, Water, Wood, Wind, Earth, Metal and other elements derived from their combination.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting

When you cast spells that enchant only yourself or your equipment, your focus cannot be disrupted by taking damage.

RANK 3

Discipline Feature:

Shadow Walk

Nobody needs to know that you exist.

While out of combat and standing in shadow, you can use your minor action to turn invisible for 1 minute (5 rounds). This effect ends early when you use your action for any other purpose besides moving. This feature can be used once and it's reusable after taking a full rest.

RANK 4

Hassassin Class Feature:

Final Charge

Risk it all to bring down your quarry.

When you make your attack roll, you can choose to attack with edge until the start of your next turn. In return, all attacks made against you are also made with edge.

Ninja Class Feature:

Ninja Body Swap *(Instant)*

Reflexively use a smoke bomb to move out of danger.

When you are damaged by an enemy, you can use your minor action to detonate a small smoke bomb and teleport one zone away. (Teleportation neither provoke opportunity strike nor count towards maximum movement range.)

RANK 5

Discipline Feature:

Deadly Precision

Improve your lethality through your heightened precision.

The excess damage you deal with weapons you mastered is multiplied by 2.

Hassassin Class Feature:

Hassassin Techniques + *(Adventuring)*

(This feature augments the Hassassin Techniques feature with new functions)

By whispering hypnotic words into the ears of a creature that understands your language for 5 minutes, you can program a command into the mind of the creature. This hypnosis also works on unconscious creatures. The command can be up to two sentences long and it is activated when the creature sees or hears the signal you have set, such as seeing a red ball, or hearing the snap of your finger.

When the command is activated, the creature will attempt to fulfil your command to the best of its ability for 12 seconds (1 round), after which, the hypnosis ends.

The program in the creature's mind lasts for 48 hours, and it won't remember any details surrounding the hypnosis unless the command is activated.

You can only have 1 creature hypnotized at a time. If you hypnotize another creature with this feature, the previous hypnosis ends. This hypnosis can be removed by the purify and dispel spells, but it is not magical in nature.

Ninja Class Feature:

Ninjutsu + *(Adventuring)*

(This feature augments the Ninjutsu feature with new functions)

Using your minor action, you can leave an illusion of yourself standing in your current position (zone) or running from your present position to a direction of your choosing up to 40m (4 zones away). The image lasts up to 12 seconds (1 round).

RANK 6

Discipline Feature:

Attunement Slot +1

You gain +1 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting +

(This feature augments the Warcasting feature with new functions)

You can use your minor action to enchant your weapon to make it deal the damage type of an element you're attuned to and change the damage method to Spell instead of Weapon. This feature overrides the weapon's damage type even if it was already enhanced by spells, but it retains the spell's bonuses. This feature lasts for 1 hour, you can dismiss this effect with your minor action.

RANK 7

Discipline Feature:

Shadow Walk +

(This feature augments the Shadow Walk feature with new functions)

Your movements no longer trigger opportunity strikes.

RANK 8

Discipline Feature:

Spirit Burst: Assassination (2 + Spirit Tokens)

(This feature augments the Assassination feature with new functions)

The teleporation range is now increased to 30m (3 zones).

You only need to spend 4 spirit tokens or more to double the damage against your target until the end of your turn.

ADVANCED DISCIPLINE

MIRAGE

CLASS **PUPPETEER** **ILLUSIONIST**

Basic origin: You can gain rank in this Discipline's classes when you have attained rank 4 in any Trickster Discipline or Channeler Discipline classes

Turn Speed: 4

Movement: 10m (1 zone / minor action)

Max Movement: 20m (2 zone / turn)

Defense: 6 + Mastery

Physical Fortitude: 4 + Mastery

Mental Fortitude: 7 + Mastery

Weapon Mastery: Spell Catalyst, Light & Medium

Armor Mastery: Spell Garb, Light

Maneuver Mastery: Cheap Shot

FEATURES SUMMARY

RANK	PUPPETEER	ILLUSIONIST
RANK 1		Cosmic Attunement Attunement Slot +2 Warcasting Command Eidolon Mirage Eidolon
	Puppet Master Puppet Form	Illusory Mind Waking Nightmare
RANK 2		Mirage Cheap Shots
RANK 3		Eidolon Spellcasting
RANK 4		SB: Misdirect
RANK 5		Attunement Slot +2 Warcasting +
	Puppet Master + Puppet Form +	Illusory Mind + Waking Nightmare +
RANK 6		Mirage Cheap Shots +
RANK 7		Eidolon Spellcasting +
RANK 8		SB: Misdirect +

GEAR TO LOOK OUT FOR

Weapon: Any weapons for Puppeteer, Spell Catalysts for Illusionist

Armor: Light Armor, Elemental Cape & other Spell Garbs

Special Items: Soularms, Spiritarms, Light Armors, Puppeteer Tools, Spell Catalysts, Spell Garb, Eidolon Vessels

RANK 1

Discipline Feature:

Cosmic Attunement

You have received training in the manipulation of cosmic elements.

You can attune to cosmic elements, such as Order, Chaos and Astral.

Using your minor action, you can create a spellglyph token. You may choose to enter combat or other critical situations, with 3 spellglyph tokens.

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting

When you cast spells that enchant only yourself or your equipment, your focus cannot be disrupted by taking damage.

Command Eidolon

Miragers can command spiritual manifestations called eidolons to do their bidding. Your eidolon's form and abilities are tied to the Mirage class you choose.

While you're in contact with its vessel, you can use your action to telepathically order it to follow any of these basic commands:

Minor action

- Summon your eidolon out of its vessel to appear in any zones within its summoning range without attacking. You can also teleport any eidolon on field back into any zones within its summoning range.
- Dismiss your eidolon, returning it to its vessel.
- Move your eidolon according to its movement distance.

Major action

- Summon your eidolon into a zone within its summoning range and attack a target within its attack range. Your eidolon's attack roll is (2d6 + Your Mastery + any relevant combat bonuses you have).
- Attack with your eidolon.
- When attacking incorporeal enemies without HP, your eidolon's HP damage is converted to MP damage. (See class feature for damage)

You have mastery in eidolon combat rolls. Eidolons can make opportunity strikes at opponents leaving the zone they occupy.

Eidolons can't move out of their operating range, which is centred on their vessel. It will automatically return to its vessel instantly if either you or the eidolon leaves its

operating range or the vessel is no longer in contact with your body.

When your eidolon is not on the field, it resides within an eidolon vessel. Any metallic object can be turned into an Eidolon vessel, as long as you spend ten minutes during your long break or full rest holding and focusing on it. Many eidolon users turn mundane items such as bracelets, necklaces or spectacles into eidolon vessels. Some even choose highly impractical objects such as motor vehicles.

You can only have one eidolon vessel at a time and it needs to stay in constant contact with your body to allow you to command your eidolon. Multiple eidolons can reside within the vessel. You can also buy secondary eidolon vessels to enhance your eidolons' functions.

Mirage Eidolon

Your discipline's eidolon is called Mirage and you can only have 1 Mirage at a time. A Mirage is an invisible and incorporeal small-sized flying creature that can pass through solid objects. Consequently, it can't carry or touch objects. The Mirage class you choose grants your eidolons additional abilities.

- **Summoning range:** 10m (1 zone) from eidolon vessel
- **Operating range:** 30m (3 zones) from eidolon vessel
- **Movement:** 10m (1 zone)
- **Attack range:** 0 (melee)
- **Damage:** 4 HP & MP Chaos Eidolon
- **HP:** 0, Defence & fortitudes: same as the channeler. It's immune to HP & MP damage.
- You have edge with your Mirage's eidolon combat rolls unless the target has astral vision or other means of detecting invisible creatures.
- Mirages are incorporeal and immune to damage and effects.
- You can only have one mirage summoned at a time.

Puppeteer Class Feature:

Puppet Master (Adventuring)

You can use your minor action to command your mirage eidolon to possess a willing creature in the same zone as your eidolon. The creature has to be large to small sized. While the creature allows you to control it, it becomes your "puppet" and you can control it at will. Using your minor action, you can command the creature to say or do whatever you want until it resists doing so. Its Strength and Agility based task rolls can be rolled with edge as you guide the creature's movements and you can roll your social skills (Intimidation, Deception, Reason, Appeal) in its

stead, as you make it say what you want.

Alternatively, you can use your minor action to command your mirage eidolon to possess a marionette or an empty suit of armor. The marionette or armor can move under your control as if it's a person with 0 point in all its attributes. Marionettes cannot talk.

This feature loses its effects when your puppet is over 30m (3 zones) away from you.

Puppet Form

Command your mirage eidolon to assume your visage and assist you in combat.

- When you use your minor action to summon your mirage eidolon out of your vessel, you can have it take on a physical puppet form that looks completely identical to you at the moment of summoning, wearing the same armor and wielding the same weapons.
- You can use your minor action to command your puppet to move. It has the same movement range as you.
- After using your Major Action to attack with weapon, other eidolons, or cast a spell, you can use a minor action to command the puppet to make one follow up attack on any target in the range of the weapon it's wielding. Your puppet's follow up attack is counted separately from your own follow-up attack.
- Alternatively, you can use your Major Action to command the puppet to make a major attack using the weapon it's wielding.
- HP: 1; The puppet's defence, physical fortitude and mental fortitude are the same as yours.
- When your puppet's HP is reduced to 0, it vanishes. Alternatively, you can absorb all the HP damage your puppet receives as MP damage to yourself to keep it on the field.
- Your puppet and the weapon its carrying can be enchanted with spells.
- You can only have one puppet summoned at a time.

Illusionist Class Feature:

Illusory Mind (Adventuring)

Create an illusory scene with your imagination.

Using your minor action, you can create an illusory scene within 5m radius (1 zone) occupied by your mirage eidolon. The scene can contain anything from a fully furnished home to 10m tall monster group. The sight, sound and smell will feel real to all observers, except that they're incorporeal and can't be touched. Anyone trying to discern the illusion need to win a contested psychology roll against your spell attack roll.

The illusion's effects end after 30 minutes or when you

use your minor action to create another illusory scene or to dismiss it.

Waking Nightmare (Instant)

Assault your enemy's mind with deadly illusions.

You have the following options when you attack enemies occupying the same zone as your mirage eidolon.

- Whenever you deal HP damage to any target, you can choose to deal an equal amount of damage to the creature's MP and vice versa.
(Tip: For spells that deal damage to both HP & MP such as Wither and Curse, just double the damage of both. This is due to the double conversion of HP to MP & MP to HP.)
- Alternatively, you can choose to assault your enemies only in their mind. Declare that you're attacking your targets in their mind, then perform your attacks or spells as usual. All the damage which would have been dealt to HP in this manner is converted into MP damage. Only your targets can see and experience your actions in their mind, other creatures can't see what's happening and don't even see you move.

RANK 2

Discipline Feature:

Mirage Cheap Shots

Pull off pranks and tricks with your mirage eidolon without anyone noticing.

Using your Major action, you can telepathically order your mirage eidolon to perform cheap shot maneuvers at creatures occupying the same zone as it. You can add your mastery bonus to the maneuver roll.

RANK 3

Discipline Feature:

Eidolon Spellcasting

Incorporate your eidolon as part of your spellcasting repertoire.

You can use your eidolon vessel as a spell catalyst.

When you cast a spell, you can choose to have your eidolon be the point of origin of your spell. For example, if you cast flame arrow, it can be shot out of your eidolon instead of you. If the spell requires to be delivered through touch, you can use your eidolon's touch to affect the target.

(This feature also works with eidolons you acquired from other class & disciplines)

(Tips: Try pulling pranks with the muddle spell.)

RANK 4

Discipline Feature:

Spirit Burst: Misdirect (5 Spirit Tokens) (Instant)

Manipulate your enemy's senses and misdirect their attacks or spells.

When a target within 30m (3 zones) of you uses its action to attack, cast spells etc., you can instantly spend 5 spirit tokens as free action to redirect its action to a non-existent target, causing no harm to anyone and wasting its action and resources.

RANK 5

Attunement Slot +2

You gain +2 additional elemental attunement slots. Each Attunement Slot increases your maximum MP by 10. (Stacks with other elemental attunement slots)

Warcasting +

(This feature augments the Warcasting feature with new functions)

You can use your minor action to enchant your weapon to make it deal the damage type of an element you're attuned to and change the damage method to Spell instead of Weapon. This feature overrides the weapon's damage type even if it was already enhanced by spells, but it retains the spell's bonuses. This feature lasts for 1 hour, you can dismiss this effect with your minor action.

Puppeteer Class Feature:

Puppet Master + (Adventuring)

(This feature augments the Puppet Master feature with new functions)

You can now also control a large to small sized unconscious or knocked out creature. This feature loses its effects when your puppet is over 30m (3 zones) away from you, regains consciousness or dies. (A creature usually regains consciousness after 30 minutes)

While you are controlling the knocked out creature, you can keep its eyes open and make it say whatever you want with its own voice.

Puppet Form +

(This feature augments the Puppet Form feature with new functions)

- When a creature in the same zone as your puppet receives damage, you can instantly use your minor action to command your puppet to absorb the damage. All the damage absorbed is then transferred to you as MP damage.

Illusionist Class Feature:

Illusory Mind + (Adventuring)

(This feature augments the Illusory Mind feature with new functions)

- Instead of summoning your mirage eidolon into a zone, you can use your minor action to summon it into the mind of a creature you can see within 10m (1 zone) of you. You need to maintain your focus, as if focusing on a spell, to keep the eidolon residing in the creature's mind. The 30m (3 zones) operating range limit no longer applies while the eidolon is in the creature's mind.
- For the purpose of this class' other features, the eidolon is in the same zone as the creature it's occupying.
- While a creature's mind is occupied by your eidolon, you can use your minor action to see what the creature sees and experience all its senses. While you're using the creature's senses, you are unable to use your own. You can use your minor action to return to your senses.
- Mirage eidolon automatically teleports back to its vessel after 24 hours or you can use minor action to recall it early.

Waking Nightmare + (Instant)

- When an enemy in the same zone as your mirage eidolon receives HP damage from your ally or another creature, you can use your minor action to deal an equal amount of damage to the creature's MP for that one damage instance. (Tip: Most enemies have less MP than HP.)

RANK 6

Discipline Feature:

Mirage Cheap Shots +

(This feature augments the Cheap Shot feature with new functions)

You have edge when making Cheap Shot maneuvers using your mirage eidolon.

RANK 7

Discipline Feature:

Eidolon Spellcasting +

(This feature augments the Channel Casting feature with new functions)

Whenever you use an action to command your eidolon, you gain 1 spellglyph token.

RANK 8

Discipline Feature:

Spirit Burst: Misdirect + (5 Spirit Tokens) (Instant)

(This feature overwrites the Misdirect feature and doesn't stack with it.)

When a target within 30m (3 zones) of you uses its action to attack, cast spells etc., you can instantly spend 5 spirit tokens as free action to redirect its action against another target or zone of your choice. You can choose empty zones as the new target or **even the target you're misdirecting itself**, causing it to commit self-harm. The action will then be performed as normal at the new target. You can use this feature at any time, even out of your own turn.