

GARLANDX'S ABILITY SYSTEM CUSTOM FEATS AND POWERS

Within this text is a modification of the 4th Edition's rules for POWERS and the 3rd Edition's rules for FEATS. It's meant to remove (IMHO) unnecessary rules that seem ludicrous or redundant and condense the rules that did work. However, not all of the rules are simplified. Many Feats or Character Options of 3rd Edition Feats have already been automatically implemented in my D&D version.

Please know, that this list is complete and the abilities are in BETA stages. I have not been able to playtest these abilities for balance.

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I renamed some titles for certain things:

Ability Scores = Attributes

Powers = Abilities

Per Encounter Skills = Per Battle Skills

Maximum Ability Slots

Ability	Character Level									
Slots	1	2	3	4	5	6	7	8	9	10
At Will	1	1	1	1	1	2	2	2	2	2
Battle	1	2	2	2	3	3	3	4	4	4
Daily	2	3	3	4	4	5	5	6	6	7

Ability	Character Level									
Slots	11	12	13	14	15	16	17	18	19	20
At Will	3	3	3	3	3	4	4	4	4	4
Battle	5	5	5	6	6	6	7	7	7	8
Daily	7	8	8	9	9	10	10	11	11	12

Maximum Ability Slot Type

Ability	Character Level									
Level	1	2	3	4	5	6	7	8	9	10
1	Daily	Daily	Daily	Daily	Battle	Battle	Battle	Battle	At Will	At Will
2	--	--	--	--	Daily	Daily	Daily	Daily	Battle	Battle
3	--	--	--	--	--	--	--	--	Daily	Daily

Unless otherwise specified, the abilities follows this table.
Some skills like Shield Block and Weapon Parry are automatically At Will.
While Triggered Abilities are automatically per Battle or per Round Skills.

Ability	Character Level									
Level	11	12	13	14	15	16	17	18	19	20
1	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will	At Will
2	Battle	Battle	Battle	Battle	Battle	Battle	At Will	At Will	At Will	At Will
3	Daily	Daily	Battle	Battle	Battle	Battle	Battle	Battle	Battle	Battle
4	--	--	Daily	Daily	Daily	Daily	Battle	Battle	Battle	Battle
5	--	--	--	--	--	--	Daily	Daily	Daily	Daily

ABILITY POINT PROGRESSION

Ability	Character Level									
Points	1	2	3	4	5	6	7	8	9	10
Total	5	7	10	14	19	25	32	40	49	59
Added	4+1	+2	+3	+4	+5	+6	+7	+8	+9	+10

Ability	Character Level									
Points	11	12	13	14	15	16	17	18	19	20
Total	70	82	95	109	124	140	157	175	194	214
Added	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20

ABILITY COST

POINT COST					USAGE	REGENERATION
<i>Ability Level</i>						
<i>I</i>	<i>II</i>	<i>III</i>	<i>IV</i>	<i>V</i>	<i>Per Day (24 Hours)</i>	
1	2	3	4	5	1 / Day	= Once per 24 Hours
2	4	6	8	10	2 / Day	= Once per 12 Hours
3	6	9	12	15	3 / Day	= Once per 8 Hours
4	8	12	16	20	4 / Day	= Once per 6 Hours
5	10	15	20	25	5 / Day	= Once per 4 Hours
					<i>Per Battle (10 Minutes)</i>	
6	12	18	24	30	1 / Battle	= Once per 10 Minutes or Once every 100 Rounds
7	14	21	28	35	2 / Battle	= Once per 8 Minutes or Once every 80 Rounds
8	16	24	32	40	3 / Battle	= Once per 6 Minutes or Once every 60 Rounds
9	18	27	36	45	4 / Battle	= Once per 4 Minutes or Once every 40 Rounds
10	20	30	40	50	5 / Battle	= Once per 2 Minutes or Once every 20 Rounds
					<i>At Will (1 Round)</i>	
11	22	33	44	55	1 / Round	= Regenerates Every Round
12	24	36	48	60	2 / Round	= Regenerates Every Round
13	26	39	52	65	3 / Round	= Regenerates Every Round
14	28	42	56	70	4 / Round	= Regenerates Every Round
15	30	45	60	75	5 / Round	= Regenerates Every Round

ABILITY NAME	CLASS	DESCRIPTION
<i>Shield Block</i>	<i>All*</i>	
<i>Weapon Parry</i>	<i>All*</i>	
<i>Blind Fighting</i>	<i>War, Rog, Rgr, Brd</i>	
<i>Cleave</i>	<i>War, Rgr, Pal</i>	
<i>Counter Strike</i>	<i>War, Rog, Rgr</i>	
<i>Cover</i>	<i>War, Rog, Rgr, Eng, Brd</i>	
<i>Disruption</i>	<i>War, Rog, Rgr</i>	
<i>Feint</i>	<i>War, Rog, Rgr, Brd</i>	
<i>Grapple</i>	<i>War, Rgr, Pal, Eng, Brd, Dr</i>	
<i>Grenade</i>	<i>War, Rog, Eng, Brd</i>	
<i>Heave</i>	<i>War, Rgr, Pal, Dr</i>	
<i>Interception</i>	<i>War, Rgr, Pal</i>	
<i>Point Blank Fire</i>	<i>War, Rog, Rgr, Eng, Brd</i>	
<i>Rapid Fire</i>	<i>War, Rog, Rgr, Eng, Brd</i>	
<i>Rapid Strike</i>	<i>War, Rog, Rgr, Brd</i>	
<i>Rebound</i>	<i>War, Rog, Rgr, Brd</i>	
<i>Riposte</i>	<i>War, Rog, Rgr, Brd</i>	
<i>Shield Strike</i>	<i>War, Rog, Rgr, Pal</i>	
<i>Targeted Strike</i>	<i>War, Rog, Rgr, Pal, Brd, Dr</i>	
<i>Trip</i>	<i>War, Rog, Rgr, Pal, Eng, Brd, Dr</i>	
<i>Weapon Grab</i>	<i>War, Rog, Rgr, Pal, Brd, Dr</i>	
<i>Weapon Lock</i>	<i>War, Rog, Rgr, Pal, Brd</i>	
<i>Blind Fire</i>	<i>Rog, Rgr</i>	
<i>Engagement</i>	<i>Rog, Rgr, Eng, Brd</i>	
<i>Expertise</i>	<i>Rog, Rgr</i>	
<i>Overwatch</i>	<i>Rog, Rgr, Eng, Brd</i>	
<i>Quick Draw</i>	<i>Rog, Rgr, Brd</i>	
<i>Sap</i>	<i>Rog, Rgr, Brd</i>	
<i>Set Trap</i>	<i>Rog, Rgr, Eng</i>	
<i>Suppression Fire</i>	<i>Rog, Rgr</i>	
<i>Swift Elusion</i>	<i>Rog, Rgr, Brd</i>	
<i>Targeted Shot</i>	<i>Rog, Rgr, Eng, Brd</i>	
<i>Adrenaline Rush</i>	<i>War</i>	
<i>Battle Roar</i>	<i>War</i>	
<i>Bullrush</i>	<i>War</i>	
<i>Challenge</i>	<i>War</i>	
<i>Impale</i>	<i>War</i>	
<i>Kick</i>	<i>War</i>	
<i>Overguard</i>	<i>War</i>	
<i>Power Strike</i>	<i>War</i>	
<i>Sundering Strike</i>	<i>War</i>	
<i>Twirling Defense</i>	<i>War</i>	
<i>Bleeding Strike</i>	<i>Rog</i>	
<i>Fan Of Knives</i>	<i>Rog</i>	
<i>Lethal Shot</i>	<i>Rog</i>	
<i>Retaliation</i>	<i>Rog</i>	
<i>Sharp Shooting</i>	<i>Rog</i>	
<i>Sinister Strike</i>	<i>Rog</i>	
<i>Flaming Arrow</i>	<i>Rgr</i>	
<i>Multi-Shot</i>	<i>Rgr</i>	
<i>Ricochet</i>	<i>Rgr</i>	
<i>Seeking Arrow</i>	<i>Rgr</i>	

<i>Blessed Weapon</i>	<i>Pal</i>
<i>Divine Circle</i>	<i>Pal</i>
<i>Exorcism</i>	<i>Pal</i>
<i>Healing Grasp</i>	<i>Pal</i>
<i>Holy Radiance</i>	<i>Pal</i>
<i>Holy Shield</i>	<i>Pal</i>
<i>Holy Strike</i>	<i>Pal</i>
<i>Provoke Evil</i>	<i>Pal</i>

<i>Explosive Bolts</i>	<i>Eng</i>
<i>Flaming Bolts</i>	<i>Eng</i>
<i>Grappling Hook</i>	<i>Eng</i>
<i>Guardian Tackle</i>	<i>Eng</i>
<i>Repair Construct</i>	<i>Eng</i>
<i>Summon Guardian</i>	<i>Eng</i>

<i>Aquatic Form</i>	<i>Dr</i>
<i>Bear Form</i>	<i>Dr</i>
<i>Cat Form</i>	<i>Dr</i>
<i>Flight Form</i>	<i>Dr</i>

<i>Hypnotism</i>	<i>Brd</i>
<i>Simulacrum</i>	<i>Brd</i>
<i>Song Of Discord</i>	<i>Brd</i>
<i>Song Of Horror</i>	<i>Brd</i>
<i>Song Of Inspiration</i>	<i>Brd</i>
<i>Song Of Rage</i>	<i>Brd</i>
<i>Song Of Tranquility</i>	<i>Brd</i>
<i>Ventriloquism</i>	<i>Brd</i>

** All Non-Warriors can only take the level 1 ability version of skill*

ADRENALINE RUSH WARRIOR

Notes: *Adrenaline fills the body whenever the warrior has less than 30% health remaining.*

Range: --

Duration: *Until above 50% health.*

Target: *Self*

Damage: *Damage reduced by half*

Aim: *+1 Evasion AC*

Activation: *Trigger*

Effect: *If another ability, spell, or item already reduces damage by half, damage is halved again a second time.*

AQUATIC FORM

Notes: *Can transform into an aquatic form for increased melee statistics.*

Starting Health: 20

Armor Class: 14

Aim: *Starts with +2 Aim*

Damage: *Tusks (1/1) 2d4+1*

Activation: 10 AP

Effect: *Movement: 90ft (360ft swim)*
Stealth: +3
Grapple: +2 vs Reflex, +2 vs Fortitude

BATTLE ROAR COMBAT

Notes: *Intimidates weaker opponents into fleeing with one great roar.*

Range: 30 ft radius

Duration: 3 Combat Rounds

Target: *All in 30ft radius*

Damage: *No Combat Damage*

Aim: *vs. Fortitude +1*

Activation: *Immediate, Battle. 10 AP*

Effect: *Enemies must be at least half the level of the ability user.*

BEAR FORM

Notes: *Can transform into a feline form for increased melee statistics.*

Starting Health: 32

Armor Class: 15

Aim: *Starts with +6 Aim*

Damage: *Claw (2/1) 1d6+5 (4 AP)*
Bite (1/1) 2d6+5 (6 AP)

Activation: 10 AP

Effect: *Movement: 90ft (360ft run)*
Grapple: +2 vs Reflex, +5 vs Fortitude

ABILITY UPGRADES

Ability Level:	2	3	4	5
Activated at:	40%	50%	60%	70%
Duration:	60%	70%	80%	90%
Aim:	+2	+3	+4	+5

Level 5: Gain +2 Strength and +2 Constitution while filled with Adrenaline.

Level 9: Gain +2 AP while filled with Adrenaline.

Level 13: Gain +4 Strength, +4 Constitution, and a DR bonus of 2 while filled with Adrenaline.

Level 17: +4 AP and a DR of 4.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Health:	Gains 5 HP / Level			
AC:	16	17	18	20
Aim:	Gains +1 Aim / 2 Levels			
Damage:	2d6+2	2d8+3	2d10+4	2d12+5
Activation:	15 AP	20 AP	25 AP	30 AP
Effect	Stealth Skill +1 / 2 Levels Grapple +1 Aim / 2 Levels			

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	4 rnds	5 rnds	6 rnds	7 rnds
Damage:	--	1d4	1d8	1d12
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

At Level 5: Provides +2 Will vs. Fear to Allies within 30 ft. Incremental as Aim.

At Level 9: Causes sonic damage to all in 30 ft.

At Level 13: Causes aim disadvantage to all those who saved against Fortitude for the duration of the ability.

At Level 17: Knocks back all enemies 10 feet, even if saved.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Health:	Gains 9 HP / Level			
AC:	18	20	23	25
Aim:	Gains +1 Aim / 2 Levels			
Damage:	1d8+6	1d10+7	1d12+8	2d8+9
	2d8+6	2d10+7	2d12+8	4d8+9
Activation:	15 AP	20 AP	25 AP	30 AP
Effect	Grapple +1 Aim / 2 Levels			

BLEEDING STRIKE

Notes: *One wicked slash to the artery causes intense bleeding. Requires Sharp Weapons.*

Range: *Melee*
 Duration: *Bleeding for 4 rounds*
 Target: *1*
 Damage: *Weapon + 1d4 Damage Bleeding*
 Aim: *-2*
 Activation: *10 AP, Battle*
 Effect: **Round 2:** *1 Stack of Weakened applies.*
Every 2 Rounds After: *+1 Stack of Weakened applies until wound is healed.*
Healing spells and potions stops the bleeding.

BLESSED WEAPON**PALADIN**

Notes: *Light infuses into the weaponry, burning those with holy power.*

Range: *Weapon and 15ft Radius Blessing.*
 Duration: *Until Combat Ends*
 Target: *Any Paladin Strikes*
 Damage: *+1 Damage, +2 vs. Evil*
 Aim: *As Weapon, +1 vs Fortitude: Blind.*
 Activation: *Battle, 10 AP*
 Effect: *Blinds nearby enemies from the infusion of Holy Light for 1 round upon blessing.*

BLIND FIGHTING

Notes: *Trained to fight in darkness and has an idea of where enemy locations are based on sound.*

Range: *30 ft Hearing*
 Duration: *Until darkness ends*
 Target: *Self*
 Damage: *Normal*
 Aim: *-4 Penalty, -4 Sight Skills*
 Activation: *Entire Round*
 Effect: *Normal Penalties are -6 Aim, -6 Skills, -6 Initiative, and Half AP. Blind Fighting reduces the penalties and regain all AP losses.*

BLIND FIRE

Notes: *Can fire blindly at the enemy even when hunkered down.*

Range: *As Weapon*
 Duration: *1 Round*
 Target: *1*
 Damage: *Normal Weapon*
 Aim: *-1*
 Activation: *Battle*
 Effect: *Maintain Cover AC while firing blindly.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	5	6	7	8
Targets:	2	3	4	5
Damage:	1d6	1d8	1d10	1d12
Aim:	-4	-6	-8	-10
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *Can strike more enemies, applies Bleeding Strike I.*
Level 9: *With this ability slotted, all 20 rolls automatically apply Bleeding Strike I.*
Level 13: *Striking many enemies applies Bleeding Strike II*
Level 17: *A 20 roll on a Bleeding Strike beheads an enemy, instantly killing. Cannot be applied to multiple enemies.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Damage:	+2 / +4	+3 / +6	+4 / +8	+5 / +10
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *Infuses Holy on 2 Allies. Collapses 1 HD Undead.*
Level 9: *Infuses Holy on 3 Allies. Collapses 2 HD Undead.*
Level 13: *Infuses Holy on 4 Allies. Collapses 3 HD Undead. Heals 1 HP / Strike. Blessing Blinds for 2 rounds.*
Level 17: *Infuses Holy on 5 Allies. Collapses 4 HD Undead. Heals 2 HP / Strike. Blessing Blinds for 3 rounds.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	40 ft	50 ft	60 ft	70 ft
Aim:	-3	-2	-1	0

Level 5: *Can ascertain ranged fire location x2 hearing distance away from self.*
Level 9: *Enemy spellcasting and attacks gives away location.*
Level 13: *Can sense nearby objects based on sound deflection off objects.*
Level 17: *Can act and react fully without sight without penalty as though sight was never lost.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	1 rnd	2 rnds	2 rnds	3 rnds
Aim:	-2	-3	-4	-5

Level 5: *Can conceal the attack from location. One shot.*
Level 9: *Know enemy location in total darkness.*
Level 13: *Can confuse enemy from noise of misdirected fire*
Level 17: *Can sacrifice extra strikes for 1 unpenalized shot.*

BULL RUSH WARRIOR

Notes: *Presses forward against enemies which pushes them back and may knock down*

Range: *Up to 30 feet / Round*

Duration: *Until forced to a stop or by decision*

Target: *1*

Damage: *Knockdown: 1d6, 5 feet.*

Aim: *+1 vs Reflex to hit;
Str vs Str to push back;
+1 vs Fortitude to knock down*

Activation: *Full Round*

Effect: *Can push enemies off edges. Charging that leads to a bullrush gains x2 Strength Check Bonus and doubles the knockdown damage and distance knocked down. Rush is conjoinable with Shield Block ability.*

CAT FORM

Notes: *Can transform into a feline form for fast movement or increased melee statistics.*

Starting Health: *25*

Armor Class: *15*

Aim: *Starts with +4 Aim*

Damage: *Claw (2/1) 1d4+3 (3 AP)
Bite (1/1) 2d4+3 (5 AP)*

Activation: *10 AP*

Effect: *Movement: 120ft (480ft run)
Stealth: +5
Grapple: +4 vs Reflex, +3 vs Fortitude*

CHALLENGE WARRIOR

Notes: *Taunts and mocks the enemy into attacking the warrior.*

Range: *120 ft Radius*

Duration: *Anger lasts for 3 rounds*

Target: *All enemies in range*

Damage: *None*

Aim: *+1 vs Will*

Activation: *Battle, 10 AP*

Effect: *Does not work on mindless undead, constructs, or enemies with 1 Intelligence or lower.*

CLEAVE COMBAT

Notes: *Strikes everyone adjacent to the weapon user within range.*

Range: *Melee Radius*

Duration: *One Strike*

Target: *Two Opponents*

Damage: *Normal Weapon*

Aim: *-1*

Activation: *Immediate, Battle, 10 AP*

Effect:

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	1	2	2	3
Aim:	+2 Reflex	+3 Reflex	+4 Reflex	+5 Reflex
	+2 Str	+3 Str	+4 Str	+5 Str
	+2 Fort	+3 Fort	+4 Fort	+5 Fort

Shoulder Bash: *Can be used as a simple shoulder bash, which only requires a Reflex and Fortitude Check for a knock down. Shoulder Bashes are only 5 ft moves.*

Level 5: *Triggerable as an Attack of Opportunity.*

Level 9: *Can rush multiple opponents, both require strength checks. Enemy strength checks combine.*

Level 13: *Rush no longer invokes an Attack of Opportunity. Knocks additional enemies down in the path of the rush.*

Level 17: *One final push triples the knockdown distance.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Health:		Gains 7 HP / Level		
AC:	17	19	21	23
Aim:		Gains +1 Aim / 2 Levels		
Claw:	1d6+4	1d8+5	1d10+6	1d12+7
Bite:	2d6+4	2d8+5	2d10+6	2d12+7
Activation:	15 AP	20 AP	25 AP	30 AP
Effect		Stealth Skill +1 / 2 Levels		
		Grapple +1 Aim / 2 Levels		

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	4 rounds	5 rounds	6 rounds	7 rounds
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5:	<i>Can aggravate casters into concentration loss.</i>			
Level 9:	<i>Angered enemies neglect flanks. Advantage rolls.</i>			
Level 13:	<i>The angered too busy attacking. Evasion Halved.</i>			
Level 17:	<i>Angered attacks cleave their allies.</i>			

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	3	4	5	6
Aim:	-2	-3	-4	-5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5:	<i>Causes Knock Downs vs Fortitude.</i>			
Level 9:	<i>Second Cleave or x2 Damage - 1 / Battle</i>			
Level 13:	<i>Bleeding Cleave (1d4 damage for 4 rounds)</i>			
Level 17:	<i>Third Cleave or x3 Damage - 1 / Battle</i>			

COUNTER STRIKE COMBAT, ROGUE

Notes: *After being struck, the momentum swings the body around for a strike.*

Range: *Melee*

Duration: *One Strike*

Target: *One Opponent*

Damage: *Normal Weapon Damage*

Aim: *+1*

Activation: *Trigger, Battle*

Effect: *Activated as a Readied Trigger. Only activates when struck.*

COVER COMBAT

Notes: *Negates Evasion AC in exchange for Cover AC against projectiles.*

Range: *--*

Duration: *Until leaving cover*

Target: *Self*

Damage: *--*

Aim: *Disadvantaged*

Activation: *At Will*

Effect: *Cover AC = 1d20 (best out of 2 rolls)
Cover Bonus = 1/2 Lvl+Intelligence Modifier*

DISRUPTION COMBAT, ROGUE

Notes: *A quick jab with the handle or hilt to the face disrupts any action that has commenced.*

Range: *Melee*

Duration: *Stunned: 1 Round*

Target: *1*

Damage: *1d4 Blunt*

Aim: *-1 vs Reflex*

Activation: *Triggered by Enemy Ability Usage*

Effect: *Requires a successful reaction roll to initiate.
Disrupts movement, abilities about to be used, or spells in mid-casting.*

DIVINE CIRCLE PALADIN

Notes: *Wards off undead, preventing entry. Any who do are damaged by holy.*

Range: *15 ft Radius on Ground*

Duration: *Until Combat Ends*

Target: *Any entering circle*

Damage: *Holy 1d4 damage / Round*

Aim: *vs. Fortitude +1*

Activation: *Daily, 10 AP*

Effect: *Doubles the effects if Paladin kneels and concentrates.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	+2	+3	+4	+5
Activation:	Battle	Battle	Battle	Battle

Level 5: Misses still activates Counter-strike.

Level 9: Counter-strike still triggers with an Auto-Parry.

Level 13: Strikes 2 Opponents with a Counter-Cleave.

Level 17: Strikes 3 Opponents with a Counter-Cleave or 2 opponents with a Bleeding Cleave that damages for 1d4 for 4 rounds.

ABILITY UPGRADES

Level 3: Can hunker down for x2 Cover bonus. Cannot make any actions during cover.

Level 5: Can brace for impact: Fortitude Save for Half damage vs Explosions or Massive Attacks.

Level 7: Can dive from explosions: Reflex Save for No Damage vs Explosions or Massive Attacks.

Level 9: Moving to a new cover does not invoke Attacks of Opportunities if cover is within 10 ft.

Level 11: Half damage if hunkered down.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	1	2	2	3
Damage:	1d6	1d8	1d10	1d12
Aim:	-2	-3	-4	-5

Level 5: Can knock down an enemy (Aim vs Fortitude) which can trigger an Attack of Opportunity.

Level 9: Can be used as an AoO against a moving enemy passing by.

Level 13: Enemy 1 rolls can trigger disruption.

Level 17: Disruption 20 rolls knocks out a target.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	20 ft	25 ft	30 ft	35 ft
Damage:	1d6	1d8	1d10	1d12
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Collapses 1 HD Undead.

Level 9: Collapses 2 HD Undead. Damages Outsiders.

Level 13: Collapses 3 HD Undead. Damages Evil. Stuns 1 HD Outsiders.

Level 17: Collapses 4 HD Undead. Stuns 2 HD Outsiders.

ENGAGEMENT

Notes: *Can fire and run simultaneously with reduced aim penalty.*

Range: *As Archer's Weapon*
 Duration: *Only while moving.*
 Target: *Any Archer Targets*
 Damage: *Normal Weapon Damage*
 Aim: *Walk: -2, Run: -4*
 Activation: *Immediate, Battle*
 Effect:

EXORCISM**PALADIN**

Notes: *Causes all undead to turn away. Those that resist are damaged by holy.*

Range: *30 ft Cone; 90 Degree*
 Duration: *3 Rounds Turned.*
 Target: *All in cone*
 Damage: *Holy 1d6*
 Aim: *vs. Fortitude +1*
 Activation: *Daily, 10 AP*
 Effect: *If the ability is to focus on one single enemy instead of a cone, it doubles the holy damage dealt. The Paladin's Maximum Level is the Maximum HD of the entity that can be turned.*

EXPERTISE

Notes: *Can Negate 1 Attack of Opportunity for the duration of that round.*

Range: *Self*
 Duration: *Until Deactivated*
 Target: *Self*
 Damage: *Normal*
 Aim: *+1 Evasion AC*
 Activation: *Immediate, Daily*
 Effect: *Evades all damage for that one attack. Multiple negations are spread out throughout the duration of the skill.*

EXPLOSIVE BOLTS**ENGINEER**

Notes: *Can rig one bolt to fire an explosive flask. Careful rigging required.*

Range: *As Crossbow*
 Duration: *One Bolt*
 Target: *Any Engineer Targets*
 Damage: *Bolt + 3d6 Explosive Damage*
 Aim: *Missile -1 / vs. Fortitude -1*
 Activation: *10 AP*
 Effect: *Rigging takes 1 Combat Round to set.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Run Aim:	-3	-2	-1	0
Acrobatics:	-4	-3	-2	-1
Activation:	Battle	At Will	At Will	At Will

Level 5: *Can do Acrobatic abilities while moving.*
Level 9: *Can rebound if knocked down.*
Level 13: *Negates 1 Attack of Opportunity*
Level 17: *Negates 2 Attacks of Opportunities.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	45 ft	60 ft	75 ft	90 ft
Duration:	4 rnds	5 rnds	6 rnds	7 rnds
Collapse:	1 HD	3 HD	5 HD	7 HD
Outsiders:	3 HD	5 HD	7 HD	9 HD
Banishment:	--	1 HD	3 HD	5 HD
Evil:	--	1 HD	3 HD	5 HD
Damage:	2d6	3d6	4d6	5d6
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *Can now collapse Undead and damage Outsiders.*
Level 9: *Can now Turn Outsiders and damage Evil.*
Level 13: *Can now Banish Outsiders.*
Level 17: *Can now Turn Evil.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Evasion AC:	+2	+3	+4	+5
Duration:	2	3	4	5
Negations:	2	3	4	5
Aim:	--	-1	-2	-3
Activation:	Daily	Battle	Battle	Battle

Level 5: *Half Damage to all successful AoO's.*
Level 9: *1 Counter Strike: 1 / Battle*
Level 13: *2 Counter Strikes: 1 / Battle*
Level 17: *3 Counter Strikes: 1 / Battle*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	--	--	--	--
Duration:	--	--	--	--
Target:	--	--	--	--
Damage:	+5d6	+7d6	+9d6	+11d6
Aim:	-2 / -2	-3 / -3	-4 / -4	-5 / -5
Activation:	15 AP	20 AP	25 AP	30 AP

FAN OF KNIVES

Notes: *Throws multiple knives either at a single target or one knife each for multiple targets.*

Range: *As weapon*

Duration: *Instant*

Target: *3 or 1*

Damage: *As Weapon*

Aim: *-1 vs Total AC*

Activation: *Instant*

Effect: *Weapon can be substituted for other thrown weapons such as darts, rocks, or shurikens.*

FEINT

Notes: *This skill causes a defensive opening to be made through trickery.*

Range: *Melee*

Duration: *1 Strike*

Target: *One Opponent*

Damage: *Normal Weapon*

Aim: *Deception +1 vs. Reflex*

Activation: *Immediate, Battle, 10 AP*

Effect: *Success eliminates all Evasion AC and Dexterity / Dodging / Parrying Bonuses.*

FLAMING ARROW

Notes: *Launch a flaming arrow that explodes upon impact, hitting all in range.*

Range: *300 ft, 5 ft explosion*

Duration: *Instant, 1 Round (Fire)*

Target: *1*

Damage: *+1d6 Fire + 1d6 Fire / Round*

Aim: *-1, +1 vs Fortitude (Fire)*

Activation: *10 AP*

Effect: *Also ignites gasses, wood, cloth, and combustible liquids. (Lvl 9) Smoke causes sight and breathing difficulties: Fort vs DC: 15*

FLAMING BOLTS**ENGINEER**

Notes: *Can rig a crossbow to auto-ignite bolts, causing fiery damage.*

Range: *As Crossbow*

Duration: *Until Combat Ends*

Target: *Any Engineer Targets*

Damage: *Bolt + 1d4 Fiery Damage*

Aim: *Missile -1*

Activation: *10 AP*

Effect: *Rigging takes 1 Combat Round to set.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	4	5	6	7
Aim:	-2	-3	-4	-5

Level 5: *a 20 roll strikes for x2 damage or 2 opponents.*

Level 9: *a 20 roll can strike 3 opponents.*

Level 13: *a 20 roll can strike 4 opponents.*

Level 17: *a 20 roll can strike 5 opponents.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	+2	+3	+4/+0	+5/+0
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *Negates initiative bonus of attacker if feinting.*

Level 9: *Eliminates all Attack of Opportunities if used defensively before moving or acting.*

Level 13: *Successful strike triggers second attack from momentum of the first but with no ability bonuses.*

Level 17: *Can choose to disarm with automatic success.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	10 ft	15 ft	20 ft	25 ft
Duration:	2	3	4	5
Damage:	+2d6	+3d6	+4d6	+5d6
Aim:	-2 / +2	-3 / +3	-4 / +4	-5 / +5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *20 rolls shatters wooden shields.*

Level 9: *Causes smoke; Sight/Breathing Difficulty.*

Level 13: *Explosion can collapse structures.*

Level 17: *Heats metal for 5 rounds, damage 1d6 / round.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	--	--	--	--
Duration:	--	--	--	--
Target:	--	--	--	--
Damage:	1d4	1d6	1d6	1d8
Aim:	-1	-2	-2	-3
Activation:	15 AP	20 AP	25 AP	30 AP

FLIGHT FORM

Notes: *Can transform into a feline form for increased melee statistics.*

Starting Health: 15
 Armor Class: 17 (14 if not moving)
 Aim: Starts with +3 Aim
 Damage: Talons (2/1) 1d3+2
 Beak (1/1) 1d6+2
 Activation: 10 AP
 Effect: Movement: 480ft (1440ft dive)
 Stealth: +6
 Grapple: +5 vs Reflex, +2 vs Fortitude

GRAPPLE**COMBAT, ROGUE**

Notes: *Grabs an opponent and wrestles to the ground, dealing crushing damage.*

Range: Melee
 Duration: Until released
 Target: One opponent
 Damage: 1d4 Damage + STR
 Aim: vs. Reflex +1 to Grapple
 vs. Fortitude +1 to Hold/Break
 Activation: Immediate, Battle
 Effect:

GRAPPING HOOK**ENGINEER**

Notes: *A roped harpoon stabs an enemy which can be tangled if enemy is wrapped.*

Range: As Bow and Rope's Range
 Duration: 3 rounds
 Target: One Opponent
 Damage: As Harpoon
 Aim: vs. AC / Aim vs. Fortitude +1
 Activation: 10 AP
 Effect: Aim vs. AC to strike with harpoon. Aim vs. Fortitude to entangle an enemy.

GRENADE**ENGINEER**

Notes: *Launches a burning flask of oil at the enemy, causing explosive damage.*

Range: 5 ft radius
 Duration: One Throw
 Target: All in 5 ft radius
 Damage: 3d6 Explosive Damage
 Aim: As Projectile Weapon
 Activation: 10 AP
 Effect:

ABILITY UPGRADES

Ability Level:	2	3	4	5
Health:		Gains 3 HP / Level		
AC:	20 (16)	23 (18)	26 (20)	29 (22)
Aim:		Gains +1 Aim / 2 Levels		
Damage:	1d4+3	1d6+4	1d8+5	1d10+6
	2d4+3	2d6+5	2d8+5	2d10+6
Activation:	15 AP	20 AP	25 AP	30 AP
Effect		Stealth Skill +1 / 2 Levels		
		Grapple +1 Aim / 2 Levels		

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	1	2	2	3
Damage:	1d6	1d8	1d10	1d12
Aim:	+2	+3	+4	+5
Activation:	Battle	At Will	At Will	At Will
<i>Holds opponent. +1d4 Damage for every 2 Strength greater than enemy.</i>				
Level 5: <i>Can be used as an Attack of Opportunity.</i>				
At Level 9: <i>Can hold multiple enemies.</i>				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	--	--	--	--
Duration:	4 rnds	5 rnds	6 rnds	7 rnds
Target:	--	--	--	--
Damage:	--	--	--	--
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	10 ft R	15 ft R	20 ft R	25 ft R
Duration:	--	--	--	--
Target:	--	--	--	--
Damage:	4d6	5d6	6d6	7d6
Aim:	--	--	--	--
Activation:	15 AP	20 AP	25 AP	30 AP

GUARDIAN TACKLE ENGINEER

Notes: *Commands the guardian to tackle and pin an enemy of its creator.*

Range: 30 ft charge

Duration: Until released

Target: Any its Creator Targets

Damage: +1d4 / 2 STR over Target's

Aim: Guardian Aim vs. Reflex +1

Activation: 10 AP

Effect: *Save vs. Fortitude to break free or be dealt 1d4 crushing damage per 2 STR+.*

HEALING GRASP PALADIN

Notes: *Blessed hands press onto wounds, cleansing and purifying them with holy.*

Range: Melee

Duration: One Touch

Target: Anyone Touched

Damage: Healing 2d8+1

Aim: vs. Undead: +1

Activation: Daily, 10 AP

Effect: *Causes 2d6+1 Holy Damage to 1 Undead. Removes Diseases and Curses at Level 5. Affects Outsiders at Level 9. Evil at Level 13. Can Raise Dead at Level 17.*

HEAVE

Notes: *Throws an oponent (by grab or oncoming charge) across the room, knocking back.*

Range: Thrown 10 ft

Duration: 1

Target: 1

Damage: 1d4 Stumble

Aim: -1 vs Fortitude

Activation: Trigger, Immediate

Effect: *Slamming into a wall doubles the damage. Running into a spike triples the damage. Slamming into the floor doubles the duration.*

HOLY RADIANCE PALADIN

Notes: *A knelt Paladin concentrates holy energy in the area, healing allies.*

Range: 10 ft Radius

Duration: Until Deactivated

Target: Any in Radius

Damage: Healing 1d4 / Round

Aim: +1 vs. Fortitude: Undead.

Activation: Daily, 10 AP

Effect: *Damages nearby Undead. Doubles the effects if Paladin kneels and concentrates. Paladin is immune to fear. Allies gain +1 Save bonus to Fortitude and Will when inside aura.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	--	--	--	--
Duration:	--	--	--	--
Target:	--	--	--	--
Damage:	+1d4	+1d6	+1d6	+1d8
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	5ft	10ft	15ft	20ft
Damage:	4d8+5	6d8+9	8d8+13	10d8+17
Multiple:	(2) 2d8+3	(3) 2d8+5	(4) 2d8+7	(5) 2d8+9
Aim:	+2	+3	+4	+5
Vs Undead:	4d6+5	6d6+9	8d6+13	10d6+17
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: Can divide the touch between 2 allies.				
Level 9: Can divide the touch between 3 allies.				
Level 13: Can divide the touch between 4 allies.				
Level 17: Can divide the touch between 5 allies.				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	15ft	20ft	25ft	30ft
Damage:	1d6	1d8	1d10	1d12
Aim:	-2	-3	-4	-5
Level 5: Throwing grants free attack of opportunity.				
Level 9: Can throw charging opponents for double damage.				
Level 13: Floor slams provides 2 attacks of opportunities, one from momentum, another when stand.				
Level 17: Can throw multiple opponents if strength is over 16; opponents' checks stack against ability user's.				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	15 ft	20 ft	25 ft	30 ft
Damage:	1d6	1d8	1d10	1d12
Aim:	+2	+3	+4	+5
Save Bonus:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: Slows Undead: Half Movement. Allies gain 5 AP.				
Level 9: Damages Outsiders. Removes and become immune to diseases and curses while inside Aura.				
Level 13: Damages Evil. Allies become immune to fear.				
Level 17: Allies gain 50% Resistance to all Elements.				

HOLY SHIELD **PALADIN**

Notes: *A defensive pose that deflects and knocks back any who strikes the shield.*

Range: *180 Degree Melee Radius*

Duration: *Until Defender Attacks*

Target: *Any in 180 Degree Radius*

Damage: *100% of Shield DR Blocked, 1d6 Holy Damage to Shield Striker.*

Aim: *Shield AC Bonus x3, No Evasion AC, vs. Fortitude +1 : Knockback*

Activation: *Battle, 10 AP*

Effect: *Blocks attacks from damaging. Staggers enemies who roll a 1 on aim. Save fail knocks back for 10 ft & 1d6 Damage. Thrown shields return to the Paladin at round's end; Paladin loses all Shield AC bonuses.*

HOLY STRIKE **PALADIN**

Notes: *One glowing strike deals holy damage to all, but double damage to Undead.*

Range: *Melee*

Duration: *One Strike*

Target: *One Opponent*

Damage: *Weapon + 2d6 Holy Damage*

Aim: *vs. Evil +1*

Activation: *Battle, 10 AP*

Effect:

HYPNOTISM

Notes: *Can speak rhythmically and tranquilly that can induce hypnosis on unsuspecting victims.*

Range: *10 ft*

Duration: *Dazed for 3 rounds.*

Target: *1 target listening for 4 rounds.*

Damage: *Damage awakens the target*

Aim: *Speechcraft: -1 vs Will*

Activation: *0 AP*

Effect: *Talking is a free action and therefore does not consume AP. But still requires 4 rounds to use.*

IMPALE **WARRIOR**

Notes: *Uses a sword or spear to impale an enemy, deals more damage against chargers.*

Range: *As Weapon*

Duration: *1 Round*

Target: *1*

Damage: *Max Damage, x2 vs Chargers*

Aim: *-1*

Activation: *10 AP or a ready action*

Effect: *Non-spear weapons are capped at x2 damage, even against chargers.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	15 ft	20 ft	25ft	30ft
AC Bonus:	x3.5	x4	x4.5	x5
Shield DR:	150%	200%	250%	300%
Damage:	2d6	3d6	4d6	5d6
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: Can use as a strike with all bonuses added.				
Level 9: Can use to strike 3 nearby enemies.				
Can throw shield to strike an enemy 60ft away.				
Level 13: Can throw shield striking 3 enemies 60ft away.				
Half Damage when Blocking Magical Spells.				
Attracts all Arrows towards Shield when blocking.				
Level 17: Attracts all spells towards the Shield.				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Damage:	+4d6	+6d6	+8d6	+10d6
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: Now damages Outsiders.				
Level 9: Now damages Evil.				
Level 13: Can cleave 2 additional enemies: 2d6 Holy to all.				
Level 17: Can cleave 4 additional enemies: 2d6 Holy to all.				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	15 ft	20 ft	25 ft	30 ft
Duration:	4	5	6	7
Target:	2	3	4	5
Aim:	-2	-3	-4	-5
Level 5: Can implement 1 command into a target.				
Level 9: Can convince a target of something untrue.				
Level 13: Can invoke fear, rage, or sorrow.				
Level 17: Can convince a target to turn on allies.				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	1	2	2	3
Damage:	x2	X2.5	x3	X3.5
Vs Chargers:	x3	x4	x5	x6
Aim:	-2	-3	-4	-5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: Can be used as an Attack of Opportunity.				
Level 9: Can impale multiple chargers for x2 damage.				
Level 13: If already impaled, can thrust the weapon in further for another x2 damage, but only to non-chargers.				
Level 17: 20 Rolls are head stabs: Instantly killed.				

INTERCEPTION COMBAT

Notes: *Intercepts anyone trying to pass by. Guaranteed Attack of Opportunity.*

Range: *As Melee Weapon*

Duration: *3 Rounds Maximum*

Target: *2 / Round*

Damage: *As Weapon*

Aim: *-1*

Activation: *Daily*

Effect: *Used as a ready action, otherwise dependant on reaction roll.*

KICK BASIC, COMBAT

Notes: *Can knock an enemy back with a single kick. Disrupts concentration for spellcasters.*

Range: *10 ft Knockback*

Duration: *1*

Target: *1*

Damage: *1d4*

Aim: *-1 vs Evasion AC*

Activation: *Instant*

Effect: *Aim Roll discludes Deflection. Damage is a result of stumbling. 1 round to recover.*

LETHAL SHOT

Notes: *A targetted fire that slices open important arteries or weaknesses.*

Range: *As Weapon*

Duration: *Bleeding: 3 for 1d4*

Target: *One Opponent*

Damage: *Maximum Damage*

Aim: *-1*

Activation: *10 AP*

Effect: *Does not work on undead or constructs. Additional bleeding only causes half the bleeding damage of the first.*

MULTI-SHOT

Notes: *Launch an arrow that splits into several projectiles, all having their own targets.*

Range: *150 ft*

Duration: *Instant*

Target: *3*

Damage: *Normal*

Aim: *-1*

Activation: *10 AP*

Effect: *Deals full damage if the number of targets is half or less than half of the maximum amount of targets.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	4 rnds	5 rnds	6 rnds	7 rnds
Target:	3 / Rnd	4 / Rnd	5 / Rnd	6 / Rnd
Aim:	-2	-3	-4	-5
Activation:	Daily	Battle	Battle	At Will

Level 5: *Can do a walking advance (half move)*

Level 9: *Can trigger Interception: 1 / Day*

Level 13: *Can trigger Interception: 2 / Day*

Level 17: *Can trigger Interception: 3 / Day*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	15 ft	20 ft	25 ft	30 ft
Damage:	1d6	1d8	1d10	1d12
Aim:	-2	-3	-4	-5

Level 5: *Knocks back shield blockers also. Aim vs Fortitude.*

Level 9: *Knocks back 2 additional enemies by 10 ft if the area is crowded.*

Level 13: *Knocks back enemy twice the size by 10 ft.*

Level 17: *Knocks back 4 addition enemies by 10 ft.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	4	5	6	7
Bleeding:	1d6	1d8	1d10	1d12
Damage:	x2	x2.5	x3	x3.5
Aim:	-2	-3	-4	-5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *Arrow hits enemy behind the target: x1 Dam.*

Level 9: *Increases damage of second bleeding to full.*

Level 13: *Arrow hits third target: x2 to 2nd, x1 to 3rd.*

Level 17: *A natural 20 roll automatically KO's target: 0 HP.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	5	7	9	11
Aim:	-2	-3	-4	-5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *One hit strikes all. One miss misses only one.*

Level 9: *A miss can be rerolled if there are more targets than the maximum amount targetable.*

Level 13: *20 Rolls bypasses its first target.*

Level 17: *Point Blank Fire launches all arrows into a single target.*

OVERGUARD

Notes: A parry swing in the same direction as an attack, causing the enemy's weapon to over swing, staggering the opponent.

Range: Melee
Duration: Instant
Target: 1
Damage: None
Aim: Evasion AC: x2, -1 vs Reflex
Activation: Trigger, Battle, 5 AP
Effect: Defenders gain an attack of opportunity against staggered opponents.

OVERWATCH

GUNNER

Notes: Sets up to watch for movement and open targets. 100% Opportunity

Range: As Missile Weapon
Duration: 3 rounds maximum
Target: 2 / round
Damage: As Weapon
Aim: -1
Activation: Daily
Effect: Cannot move or do other actions. Ability is used as a ready action.

POINT BLANK FIRE

Notes: An arrow fired at a target less than 10 feet away, causing severe damage.

Range: 10 feet Point Blank Range
Duration: Until Target is out of range
Target: Any Archer targets
Damage: Maximum Damage
Aim: Missile +1
Activation: Immediate, At Will
Effect: Knockback 10 ft; 1 round recovery. Acrobatics vs Arrow Damage to recover from knockdown, otherwise wait 1 round.

POWER STRIKE

BASIC, COMBAT

Notes: All strength is put into one blow dealing massive damage to the opponent.

Range: Melee
Duration: One Strike
Target: One Opponent
Damage: Maximum Damage
Aim: -1
Activation: 10 AP, Battle
Effect: Knocks down those who blocks it. Fortitude Save vs. Damage to prevent.
Boost: Can spend additional AP to boost Damage if damage roll is low: 1 AP per 1 damage. Dice #. is Max.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	-2	-3	-4	-5

Enemy recovers after 1 round.
Level 5: Enemy trips if rolled a 1, gain second AoO.
Level 9: Enemy trips if failed, gain second AoO.
Can overguard 2 opponents; cannot trip.
Level 13: First AoO is a critical strike.
Level 17: Can overguard 3 opponents.

ABILITY UPGRADES

Level:	5	9	13	17
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Range: 3 Range Increments only
Duration: 4 rnds 5 rnds 6 rnds 7 rnds
Target: 3 4 5 6
Aim: -2 -3 -4 -5
Activation: Daily Battle Battle At Will
Level 5: Can do a walking advance (half move)
Level 9: Can trigger Overwatch: 1 / Day
Level 13: Can trigger Overwatch: 2 / Day
Level 17: Can trigger Overwatch: 3 / Day

ABILITY UPGRADES

Ability Level:	2	3	4	5
Damage:	x1.5	x2	x2.5	x3
Aim:	+2	+3	+4	+5
Activation:	At Will	At Will	At Will	At Will

Level 5: Can now continue fire as a normal round instead of a single ability attack that uses X amount of AP.
Level 9: 20 rolls passes through first target. Hits second target for x1 damage. **1 Attack**
Level 13: Arrows now knocks down; recovery 2 rounds.
Level 17: 20 rolls passes through second target for x2 damage. Hits third target for x1 damage.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	-2	-3	-4	-5
Damage:	x2	x2.5	x3	x3.5
Charge:	x3	x4	x5	x6
Multi:	--	Max	x1.5	x2
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: can be used while charging.
Level 9: can use Multiple Power strikes:
for 1 round at Level 9 at Max Damage.
for 2 rounds at Level 13 or 1 round for x1.5 Damage
for 3 rounds at Level 17 or 1 round for at x2 Damage.
Level 13: Breaks parries and shield blocks.

PROVOKE EVIL **PALADIN**

Notes: *Uses a Holy Symbol to irritate evil into targetting the Paladin.*

Range: 45 ft

Duration: *Until either has died*

Target: 90 Degree Cone

Damage: None

Aim: +1 vs. Fortitude

Activation: Battle, 10 AP

Effect: *Puts enemy in a state of rage, attacking the Paladin.*

QUICK DRAW

Notes: *An efficient stance and weapon positioning allows the user a greater combat initiation.*

Range: 60 ft Senses

Duration: *Beginning of Combat*

Target: Self

Damage: None

Aim: +2 Initiative

Activation: No AP Use

Effect: *Any surprise attack beyond the range of quick senses act as a normal surprise attack.*

RAPID FIRE

Notes: *Fires Arrows at an increased speed.*

Range: As archery weapon

Duration: 1 round

Target: Any Archer targets

Damage: As archery weapon

Aim: Missile -1

Activation: Immediate, Battle

Effect: x2 Speed / Number of Attacks

RAPID STRIKE

Notes: *Increased speed of strikes with the cost of accuracy.*

Range: Melee

Duration: 1 round

Target: Any Rogue Targets

Damage: x2 AP

Aim: Weapon Aim -1

Activation: Immediate, Battle

Effect:

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	60 ft	75 ft	90 ft	105 ft
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Causes casters to Save vs Concentrate or fail spell.

Level 9: Slows Undead: Half Movement.

Level 13: Slows Outsiders, Undead cleaves its own allies.

Level 17: Slows Evil, Outsiders cleaves its own allies.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	75ft	90ft	105ft	120ft
Initiative:	+4	+6	+8	+10

Level 5: Cannot be surprised.

Level 9: x2 Reflex vs Surprise Spell Attacks.

Level 13: Evasion Bonus allowed vs Assassination attempts

Level 17: First attack requires no AP use.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	2 rnds	3 rnds	4 rnds	5 rnds
Aim:	-2	-3	-4	-5
Activation:	Battle	Battle	Battle	Battle

Level 5: a 20 roll strikes for x2 damage or 2 opponents.

Level 9: a 20 roll can strike 3 opponents.

Level 13: a 20 roll can strike 4 opponents.

Level 17: a 20 roll can strike 5 opponents.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	2 rnds	3 rnds	4 rnds	5 rnds
Aim:	-2	-3	-4	-5
Activation:	Battle	Battle	Battle	Battle

This skill's aim penalties will compound to any other skill used with it.

Level 5: a 20 roll strikes for x2 damage or 2 opponents.

Level 9: a 20 roll can strike 3 opponents.

Level 13: a 20 roll can strike 4 opponents.

Level 17: a 20 roll can strike 5 opponents.

REBOUND COMBAT, ROGUE

Notes: *A flip stand or back roll after being knocked down. Does not take 1 round.*

Range: *Melee*
 Duration: *Instant*
 Target: *Self*
 Damage: *None*
 Aim: *Acrobatics +1 vs Damage*
 Activation: *Immediate/Trigger, Battle*
 Effect: *Still lose all attacks that round. Removes Attacks of Opportunities.*

REPAIR CONSTRUCT ENGINEER

Notes: *Repairs damaged construct, removing and replacing battered parts.*

Range: *Melee*
 Duration: *As Healing*
 Target: *Construct*
 Damage: *Healing 1d8+1*
 Aim: *None*
 Activation: *10 AP*
 Effect: *Requires tools and scrap metal.*

RETALIATION

Notes: *Being struck by missile fire induces a counter attack. Treated as an AoO.*

Range: *Within 6 Range Increments*
 Duration: *1 Shot*
 Target: *1*
 Damage: *As Weapon*
 Aim: *-1*
 Activation: *Trigger, Reaction Roll*
 Effect: *Activated as a trigger action. Only activates when struck.*

RICOCHET

Notes: *Launch an arrow that bounces off its first target, hitting additional enemies.*

Range: *150 ft*
 Duration: *Instant*
 Target: *2*
 Damage: *Max Damage*
 Aim: *+1*
 Activation: *10 AP*
 Effect: *If there are less targets than the maximum, then one or several targets are struck multiple times; This requires 2 targets minimal.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	+2	+3	+4	+5
Activation:	Battle	Battle	Battle	Battle
Level 5: Can make an Acrobatics Check vs Damage received to launch a counter strike while spinning back into a stand.				
Level 9: Can launch a counter-trip: Acrobatics vs Damage to launch.				
Level 13: Only half the AP is burnt.				
Level 17: All AP is retained.				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	--	--	--	--
Duration:	--	--	--	--
Target:	--	--	--	--
Damage:	2d8+5	3d8+9	4d8+13	5d8+17
Aim:	--	--	--	--
Activation:	15 AP	20 AP	25 AP	30 AP

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	-2	-3	-4	-5
Level 5: Projectile misses still activates Retaliation.				
Level 9: Can retaliate to Attacks of Opportunities.				
Level 13: Can retaliate to melee attacks.				
Level 17: Can retaliate a critical hit with a critical hit.				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	3	4	5	6
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: Knocks back all targets by 5 feet.				
Level 9: A 20 roll hits first target for x2 damage, but also adds an additional target to strike.				
Level 13: Knocks back all targets by 10 feet.				
Level 17: A 20 roll hits all targets for x2 damage, and adds an additional target to strike.				

RIPOSTE **COMBAT, ROGUE**

Notes: *A multi-action dodge-strike, meaning dodging an attack and attacking an opening.*

Range: *Melee*
Duration: *Instant*
Target: *1*
Damage: *Normal Weapon*
Aim: *Evasion AC Doubled, -1 Aim Attack*
Activation: *Battle, Trigger*
Effect: *Enemy loses Evasion AC Bonus when riposted*

SAP

Notes: *Blunted weapons or weapon hilts smacks into an enemy's head, dazing an opponent.*

Range: *Melee*
Duration: *3 rounds*
Target: *1*
Damage: *As Weapon*
Aim: *-1 vs Reflex*
Activation: *Instant*
Effect:

SEEKING ARROW

Notes: *Launch an arrow that bends around corners to find its target.*

Range: *300 ft, Knockback 5ft*
Duration: *Instant*
Target: *1*
Damage: *Normal*
Aim: *+2*
Activation: *10 AP*
Effect: *At level 1, the arrow bends around 1 corner. Every ability level adds another corner it bends.*

SET TRAP **ENGINEER**

Notes: *Can set bear traps in an area, each can damage and snare an enemy.*

Range: *Any area*
Duration: *Until trap sets off*
Target: *3*
Damage: *1d6 Damage*
Aim: *vs. Fortitude +1 to Snare*
Activation: *10 AP*
Effect: *Aim vs. Fortitude to snare.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Targets:	1	2	2	3
Aim:	-2	-3	-4	-5

Level 5: *Riposte disrupts further attacks for that round*
Level 9: *Riposte strikes multiple opponents*
Level 13: *Disrupted Foe invokes Attack of Opportunity*
Level 17: *Shifts Defender and Attacker roles entirely.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	4	5	6	7
Aim:	-2	-3	-4	-5

Level 5: *Opponent receives -4 Dex Penalty for entire battle.*
Level 9: *20 rolls knocks out a target for 1 hour.*
Level 13: *20 rolls now knocks out an eye, causing blind.*
Level 17: *20 rolls now causes memory loss.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	10 ft	15 ft	20 ft	25 ft
Damage:	Max	x1.5	x2	x2.5
Aim:	+4	+6	+8	+10
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: *Can strike hidden foes.*
Level 9: *Ignores darkness and invisibility.*
Level 13: *Bypasses illusions and visual barriers.*
Level 17: *Arcs around shields and directional spell shields.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	--	--	--	--
Duration:	--	--	--	--
Target:	4	5	6	7
Damage:	1d8	1d10	2d6	2d8
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

SHARP SHOOTING

Notes: *One single shot intended to assassinate an unsuspecting target.*

Range: *As Missile Attack Weapon*
Duration: *3 Rounds of Aiming.*
Target: *1*
Damage: *Backstab: x2, Combat: Max Damage*
Aim: *vs Deflection AC (Backstab only)*
Activation: *Instant*
Effect: *Must maintain a steady aim for every round. 2 rolls are made every round. Only firing when a best roll is chosen.*

SHIELD BLOCK

BASIC, COMBAT

Notes: *A standard defense where the shield is raised to block attacks.*

Range: *180 Degree Melee Radius*
Duration: *Until Defender Attacks*
Target: *Any in 180 Degree Radius*
Damage: *100% of Shield DR Blocked*
Aim: *Shield AC Bonus x3, No Evasion AC*
Activation: *Immediate, At Will / Per Round*
Effect: *Blocks attacks from damaging. Staggers enemies who roll a 1 on aim. Gain 1 Automatic Block per Round. Each Auto-Block costs 2 AP after the first.*

SHIELD STRIKE

COMBAT

Notes: *Strikes enemy with a shield. Can knock down and/or attack on opportunity.*

Range: *Melee / 180 Melee radius*
Duration: *One Strike*
Target: *One Opponent*
Damage: *Normal Shield Damage*
Aim: *Shield : Off Hand Weapon (-2)*
Activation: *Immediate/Trigger, Battle, 10 AP*
Effect: *Knockdown = Aim vs. Fortitude. AoO strikes can interrupt a foe's ability if a knockdown succeeds, but only if the reaction roll is successful and if the ability is reactable.*

SIMULACRUM

Notes: *Can replicate an action, an attack move, or a spell casted*

Range: *As ability copied*
Duration: *As ability copied*
Target: *As ability copied*
Damage: *As ability copied*
Aim: *Acrobatics: +1 vs DC: 10 + Enemy Lvl*
Activation: *10 AP*
Effect: *Cannot copy spells or skills greater than the Simulacrum's ability level. If an ability or spell has no somatic motions, it cannot be copied.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
<i>Backstab Damage by Weapon Size</i>				
Small	x4	x6	x8	x10
Medium	x3	x4	x5	x6
<i>Mid-Combat Damage by Weapon Size</i>				
Small	x2	x3	x4	x5
Medium	x1.5	x2	x2.5	x3

All aim penalties due to distance must be factored into the aim roll without the ability user's knowledge. Every sniper shot is a best guess to land a hit.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Damage:	150%	200%	250%	300%
AC Bonus:	x3.5	x4	x4.5	x5
Auto-Blocks:	2/Round	3/Round	4/Round	5/Round

Boost: *Can spend additional AP to boost Block AC if Block is breeched: 1 AP per 1 AC bonus, or Boost Fortitude Saves.*
Level 5: *Shield Wall: +2 to Armor Class, Fortitude, and Concentration to Nearby Allies.*
Level 9: *Shield Wall: +3*
Level 13: *Shield Wall: +4*
Level 17: *Shield Wall: +5*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	2	3	4	5
Damage:	x1.5 vs 1	x2 vs 1	x2.5 vs 1	x3 vs 1
Aim:	-2	-1	-1	0
Activation:	15 AP	20 AP	25 AP	30 AP

Level 1: *Knocks enemies down: 1 Round.*
Level 5: *Can be used for charging. 15Ft Knockback.*
Level 5: *More Targets or 1 for Extra Damage*
Level 9: *Usable as Attack of Opportunity.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	<i>As ability copied</i>			
Duration:	<i>As ability copied</i>			
Target:	<i>As ability copied</i>			
Memorized:	2	3	4	5
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Can store 1 action into memory which uses a Simulacrum ability use.

SINISTER STRIKE

Notes: *A deceptive stab from either the back or in the middle of battle that wounds an enemy greatly.*

Range: *Melee*
Duration: *Instant*
Target: *1*
Damage: *Backstab: x2, Combat: Max Damage*
Aim: *vs Deflection AC (Backstab only)*
Activation: *Instant*
Effect:

SONG OF DISCORD

Notes: *A sonic irritation causes damage to nearby ears, and sometimes vibrates the body.*

Range: *30 ft Radius*
Duration: *Until bard stops*
Target: *Any in radius*
Damage: *1d4 Sonic Damage*
Aim: *+1 vs Fortitude*
Activation: *10 AP*
Effect: *The song cues allies that a painful screeching cacophony is about to play and allows them time to cover their ears.*

SONG OF HORROR

Notes: *Invokes a haunting sound which shatters the enemy morale, and may cause fleeing.*

Range: *30 ft*
Duration: *Until Bard Stops*
Target: *All in Radius*
Damage: *Enemies receive Disadvantage Rolls*
Aim: *Spell Aim: +1 vs Will*
Activation: *10 AP*
Effect:

SONG OF INSPIRATION

Notes: *Invokes a vigorous melody that enlivens all allies with purpose and empowerment.*

Range: *30 ft*
Duration: *Until Bard Stops*
Target: *All in Radius*
Damage: *Normal*
Aim: *Spell Aim: +1 vs Will*
Activation: *10 AP*
Effect:

ABILITY UPGRADES

Ability Level:	2	3	4	5
<i>Backstab Damage by Weapon Size</i>				
Small	x4	x6	x8	x10
Medium	x3	x4	x5	x6
<i>Mid-Combat Damage by Weapon Size</i>				
Small	x2	x3	x4	x5
Medium	x1.5	x2	x2.5	x3

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	45 ft	60 ft	75 ft	90 ft
Damage:	2d4	3d4	4d4	5d4
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: <i>Can cause enemies under level 3 to halt in pain, or causes them to withdraw.</i>				
Level 9: <i>Doubles the damage to large eared enemies.</i>				
Level 13: <i>Ending burst deafens enemies. x2 Damage.</i>				
Level 17: <i>Causes madness to enemies under level 3.</i>				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	45 ft	60 ft	75 ft	90 ft
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: <i>Lowers the initiative of frightened enemies.</i>				
Level 9: <i>Causes enemies under level 3 to flee in terror.</i>				
Level 13: <i>Halves the AP of frightened enemies.</i>				
Level 17: <i>Invokes a doom frenzy in enemies under level 3.</i>				

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	45 ft	60 ft	75 ft	90 ft
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP
Level 5: <i>+5 Initiative to all empowered allies.</i>				
Level 9: <i>+5 Max AP to all empowered allies.</i>				
Level 13: <i>Allies automatically succeed all AoE checks.</i>				
Level 17: <i>All Allies receive Advantaged Aim Rolls.</i>				

SONG OF RAGE

Notes: *A violent sound irritates enemies and provokes them into attacking the bard.*

Range: 30 ft
 Duration: Until Bard Stops
 Target: All in Radius
 Damage: Normal
 Aim: Spell Aim: +1 vs Will
 Activation: 10 AP
 Effect: *All enemies will try to reach the bard at any means possible. If they cannot, they attack the closest person.*

SONG OF TRANQUILITY

Notes: *A soothing melody places all enemies in a somber, tranquil state.*

Range: 30 ft
 Duration: Until Bard Stops
 Target: All in Radius
 Damage: Normal
 Aim: Spell Aim: +1 vs Will
 Activation: 10 AP
 Effect:

SUMMON GUARDIAN**ENGINEER**

Notes: *Summons a mechanical entity to fight or guard its creator.*

Health: 25
 Armor Class: 15
 Armor DR: 2
 Aim: Starts with +2 Aim
 Damage: 2d4+2
 Activation: 10 AP
 Effect: Strength 14

SUNDERING STRIKE**WARRIOR**

Notes: *Damages an enemy weapon or shield upon struck.*

Range: Melee
 Duration: Permanent
 Target: 1
 Damage: If item missed, Normal Damage
 Aim: -1 vs Reflex
 Activation: 10 AP or AoO
 Effect: *Material: Wood DR 5, Metal DR 10
 Weapon: Small 5 HP, Medium 10 HP, Large 15
 20 rolls are automatic breaks.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	45 ft	60 ft	75 ft	90 ft
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Song disrupts spellcasters: Concentration -1
Level 9: Enemies too angry to use abilities: Concentration.
Level 13: Enemy attacks are all cleaves, hits their allies.
Level 17: Affected enemies go mad, attacks anyone.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	45 ft	60 ft	75 ft	90 ft
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Enemies loses 5 Initiative Points.
Level 9: Enemies loses 5 AP.
Level 13: Enemy must roll concentration vs Spell Aim or fall into a tranquil passive state.
Level 17: Enemy melee attacks only deal half damage.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Health:		Gains 7 HP / Level		
AC:	18	21	24	27
DR:	4	6	8	10
Aim:		Gains +1 Aim / 2 Levels		
Damage:	2d6+3	2d8+4	2d10+5	2d12+6
Activation:	15 AP	20 AP	25 AP	30 AP
Effect	STR 16	STR 18	STR 20	STR 22

ABILITY UPGRADES

Ability Level:	2	3	4	5
Target:	1	2	2	3
Damage:	Max	x1.5	x2	x2.5
Aim:	-2	-3/-6	-4/-8	-5/-10
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Can increase damage for additional penalty.
Level 9: Can strike multiple weapons or shields at x2 the penalty.
Level 13: A miss triggers a secondary Sundering Strike from the unblocked momentum of the last strike, but with double the penalty.
Level 17: Power strikes the weapon from overhead, which also deals damage to the wielder if successful.

SUPPRESSION FIRE

Notes: *Paced shots forces enemies into cover. Treated as AoO if enemy leaves cover.*

Range: 10 ft line, 6 Range Increments only
Duration: 3 Rounds Maximum
Target: 1 (3 if suppression ignored)
Damage: Max Damage
Aim: Auto Roll: 15 / 10 / 5 with bonuses
Activation: Battle
Effect: *Fires continuously into a fire zone. Any entering the line of fire will be hit. More are hit if the enemy group ignores the suppression fire.*

SWIFT ELUSION

Notes: *Forfeits all attacks in favor of greater Evasiveness.*

Range: Self
Duration: 1 Round
Target: Self
Damage: None
Aim: x2 Evasion Bonus
Activation: Entire Round, 0 AP for Attacks
Effect:

TARGETED SHOT

Notes: *This skill bypasses an enemy's armor, giving the player a bonus to aim.*

Range: As Ranged Weapon
Duration: 1 Strike
Target: 1 Opponent
Damage: +1 per AC Rating # over Hit.
Aim: +2 Aim
Activation: Immediate
Effect: *Additional damage due to the lethality of higher than normal Aim rating.*

TARGETED STRIKE

BASIC, COMBAT

Notes: *This skill bypasses an enemy's armor, giving the player a bonus to aim.*

Range: Melee
Duration: 1 Strike
Target: 1 Opponent
Damage: +1 per AC Rating # over Hit.
Aim: +2 Aim
Activation: 10 AP, Battle
Effect: *Additional damage due to the lethality of higher than normal Aim rating.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	4 rnds	5 rnds	6 rnds	7 rnds
Target:	1 (or 4)	2 (or 5)	2 (or 6)	3 (or 7)

Auto Rolls are automatic dice rolls of 15, 10, and 5. 15 pertains to the second and third range increments beyond point blank. 10 pertains to the fourth and five range increments, and 5 rolls are the sixth and seventh range increments.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	2	3	4	5
Activation:	2 AP	4 AP	6 AP	8 AP

Level 5: Gain stackable AP remnants for future attacks.
Level 9: +50% Reflex Bonus
Level 13: Can conjoin Ripostes Attacks with Swift Elusions, but cannot stack the bonuses.
Level 17: Opponent 1 Rolls triggers Counter Strike.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Damage:	+3/2 AC	+2/1 AC	+5/2 AC	+3/1 AC
Aim:	+4	+6	+8	+10
Activation:	Battle	Battle	At Will	At Will

Level 5: Can Daze (stuns 1 rounds), Disarm (2 rounds + AoO), Hamstring (half move 3 rounds), or Bleeding (1d4 damage for 4 rounds).

ABILITY UPGRADES

Ability Level:	2	3	4	5
Damage:	+3/2 AC	+2/1 AC	+5/2 AC	+3/1 AC
Aim:	+4	+6	+8	+10
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Can Daze (stuns 1 rounds), Disarm (2 rounds + AoO), Hamstring (half move 3 rounds), or Bleeding (1d4 damage for 4 rounds).
Boost: Can spend additional AP to boost Aim if roll is too low: 1 AP per 1 Aim bonus.

TRIP COMBAT, ROGUE

Notes: *Tripping disrupts spellcasting and causes Attacks of Opportunities.*

Range: *Melee*

Duration: *1 Combat Round*

Target: *One Opponent*

Damage: *1d4 falling damage + Strength*

Aim: *+1 vs. Fortitude*

Activation: *Immediate/Trigger, Battle, 10 AP*

Effect: *Causes the opponent to fall. Takes 1 round to get back up. Athletics check vs Trip Aim to break extended duration.*

TWIRLING DEFENSE

Notes: *Blocks then spins the opponent's weapon in circles, shifting the opponent into defense.*

Range: *Melee*

Duration: *1 Round*

Target: *1*

Damage: *Normal*

Aim: *-1 vs Reflex*

Activation: *Trigger, Battle*

Effect: *Opponent loses all attacks and is forced into defensive stance for 1 round.*

VENTRILOQUISM

Notes: *Able to throw voices, causing enemies to search for the virtual perpetrator.*

Range: *30 ft*

Duration: *1 round*

Target: *Any 2 enemies who fail the save.*

Damage: *1 AoO per enemy.*

Aim: *+1 Deception vs Will*

Activation: *10 AP*

Effect: *Max Amount of Attacks of Opportunity depends on Dexterity Modifier.*

WEAPON GRAB

Notes: *Can grab a weapon or shield. Does not invoke an Attack of Opportunity if weapons are locked.*

Range: *Melee*

Duration: *Instant*

Target: *1*

Damage: *None*

Aim: *-1 vs Reflex*

Activation: *Full Round, Battle*

Effect: *Enemy cannot attack with a grabbed weapon. STR vs STR check to rip a weapon or shield out of an enemy's hands. Failure means weapon is still grabbed but not ripped from grasp.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	1 rnd	1 rnd	2 rnds	2 rnds
Targets:	1	2	3	4
Daze:	--	1 rnd	1 rnd	2 rnd
Damage:	1d6	1d8	1d10	1d12
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Can be used as an AoO Trigger.

Level 9: Fallen victim is Dazed (1 round stun),
OR: can trip multiple targets.

Level 13: Automatically dazes all tripped for 1 round.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	-2	-3	-4	-5

Level 5: AoO Strike at end of round.

Level 9: Can conjoined with ability as the ending action at the end of the round.

Level 13: Can twirl the weapons of two attackers.

Level 17: The ending AoO strike or ability acts like a Cleave, affecting both opponents.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Range:	40	50	60	70
Duration:	1	2	2	3
Target:	3	4	5	6
Aim:	+2	+3	+4	+5
Activation:	15 AP	20 AP	25 AP	30 AP

Level 5: Single targets take twice the duration to solve.

Level 9: If a target succeeds on a save, another target is selected to be affected.

Level 13: Can also confuse blind fighters.

Level 17: 20 rolls doubles the duration for all targets.

ABILITY UPGRADES

Ability Level:	2	3	4	5
Aim:	-2	-3	-4	-5

Victim gains an Attack of Opportunity if the grab fails. Grabber automatically succeeds the STR vs STR check against staggered opponents.

Level 5: Can bullrush, trip, heave, grapple, or kick instead of ripping item out of hands.

Level 9: Can still evade or parry if grab fails.

Level 13: No longer invokes an AoO on failed grab.

Level 17: 20 Rolls swipes the item without STR check.

WEAPON LOCK

Notes: *Two Weapons striking at the same time with near equal force are locked together.*

Range: *Melee*

Duration: *1 Round*

Target: *1*

Damage: *None*

Aim: *-1 vs Reflex;*

Activation: *Trigger, Battle*

Effect: *Cannot lock if weapon is 3 size categories different from the ability user's. Strength vs Strength contest to break the lock. Winner gains an Attack of Opportunity.*

WEAPON PARRY**BASIC, COMBAT**

Notes: *Switches to a defensive posture, adding weapon skill to AC.*

Range: *Melee*

Duration: *Until Defender Attacks*

Target: *One Block per Enemy Strike*

Damage: *Blocks = Weapon Damage*

Aim: *Unarmored Weapon Parry AC +1*

Activation: *Immediate/Trigger, At Will*

Effect: **Parry AC:** *Replaces Evasion AC and with a Parry AC of 10 + Half Level + Dexterity Modifier. Grants 1 Automatic Parry per round. Each Parry costs Half the Weapon AP use.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Duration:	1	2	2	3
Target:	1	2	2	3
Aim:	-2	-3	-4	-5

Level 5: *User of ability cannot be AoO'd from lock.*

Level 9: *Traps weapon against wall or object. Gain free AoO strike without strength contest.*

Level 13: *Throws opponent around the body if enemy tries a strength check. Free AoO; Cannot block or parry.*

Level 17: *Manipulates opponent's arms into a lock, trapping the weapon. Free AoO strike without evasion, shield block, and weapon parry bonuses.*

ABILITY UPGRADES

Ability Level:	2	3	4	5
Parry AC:	+2	+3	+4	+5
Auto-Parries:	2	3	4	5
Activation:	At Will	At Will	At Will	At Will

Level 5: *Attacker's 1 rolls give Defenders an Attack of Opportunity.*

Level 5: *A Natural 20 Parry Roll disrupts the attacker's momentum; causes stagger; Attack of Opportunity.*

Level 5: *Can be used as a trigger action.*

Boost: *Can spend additional AP to boost AC if Parry roll is low: 1 AP per 1 AC bonus*