

NEW CLASS OPTION: DECEIVER

Betrayer, Imposter, Spy

DECEIVER FREE BENEFITS:

Permanently increase your maximum Hit Points by 5.

Gain the ability to equip Martial Melee Weapons and Martial Ranged Weapons

SKILLS

Skill 1: Silver Tongue (5)

When you perform an **opposed** or **open** check which relies on **Misdirection**, **Deception**, or **Collusion** you gain a bonus to the check equal to **[SL]**. If you have the **Web of Lies** skill, **once per scene** when you succeed on an opposed or open check which relies on **Misdirection**, **Deception**, or **Collusion**, or if you receive damage from a creature you have a **Bond** towards, you gain **1 Deception Point**.

Skill 2: Web of Lies (3)

After you **rest** in a **new settlement** for the **first time** you gain **[SL + 1] Deception Points**; You may never have more than **[SL + 2]** Deception Points. If you acquire this Skill during character creation, begin play with **2 Deception Points**. You may spend **1 Deception Point** as a **Skill** action to gain one of the following benefits: You disguise yourself as another creature of humanoid size and shape that you have seen- replicating even their voice and mannerisms until the end of the **scene**. This disguise will reliably fool most **soldier** and **champion** creatures, however with **opposed checks** your true identity could potentially be revealed by a **Villain**; **or** you may choose a specific creature you see that you do not have a **Bond** towards, you then gain a Bond of **Mistrust** towards them; **or** you may choose a specific creature you see that you already have a **Bond** towards, you then increase the strength of that Bond by **1**.

Skill 3: Backstab (5)

As a Skill action you may spend **1 Deception Point** and choose a creature you can see that you have a **Bond** towards. You may then make a **free attack** against that creature, gaining a bonus to the **Accuracy Check** equal to **[SL]**. If you hit the creature, you may have the attack deal bonus damage equal to **[(the strength of your Bond + SL) x 2]**.

Skill 4: Decoy

Once per scene while in **crisis** when a creature would deal **damage** to you, you may spend **2 Deception Points**. If you do so you may **negate** that damage taken, as the creature targets a created Decoy instead. Describe the fake out ! This **Skill** cannot be used if providing a creature **Cover** through the **Guard** action.

Skill 5: Disorient (3)

When a creature you have a **Bond** towards deals damage to you, you may **reduce** the damage dealt by an amount equal to **[the strength of your Bond towards that creature x SL]** (applied before damage affinities).

NEW CLASS OPTION: SABOTEUR

Demolitionist, Trapper, Arsonist

SABOTEUR FREE BENEFITS:

*Permanently increase your maximum **Inventory Points** by 2.*

*You may initiate **Projects**.*

SKILLS

Skill 1: Explosive Weaponry (5)

*As a **Skill Action** you may spend **1 Inventory Point** to perform a **free attack** with a weapon you have equipped. After this attack is resolved, you may then choose up to **[SL - 1]** enemy creatures (**minimum of 1**) in the **scene**. Those chosen creatures, and the target of your free attack, take **fire** damage equal to **[SL + 1]**. If this additional fire damage is dealt to a creature that can **fly**, that creature then cannot benefit from flying until **the beginning of your next turn**.*

Skill 2: Unstable Projects (5)

*When you negotiate a **Terrible Flaw** for a project you initiate, the **total cost** is reduced by **[25 + (SL x 5)]%** instead of the usual 25%. Additionally, you generate **[SL]** extra **progress** each day you work on a project which has a Terrible Flaw.*

Skill 3: Elemental Ricochet (5)

*When you deal damage to a creature using a created **Elemental Shard**, you may then choose **2** different enemy creatures on the **scene** to take **[SL]** of the same damage type.*

Skill 4: Scavenge Debris (3)

*At the **end** of a **Conflict** you regain **[SL]** **Inventory Points**.*

Skill 5: Sabotage

*When a creature you can see performs an **Attack**, you may spend **2 Inventory Points** to roll your current **Dexterity** die. The creature then takes an amount of **physical damage** equal to **[2 x the number rolled on your Dexterity die]**. Additionally if the number rolled on your Dexterity die was a **6, 8, 10, or 12**; the attack fails automatically against all its targets. This Skill cannot cause an attack to fail if its **Accuracy Check** was a **critical success**.*

NEW CLASS OPTION: MASTERMIND

Strategist, Planner, Tactician

MASTERMIND FREE BENEFITS:

Permanently increase your maximum Mind Points by 5.

SKILLS

Skill 1: Master Plan (3)

*Each time you acquire this Skill, you learn two **schemes**. The rules for schemes and the **Master Plan** Clock can be found on the next page. You may only enact a scheme which has Master Plan Clock sections equal to or less than **[SL x 4]**.*

Skill 2: Set Into Motion

*At the start of a **Conflict**, you may spend **10** Mind Points. If you do, choose one option and apply it before the start of the first **round**: you may immediately enact a **scheme** (spending MP as necessary); **or** choose one creature that can **hear** you- the next time that creature **fills** or **erases** sections of a Clock before the end of the conflict, they may fill or erase **1 additional** section of that Clock.*

Skill 3: Methodically Minded (5)

*When you perform a Check as a part of the **Objective** action, you may replace **one** of the Attributes with **Insight** (such as **[MIG + MIG]** becoming **[INS + MIG]**). You gain a bonus equal to **[SL]** on these Checks.*

*When enacting a **new Scheme** while an **unresolved Scheme** is still in action - you may retain a number of completed sections from the original **Master Plan** Clock onto the new one, up to a maximum amount of **[SL Sections]**. All creatures who **filled** sections of the original Master Plan Clock receive the **Completed Plan Effect** of the new Scheme once its Master Plan Clock is entirely filled. These **transferred Sections** can potentially cause the new Master Plan Clock to immediately fill, and therefore instantly **resolve**.*

Skill 4: Part of the Plan (3)

*You may use an action and spend **10** Mind Points to perform a **free attack** with a weapon you have equipped, gaining a bonus to the **Accuracy Check** equal to **[SL]**, and treating your **High Roll** as 0 when calculating damage. After this attack is resolved, choose one option: you immediately perform the **Objective** action for free; **or** one ally that can hear you immediately performs the Objective action for free. In either case this 'free' Objective action may only be used to fill a Clock which currently has less than **[SL x 4]** sections filled.*

Skill 5: Play Your Part

*When you perform a **Support Check**, the fixed Difficulty Level you must hit is instead 5. If you succeed on a Support Check you grant a **+2** bonus to the **Leader's** Check, instead of the regular **+1**.*

*If you are the Leader in a **Group Check** you may add the **Strength** of the highest **Bond** held by any supporting creature to your Check, instead of just the highest Strength of a Bond towards you.*

MASTER PLAN CLOCK & SCHEMES

Enacting a Scheme:

A **Scheme** is a multistep objective of varying complexity represented by the **Master Plan** Clock. When in **Conflict** you may enact a scheme you know as a **skill action** by spending **Mind Points** equal to **3 multiplied by the number of sections in a Scheme's Clock**, or through the **Set Into Motion** Skill (also spending appropriate MP).

- If you enact a new **scheme** before **resolving** one already in action- you end all progress on the previous scheme and your **Master Plan** Clock resets to **empty**.
- If a **scheme** causes Hit Point or Mind Point recovery- the amounts increase by 10 if you are **level 20 or higher**, or by 20 if you are **level 40 or higher**.

The Master Plan Clock:

When you enact a **Scheme** you also start a **Master Plan** Clock which has a number of sections determined by the chosen Scheme, and begins **empty**.

- A creature may use the **Objective** action against a fixed Difficulty Level of 10 to **fill 1 section** of the **Master Plan** Clock. As with any Clock, if your Check exceeds this Difficulty Level by 3 or more you may instead fill 2 sections of the Master Plan Clock.
- Each time a creature fills a section of a **Master Plan** Clock they gain the benefits listed under that **Scheme's Finished Phase**. Once a Scheme's Master Plan Clock has been entirely filled, you may apply the effects of that Scheme's **Completed Plan**, and the Scheme is then **resolved**.
- If a creature fills multiple sections of the **Master Plan** Clock with a single **Check**, they gain the **Finished Phase** benefit a number of times equal to the number of sections they filled. If a Finished Phase Benefit has multiple options, a creature may not select the same benefit more than once.
- Any **Finished Phase** benefits gained from an incomplete **scheme** last for their intended duration.
- You may only benefit from the **Completed Plan** of an individual **Scheme** once per **conflict**, however you may enact the same Scheme again to continue benefiting from its **Finished Phase** benefits.
- A creature may attempt to remove **1 Filled Section** of the **Master Plan** Clock by using the **Objective** action against a fixed Difficulty Level of 10. As with any Clock, if this Check exceeds this Difficulty Level by 3 or more a creature may instead remove 2 filled sections of the Master Plan Clock.

<u>SCHEME</u>	<u>CLOCK SECTIONS</u>	<u>FINISHED PHASE EFFECT</u>	<u>COMPLETED PLAN EFFECT</u>
Social Stratagem	[4] [12 MP]	The creature who filled this section of the Master Plan Clock may select a creature they can see. If they do not have a Bond with that creature, they then instead create a Bond of their choice towards that creature.	You and each creature who filled sections of this scheme's Master Plan Clock gain 1 Fabula Point .
Backpack Blueprint	[4] [12 MP]	The creature who filled this section of the Master Plan Clock regains 1 Inventory Point.	Until the end of Conflict when you, or creature who filled sections of this scheme's Master Plan Clock, spend Inventory Points they may reduce the amount spent by 1 (to a min. of 1).

Triage Tactics	[4] [12 MP]	The creature who filled this section of the Master Plan Clock gains 10 Hit Points.	Until the end of Conflict when you or creatures who filled sections of this scheme's Master Plan Clock take Hit Point damage you may reduce the amount of damage taken by 5 (this reduction is applied before damage affinities).
Methods of Mana	[4] [12 MP]	The creature who filled this section of the Master Plan Clock gains 10 Mind Points.	Until the end of Conflict when you, or creature who filled sections of this scheme's Master Plan Clock, spend Mind Points to activate a Skill or Spell they may reduce the amount spent by 5 (to a minimum of 0 Mind Points).
Elemental Execution	[6] [18 MP]	The creature who filled this section of the Master Plan Clock may choose one of the following types of damage: air, bolt, earth, poison, fire, and ice . The creature then gains resistance towards that damage type until the end of Conflict .	You and each creature who filled sections of this scheme's Master Plan Clock <u>may</u> select one damage type from the resistances granted to them by this scheme. Until the end of Conflict all damage they deal becomes of that chosen type.
Resiliency Regiment	[6] [18 MP]	The creature who filled this section of the Master Plan Clock may choose one of the following conditions: slow, dazed, weak, poisoned, enraged, and shaken . The creature then recovers from that condition.	Until the end of Conflict you and each creature who filled sections of this scheme's Master Plan Clock may treat one Attribute die size of your choice as if it were one size greater.
To the Skies!	[8] [24 MP]	Until the end of the Conflict when the creature who filled this section of the Master Plan Clock deals Hit Point Damage to a flying creature, they cumulatively increase the damage dealt by 1.	Until the end of Conflict you and each creature who filled sections of this scheme's Master Plan Clock are able to fly . In addition to the obvious advantage to mobility, your melee attacks can target flying creatures, and you cannot be targeted by melee attacks unless the attacker is flying or somehow able to reach flying targets.
Plan of Attack	[8] [24 MP]	Until the end of the Conflict the creature who filled this section of the Master Plan Clock deals an additional 1 cumulative damage when inflicting air, bolt, earth, fire, or ice damage on a creature.	You and each creature who filled sections of this scheme's Master Plan Clock may select one damage type amongst air, bolt, earth, fire, or ice . Until the end of Conflict all damage they deal with that damage type ignores resistances and treats immunity instead as resistance.
Team Formation	[12] [36 MP]	The creature who filled this section of the Master Plan Clock may select another creature they can see. That creature may immediately make a free attack with a weapon they have equipped, treating their High Roll as 0 for damage.	Until the end of Conflict when you or a creature who filled sections of this scheme's Master Plan Clock deals damage to an enemy, you may increase the damage dealt by 5.
Midas Maneuver	[12] [36 MP]	The creature who filled this section of the Master Plan Clock gains 50 zenit .	At the end of Conflict you gain a (potentially rare) treasure item worth an amount of zenit equal to 50 multiplied by the level of the strongest enemy creature.
Measured Minds & Healthy Hearts	[12] [36 MP]	The creature who filled this section of the Master Plan Clock gains 10 Mind Points and 10 Hit Points.	At the end of the Conflict give each player character 3 Experience Points .

HEROIC SKILLS

Socialite | Requirements: N//A

Permanently increase your maximum number of **Bonds** by 2 (now a maximum of 8).

Passionate | Requirements: N//A

Any **Bonds** you hold which have a **Strength** of 3, may instead be treated as if they had a Strength of 4.

Bonded Invigoration | Requirements: N//A

Whenever you spend a **Fabula Point** to invoke one of your **Bonds**, you may regain **10 Hit Points** and **10 Mind Points**. This amount of regained Hit Points and Mind Points increases to **20** if you are **level 20 or higher**, or to **30** if you are level 40 or higher.

Grand Scheme | Requirements: You must have Mastered the Mastermind class and must have acquired the Master Plan Skill

Once per **Conflict** when you gain the benefits of a **Completed Plan** from an enacted **Scheme**- you and all creatures who filled sections of the Scheme's **Master Plan** Clock may also gain the Completed Plan benefits of a single different Scheme you also know.

Overseer | Requirements: You must have Mastered the Mastermind class

If you are present in a **Scene** when a creature fills or erases sections of a clock, you may choose to roll your current **Insight** die. If the number rolled on your Insight die was a **6, 8, 10, or 12** - that creature may fill or erase an additional section of the clock.

Collaboration & Collusion | Requirements: You must have Mastered the Mastermind class

When you perform a **Support Check** you automatically succeed without needing to roll. Additionally, if you are the **Leader** in a **Group Check**, any **supporting** creature **assisting** you must succeed on a Support Check against a fixed **Difficulty Level** of 5, instead of the usual 10.

Volatile Devices | Requirements: You must have Mastered the Saboteur class

When you create an **Elemental Shard**, you may pick one of the following options: your created Elemental Shard may target **1** additional **creature**, **or** a creature dealt damage by an Elemental Shard you created suffers the **Dazed** condition, **or** a creature dealt damage by an Elemental Shard you created deals an extra **10 damage**.

Expansive Expendables | Requirements: You must have Mastered the Saboteur class

When you initiate a **project** which has **Consumable** listed as the choice for **Uses**, you may treat the **Multiplier** given from the project's choice of **Area** as if it was **1** less (**minimum of x1**). If the project also has the goal of **Destruction**, **Indiscriminate Harm**, or **Blowing Up** - you may instead treat the **Multiplier** given from the project's choice of **Area** as if it was **2** less (**minimum of x1**).

Spell Sabotage | Requirements: You must have Mastered the Saboteur class and must have acquired the Sabotage Skill

When a creature you can see casts a **Spell**, you may spend **2 Inventory Points** to roll your current **Dexterity** die. The creature then takes an amount of **physical damage** equal to **[2 x the number rolled on your Dexterity die]**. Additionally if the number rolled on your Dexterity die was a **6, 8, 10, or 12**; the Spell fails automatically. This Skill cannot cause a Spell to fail if the Spell required a **Magic Check**, and the Magic Check was a **critical success**.

Miriad Faces | Requirements: You must have Mastered the **Deceiver** class and must have acquired the **Web of Lies** Skill

Whenever you finish a **rest** while having **0 Deception Points** you gain **1** Deception Point. Additionally, when you use **Web of Lies** to disguise yourself as a different **creature**; instead of maintaining the disguise until the end of the current **scene** you may choose to maintain that disguise until you either choose to remove it (**no action required**), you use a **Skill Action** to disguise yourself as yet another creature, or you finish a rest.

Keep your Enemies Closer | Requirements: You must have Mastered the **Deceiver** class

When you deal damage to a **creature** you have a **Bond** toward you may choose to deal extra **dark damage** equal to **[the Strength of the bond x 5]**. If you do so, you must **erase** an existing **emotion** from that Bond.

False Identity | Requirements: You must have Mastered the **Deceiver** class

When meeting a **non-hostile creature** (**who is able to hear and understand you**) for the **first time**, you may use an **action** and spend **1 Fabula Point** to immediately create a **False Identity** through which that Creature will automatically recognize you. Describe the False Identity you inhabit, and the fabricated relationship you have with this creature ! The creature has no immediate risk of seeing through this False Identity, however with enough subsequent evidence and suspicion - the creature may see through this False Identity with an **Opposed Check**.