

Fire Emblem: The Forum Journeys

Elf's Untested, Unconventional and Unarmed Supplement

(Or: How I Learned to Stop Worrying and Love Martial Arts and
Other Impractical Concepts in FEF 2: Electric Boogaloo)

**(WARNING: CURRENTLY MOSTLY UNTESTED, MAY NOT PLAY
CORRECTLY WITH OTHER SUPPLEMENTS OR CURRENT
HANDBOOK MECHANICS)**

Version 0.70, for use with PHB 2.3+

~Foreword~

This is the supplement only a few people wanted and nobody asked for. If you thought the core Handbook looked amateurish, this was literally written in the course of two to three weeks, by a single man, with very little input from outsiders until the very last minute and constant tinkering and comparing with weapons in the core Handbook. This may well not be the last word on Fists, Whips or anything else discussed in this guide. If you use any elements from this book, be prepared for them to be unbalanced, untested and potentially broken. If you do find issue with this, please feel free to scream at me about it on the Discord. Do prepare for some hotfixes; they'll be recorded in the Changelog at the end of this booklet (which is really more of a short pamphlet anyway).

The single moron who wrote this guide had one dream for FEF; that one day, a man could walk up to a random thug in the middle of yet another fight for the fate of the world (maybe after some twerking on mountaintops to tempt a rustle a certain wyvern rider's jimmies, or maybe after some useless goddess dragged yet another group of broke schmucks into an adventure) and scream "OMAE WA MOU SHINDEIRU" at the enemy, causing them to scream in confusion before their heads exploded in a shower of moral guardian screeching-inducing gore.

~~Don't expect to do that with this guide. I haven't put Hokuto Shinken in. Yet.~~ (I have now, boys, feel free to explode heads with the Northern Star fist.)

However, the general appeal to myself of Fist weapons got me thinking; if nobody else will put Fists in, then I will. At the time of writing, *Three Houses* was about to come out with the very first ever Fist weapons in a Fire Emblem game, so I fully expect to have to compete with some other guy who wants to implement it how Intelligent Systems will. Furthermore, I decided Whips would be cool too, and I've always wanted to see some kind of martial artist-themed characters in FEF that weren't classes beginning with "Sword" and ending with "Master". So I set to work and everything kind of spiraled out of control from that point on. And here we are, with a short booklet, a lot of wasted time and a bunch of possibly unnecessary but cool-looking weapon categories later. This book will likely contain any and all custom classes and weapons I create for FEF, of which there will probably be about two or three more lines. So yeah, there's always that to look forward to.

Onto some more serious stuff, this Supplement is designed to be used in conjunction with the core Handbook, and definitely not at all either playtested or even possibly balanced. Hotfixes will be made depending on input from people who A). actually were insane enough to use this book and B). whenever I get around to running a game with this handbook. If you liked this handbook, please give me much praise and much love to you for using this thing and finding some of the ideas in it cool enough to use.

~ElfCollaborator

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~How to Use this Book~

This supplement is designed for GMs who think Fists, Whips or any of the other weapons and classes featured in this Supplement are of any interest to them or feel that they fit their setting, for instance if they want to run some kind of *wuxia*-themed FEF, a FEF based on martial arts or a FEF based on everyone's favorite series about a clan of whip-cracking vampire hunters with suspiciously buff physiques. Please don't urge GMs who are not using this supplement to use this supplement; Fists and everything else in this booklet are not to everyone's tastes nor fit in every setting. Furthermore, this is a supplement to be used in conjunction with the core mechanics of Fire Emblem on Forums rather than independent thereof. A GM guide will be created in the near future to provide guidance as to how to stat up the classes in this guide for enemy units.

In the following chapters, we will discuss the new classes featured in this booklet, the new weapons used by those classes, as well as items to be used in conjunction with these classes and weapons. Any special rules regarding these will be discussed on their relevant pages.

What this book contains will be split into several sections:

- The Trainee Classes introduced in this book.
- The First Classes introduced in this book.
- The Promoted Classes introduced in this book.
- The Fist category and associated subcategories.
- The Whip category and associated subcategories.
- The Trick category and associated subcategories.
- The Water and Earth Anima subcategories.
- Unique weapons associated with different classes from these new weapon categories.
- Finally, some items and weapons worth including that will augment currently existing elements in regards to how they interact with the new elements contained in this supplement.

Glossary:

Beast/Beast Units: Units that utilize the Laguz mechanics or use Beaststones and Dragonstones. Manaketes, Laguz and all other units that transform into beast-like forms qualify for the purposes of compatibility with other supplements.

~Classes~

~Trainee Classes~

Novice /Martial Trainee:

Sometimes, the most skilled wielders of a chosen weapon do not hone their art as part of an army, but master their weapons with through different ways; perhaps through repeated fights in their hometown with the town toughs, perhaps wandering the world to fight aspiring masters of the martial arts, or perhaps under the tutelage of an expert in the martial arts. Their callings differ from person to person; from those who see the mastery of a weapon akin to the work of an artist to those who simply enjoy the thrill of the fight.

With time and practice comes skill, and with skill comes mastery. Some more disciplined Novices become Disciples, carrying the study of a weapon further, honing their skills with their chosen weapon until it becomes an extension of their body, often seeking out masters of the art to hone their skills further. The rowdier Novices (and often times those whose training in the martial arts is incomplete) become Brawlers, using their bare hands and street smarts to claw their way to greatness. Some even head into the woods, into nature, becoming protectors of nature as Sentries and relying on their natural strength to protect nature, and some turn to magic, becoming Occultists wielding fist and tome in hand.

Weapon Skill: Choose from: Sword, Axe, Lance, Bow, Hidden, Whip, or Fist (E) if promoting into Disciple or Fist (E) if promoting into Brawler/Warden/Occultist

Preferred Stats: Skill, Speed

Starting Weapon: Refer to the table below.

Promotes to: Brawler, Disciple, Warden, Occultist

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	0	3	1	2	1	3	4	3	4

Starting Weapons for Novice:

Chosen Proficiency	Weapon
Sword	Slim Sword, Wooden Sword or Iron Gunsen
Axe	Hatchet or Iron Nunchaku
Lance	Slim Lance or Iron Kama
Bow	Training Bow
Hidden	Iron Dagger or Iron Knife
Whip	Leather Whip or Iron Whip
Fist	Leather Cestus or Iron Claws

Lasher/Whip Trainee

The whip is one of the hardest weapons to master, and with good reason; when used correctly, the whip turns the area around the attacker into a whirlwind of death, with anyone foolish enough to approach being slashed with an edge of leather turned as sharp as metal through sheer speed. When used incorrectly, however, whips are as much a bane as they are a boon to those who wield them; failed practitioners of the whip have many stories to tell of lost eyes, fingers and ears.

Whips are difficult to use, but incredibly lethal in the hands of the experienced. Humans and beasts alike fear the crack of a whip, and are as awed as they are terrified by those who wield them. For that reason, whips are seen as the weapons of darker forces.....and the weapons of those who would fight against them. Some Lashers learn to amplify their hunting skill with magic, and appropriately become Hunters; others prefer the use of a whip for its intimidation factor and versatility, and become Flagellants. Some others, like Tamers and Jesters, simply learn the whip because they are easy weapons to disguise in their professions.

Weapon Skill: Whip (E)

Preferred Skill: Skill, Speed

Starting Weapon: Iron Whip or Leather Whip

Promotes to: Hunter, Flagellant, Tamer, Jester

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	3	0	3	1	3	2	3	4	3	4

***N.B:** In the case that a player selects the Lasher promotion to Hunter, the Hunter loses their Bow proficiencies and instead gains a Whip proficiency and a Whip subcategory proficiency equivalent to their previous Bow proficiency. If they are promoting to Battle Mage, Imbue Arrow also applies to Whips and should be calculated as such.

~First Classes~

Brawler:

Street-smart, adept and pragmatic, Brawlers trade a more formal education in the martial arts for worldly experience. The hand makes for as good a weapon as a knife or a sword in the right 'hands'. Brawlers fight dirty and fight with anything they can throw at their opponents; bottles, bricks and bar stools are all fair game in a fight with a brawler. But, when it comes down to it, the Brawler prefers their hands; almost all people have them, nobody sees the hand as a weapon when swords are about, and at the end of desperation, the hand is the last weapon one has between certain death and victory.

Brawlers are natural survivors, driven by a dogged determination to survive more than any greater cause. As they make their way through the world, Brawlers are faced with challenges upon their long road; some, seeing some level of art in their skill at hand-to-hand combat, hone their skill until the weapons of others are mere liabilities to their wielders. Still others venture further into the world, trading the art of the closed fist for the art of the unyielding survivor.

Weapon Skill: 1 Fist Subcategory (C), Fist (D)

Preferred Stats: HP, Speed

Starting Weapon: Leather Cestus or Iron Claws

Promotes from: Novice

Promotes to: Ruffian or Pugilist

Skill:

Underdog:

If the opponent has any bonuses active while in combat against the Brawler, the Brawler gains +10 Crit. Bonuses include defensive terrain, Weapon Triangle Advantage, bonuses granted from Character, Class and Personal Skills, bonuses granted by buffing items, bonuses granted by equipped items and any other mechanic that grants buffs to the enemy.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	3	2	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	+2	0	0	+2	+2	+2	5

Disciple:

Weapon wielding is a form of art, to those who understand such things. To Disciples, weapons are more than tools of war; to them, they are the tools of an artist. Combat forms are as beautiful as they are deadly, from the deadly dance of a spearman to the flowing slashes of a swordfighter. Training to achieve such skill takes time, of course; a Disciple's path is long, and one can spend years in the search for true mastery, while others attain it in a single instant, as if one's mind's eye was opened.

Few are so talented to master many weapons, and even the most skilled martial artist cannot always master all weapons. In the search for one's personal peak, one will encounter many tribulations. But, as fish that jump upon a waterfall become dragons, so too will a prospective Disciple attain great mastery and inspiration after a long road of training.

Weapon Skill: Selected Weapon Category from Novice (D), Selected Weapon Subcategory from Novice (C)

Preferred Stats: Skill, Speed

Starting Weapon: See Martial Trainee list.

Promotes from: Novice

Promotes to: Artisan, Savant

Skill:**Perfection of Form:**

Disciples can spend a free action to Focus, gaining +10 Hit/Crit but -5 Damage until their next Phase.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	3	2	6	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	0	+1	+0	+2	+2	+2	5

Flagellant:

Historically, the whip has been considered to be more of a tool of punishment than a tool of war, a tool to usher people into line or to whip beasts into compliance, due to the impracticality of using such a weapon in war. A Flagellant, however, understands that a tool of punishment and a weapon for war are not necessarily divorced from one another. To the Flagellant, the whip exists to punish the enemies of the light, to fight them and drive them into the shadows, a weapon as feared by demons as it is used by them.

The Flagellant's whip is a scourge to those who stand in the way of the punishment of those who evade justice. Unlike their Hunter cousins who use Light Magic, Flagellants eschew the use of magic and put their faith in their strength of arms. Their faith is such, however, that even without the power of magic behind their strikes, they can make their weapons as deadly as the Light. Some Flagellants walk further into the darkness and learn to fight the darkness with itself, while others learn to turn their whip into an extension of their body, but both aim for one final goal; the destruction of the shadow and that which walks within it.

Weapon Skill: 1 Whip subcategory (C), Whip (D)

Preferred Stats: Speed, Resistance

Starting Weapon: Leather Whip or Iron Whip

Promotes from: Lasher

Promotes to: Venator, Slayer

Skill:**Anti-Magic:**

When the Flagellant is in combat with units with Levitation, they gain a +3 DMG and +3 RES bonus against them.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	4	2	5	3	3	3	4	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+1	+1	0	0	+1	+1	+2	+2	5

Alchemist:

The search for immortality and the fear of death is one that grips the hearts of humanity. The field of alchemy seeks immortality at the very the highest peak of Alchemy, the Philosopher's Stone, said to grant the one who can make it immortality. To this end, Alchemists study endlessly, following such laws as the law of equivalent exchange, in hopes of discovering the enlightenment to create the Philosopher's Stone.

Through a mixture of magic and experimentation with many substances, Alchemists have built up knowledge of many poisons and many cures; rumors say that the greatest Alchemists have come close to immortality through life-extending brews. A skilled Alchemist can rival the greatest healers and the greatest poisoners in efficacy and lethality. The duality of the search for the Philosopher's Stone inevitably divides Alchemists, however; some Alchemists look to the mysticism inherent in alchemy and so become Hermeticists; others seek a more holistic approach to the quest and become Polymaths.

Weapon Skill: 1 Anima subcategory (C), Anima (D)

Preferred Stats: Skill, Magic

Starting Weapon: Fire, Wind or Thunder

Promotes from: Pupil

Promotes to: Hermeticist, Polymath

Special: Levitation

Skill:

Power of Alchemy:

Alchemists can use healing and buffing items as a free action, whether it is on themselves or allies; Elixirs do not benefit from *Power of Alchemy*. In addition, Alchemists can take up their turn's action to *Amplify* a healing or buffing item (they can apply the item in the same turn as they Amplify a healing item):

- Herbs, Vulneraries and Concoctions heal an additional ½ MAG.
- Tonics, Potions and Panaceas regenerate an extra 5 HP per turn for the next three turns.
- Buffing items heal (5+ ½ MAG).

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
19	3	5	6	3	2	3	5	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+1	0	0	+2	0	+1	+2	+2	5

Tamer:

The use of animals for various purposes is something that has been the cornerstone of civilization since time immemorial. Tamers specialise in the training of animals; rather than using them as mere mounts, Tamers use them as weapons alongside what they carry. Carrying bows to strike from afar and whips to strike at unpredictable angles, a skilled Tamer can hunt alongside his chosen pets, whether they be birds of prey or hunting dogs, to successfully track their quarry. After all, not all enemies require the magic to track down; merely time and well-trained, well cared-for dogs.

Tamers are specialists in training and dealing with animals, and are masters of dealing with them; while their mounted compatriots can often empathise with their steeds and ride them well, Tamers understand best how to keep their steeds in good condition, how to treat their wounds and how to best feed them; after all, animal handling is always in demand in any army worth its salt. Some Tamers refine their talents to become supporters to a hunting party and so become Gamekeepers. Other Tamers hone their talent for hunting instead, and become Beastmasters, leading the hunt from the front with their loyal pets.

Weapon Skill: Bow (D), Whip (D)

Preferred Stats: Skill, Defense

Starting Weapon: Iron Bow, Leather Whip or Iron Whip

Promotes from: Scout

Promotes to: Gamekeeper, Beastmaster

Skill:**Man's Best Friend:**

Tamers may select one Companion that grants them bonuses in battle upon promotion to Tamer or character creation (if the campaign starts at First Class):

- Hounds: *The Scent of Prey*: When initiating combat, all terrain bonuses gained by the enemy are negated and the Tamer gains +3 DMG.
- Raptor: *Merciless Raptor*: When fighting an enemy below 75% of their total HP, +5 Crit. Below 50% of their total HP, this bonus increases to +15 Critical.

First Aid:

The Tamer may use non-Elixir healing items as a free action on themselves or their allies.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	3	4	1	5	7	6	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	+0	+2	+0	+2	0	+1	+3	+3	5

Wordsmith:

Where Bards communicate their stories through music, and Dancers perform through elegant movements, Wordsmiths prefer to communicate through the use of the written word. Books filled with countless tales of fanciful lands, beautiful maidens, great warriors and evil overlords are the bread and butter of a Wordsmith, who turns their experiences into larger-than-life adventures with the flick of a pen and a little embellishment. For those who prefer the company of books to song and dance, the Wordsmith's books are something of a comfort, and those who accompany a Wordsmith are equally audience as they are muse.

Wordsmiths are talented in many areas pertaining to their expertise; the binding of the books, the creation of illustrations to accompany their stories, and the maintenance of such beautifully bound and illustrated books. Indeed, even a single well-maintained book by the greatest Wordsmiths is the treasure of countless libraries. Some Wordsmiths, not satisfied with their stories being bound to paper and ink alone, take their work to the stage and become Playwrights, whereas others seek to immortalize the acts of glory they witness in writing forevermore, as Chroniclers.

Weapon Skill: Perform (D), Light (D)

Preferred Stats: Luck, Resistance

Starting Weapon: Light

Promotes from: Performer Trainee

Promotes to: Playwright, Chronicler

Skill:

Compose:

The Wordsmith can invigorate any 2 allies within two spaces who have already used their action. The characters can act again. In addition, Performance items used by the Wordsmith can affect units up to 2 spaces away; if these items can target allies, they can be applied during invigoration of an ally. This skill overwrites Perform.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	2	5	3	5	1	6	5	4	3	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	+2	+1	0	+2	+1	+1	+1	5

Pioneer:

Part of the strategy of any campaign involves the use of terrain and the building of fortifications, whether it is to do with the building of roads for faster movement of troops, the building of forts to allow troops somewhere to rest and resupply, or the building of siege engines on site to break down enemy fortifications. The Pioneer is tasked with these functions, and any general that understands the value of fortifications understands the use of these soldiers, both in defensive and offensive maneuvers; a Pioneer with some assistance from his allies can set up or take down a quick wooden fort within a day.

Pioneers are not particularly skilled in combat, unlike a lot of their allies; their role in combat is to turn the terrain to their allies' advantage, setting up barriers and small traps to allow their opponents to best avoid enemy attack. Pioneers tend towards the use of an axe and knife, both utilitarian weapons that have as much use chopping wood and lengths of rope as they do crushing enemies. While handy in a fight, they are in their element when within allows them to build quick barriers against their enemies, as they can use their skills to even extend the benefits of defenses to their more exposed allies.

Weapon Skill: Axe (D), Hidden (D)**Preferred Stats: Skill, Defense****Starting Weapon: Iron Axe or Iron Dagger****Promotes from: Fighter Trainee****Promotes to: Siege Engineer, Sapper****Skill:****Adaptive Engineering:**

The Pioneer receives doubled bonuses from any defensive terrain. If against a Sapper, *Adaptive Engineering* is negated but the Pioneer does not receive doubled debuffs from terrain.

Temporary Fortifications:

The Pioneer may extend the effects of defensive terrain to one adjacent ally as long as the Pioneer is in defensive terrain.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
21	6	0	5	2	3	0	3	10	9	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+1	0	+1	0	+1	+4	+4	5

Seer:

The power of clairvoyance is something that captivates the minds of man. Whether it is the fear of the unknown, curiosity or sheer boredom, people have long wanted to know the future. Charlatans have made it their business to fake knowing the future, whether it is making prophecies that never come to be, or regaling people with vague fortunes that could be true of just about anyone. The Seer, however, can truly see the future. Whether it is through years of dedicated study of the weaves of fate, or a natural gift, the events of the future are within their grasp.

Just because Seers can see the future, however, does not make their lives easy. They are often mistaken for their scamming cousins, and most people do not believe that their visions are true. To add insult to injury, visions can be very difficult to interpret, and any number of variables can render an already difficult vision impossible to act upon. However, a skilled Seer uses their wits and their clairvoyance in equal measure, knowing when to advise others on their visions and when to stay silent. Some become inspirational figures, leaders whose visions are taken to be evidence of divine favour, others sink into the background, using their visions to help others in their own small way. To see the future is a terrible thing, especially when one does not know how best to avert it.

Weapon Skill: Performance subcategory (C), Performance (D)

Preferred Stats: Skill, Luck

Starting Weapon: Soldier's Drum or Charming Flute

Promotes from: Performer Trainee

Promotes to: Herald, Fortune Teller

Special: Levitation

Skill:**Forecast:**

The Seer can invigorate any 2 adjacent allies within two spaces who have already used their action. The characters can act again. In addition, Performance items used by the Seer can affect up to two adjacent allies; if these items can target allies, they can be applied during invigoration of an ally. This skill overwrites Perform.

Foresight:

After using Forecast, the Seer gains +15 Eva and Dodge until their next Phase.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	2	4	5	7	1	4	5	4	3	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	+1	+2	0	+1	0	+1	+1	5

Occultist:

The magical arts are difficult to engage with, and not all people are born with a gift for magic. The power of the divine requires faith, the power of nature requires the knowledge to harness the elements, and the power of the darkness requires the will to harness powers that, though familiar, are apathetic to man. The Occultist, through means divine, eldritch, fell or even mundane, has attained the power of magic and can use magic without the intense study their cousins must engage in to attain such skill. Unlike naturally talented mages or mages born from years of studying the magical arts, the Occultist has attained their power from some other patron, who grants them their powers in exchange for something, such as services or their soul in the afterlife. Some Occultists inherit such a deal from their ancestors, and indeed these deals form the vestiges of magic in some magical families whose scions learn magic in a more conventional way.

These pacts come with the occasional difficulty of controlling the power now vested in the Occultist; for situations when finesse is required, hand-to-hand combat is the Occultist's weapon of choice, other weapons being harder to use in a pinch than one's own hands. In difficult situations, the Occultist is able to beseech their patron for more power, but this comes at a price, for the presence of such powers in a mortal body can be devastating and lethal to both user and enemy.

Weapon Skill: Fist (D), Dark (D)

Preferred Stats: Magic, Strength

Starting Weapon: Fire or Leather Cestus

Promotes from: Martial Trainee

Promotes to: Theurgist, Warlock

Special: Levitation

Skill:

Invocation:

Occultists may choose to Invoke as a free action on their turn. Occultists gain +10 Hit and +3 MT to their attacks but take 20% of the damage dealt as damage to themselves until Invocation is turned off, which is also a free action. Invocation cannot be ended in the same turn as it was started.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	3	4	5	2	3	3	4	5	4	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	+1	+1	0	+1	+1	0	+1	+1	5

Jester:

The life of a ruler, whether he be a petty lord of a small fief, or the great emperor of a vast empire, can be difficult; surrounded by yes-men who fill their ears with what they believe their ruler wishes to hear, hard decisions governing the lives of countless people, and facing constant threats from both foreign and national entities, there can sometimes be precious little joy in the life of a ruler. A Jester's role at court is to provide some much needed wit and levity; a Jester makes light of the situation, dares to comment where even other advisors would refuse, and speaks truth to power. Jesters, however, are far shrewder than they initially appear, despite the tomfoolery they engage in.

A Jester often accompanies their lord on difficult expeditions as a voice of both reason and levity. As such, Jesters tend to prefer weapons that are easy to conceal, to allow them to protect themselves from attackers, such as knives, though they prefer whips and their own hands, the former being easy to conceal as "props" and the latter being always present on their person. As such, a Jester can be a surprisingly difficult foe to contend with, being constantly at hand to protect their liege from threats on their lives. It is the wise ruler who listens to the Jester, who understands that under the surface of the fool lies a far cleverer, smarter and deadly wit, and the unwise ruler who makes a fool out of himself assuming otherwise.

Weapon Skill: Whip (D), Fist (D)

Preferred Stats: Skill, Speed

Starting Weapon: Leather Whip or Leather Cestus

Promotes from: Whip Trainee

Promotes to: Harlequin, Jongleur

Skill:

Shuffle:

Jesters may swap spaces with any adjacent ally once per Phase as a free action, with the allied player's agreement if swapping with an ally.

Bewilder:

Jesters gain +15 Eva and +2 DR until their next Phase after using Shuffle.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
18	4	0	5	5	3	1	6	6	5	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	0	+2	+1	0	0	+2	+2	+2	6

Warden/Wild Druid:

The forests and other wild places lack protectors of their own, guardians who will keep them from being encroached upon by those who would destroy them. The humans who devote themselves to protecting the wild places of the world are called Wardens, or Wild Druids, differentiating themselves from the masters of dark magic. Wardens have more of a magical kinship with Mages, both channeling spirits of nature to use their magic. Where Mages use their magic to conjure fire and thunder, Wardens use theirs to come closer to nature; Wardens use their magic to attune themselves to the wild, taking on the forms of animals and their aspects in defense of the nature. Thusly, the usage of anima magic by Wardens is projected through their fists, though they can use normal tomes in a pinch.

Wardens have the capacity to act as both shield and sword for the wild places of the world, tending to the wild with one hand, and smiting those who would trespass against it with the other. As such, Wardens occasionally find themselves aligned with larger armies, not necessarily because they are aligned with their more synthetic concerns, but because the Warden is best served aligning himself with these armies to prevent further damage to the environment. Some experienced Wardens are even in the service of royalty, as advisors on affairs to deal with the wildlife, though this is rare.

Weapon Skill: Fist (D), Anima (D)

Preferred Stats: Skill, Defense

Starting Weapon: Fire or Leather Cestus

Promotes from: Martial Trainee

Promotes to: Hellion, Watcher

Skill:

Wild Shape:

Wardens may select one Wild Shape bonus at promotion to First Class (or Character Creation). Wild Shape can be activated as a free action, and remains active until either three turns have passed or the Warden reaches 0 HP. Wild Shape cannot be reactivated either while Wild Shape bonuses are still active or for three turns after the bonuses wear off.

- Mighty Claws: +5 MT, +2 AS.
- Predator Sense: +15 Hit/Eva
- Toughened Hide: +5 DR, +3 Dodge.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
17	4	3	3	1	4	5	4	6	5	6

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	+2	+1	0	+2	+1	+1	+2	+2	5

Cadet:

The leadership of an army relies not just on the leadership of the highest echelons of the army, but leaders on a smaller scale, leaders who can provide orders in the heat of battle to those nowhere near the main commander. As such, much time is devoted to the education of military officers who can operate independently of the main commanders and direct troops to where they're needed. Freshly minted Cadets are often placed in charge of small units of troops, given orders and trusted with leadership of these units; though they are educated in tactics and mock battles, the best way to learn military leadership is through experience. After gaining some experience and getting their feet wet, these Cadets often rise in rank and respect among their fellows, trusted with larger groups of soldiers and with more independent operations.

Weapon Skill: Sword (D), Fist (D)

Preferred Stats: Skill, Defense

Starting Weapon: Slim Sword or Leather Cestus

Promotes from: Sword Trainee

Promotes to: Officer, Commissar

Skill:

Combat Orders:

The Cadet may select one Skill from the below selection as their Class Skill. They may select one more Combat Order at promotion, and they may only execute one Combat Order per turn; even if granted a second action by Performers or the Tactician, they cannot activate a second Combat Order. Combat Orders can be used as triggers for Personal Skills.

- **Assault Order:** The Cadet may use their action to grant any two adjacent allied units an extra 2 MOV.
- **Take Cover:** The Cadet may use up their action to grant any two adjacent allied units doubled terrain bonuses, stacking with the Pioneer's *Temporary Fortifications* and any relevant Personal Skills.
- **Concentrate Fire:** The Cadet may use up their action to increase the healing and damage of any two adjacent allied units by 50%, stacking with any relevant Personal Skills.
- **Rapid Fire:** The Cadet may use up their action to increase the number of attacks made by two adjacent allies during combat by 1. This attack is made after the normal exchange of attacks and is not affected by Speed or attack doubling effects.

Stats:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
20	5	0	5	2	3	1	6	6	5	5

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	0	+1	0	+1	0	0	+4	+4	5

~Promoted Classes~

Ruffian:

Rough, fierce and seasoned fighters, Ruffians are at home in the criminal underworld where Thieves and Assassins gather. Where Brawlers engage in mere bar fights and underground fight clubs, Ruffians dive fully into the criminal life for various reasons; for bloodlust, for women or for honor. The Ruffian has mastered both fist and knife in battle; the fist to show their strength, the knife as insurance when the fist fails to serve them. However, a Ruffian will use whatever weapon they can find in practice, whether it be a bar stool or a spare bottle of beer, to gain an advantage on an enemy; chivalry is dead in the world of the Ruffian.

Ruffians, whatever their reason for entering the life, retain their dogged toughness and refusal to surrender to their enemy. Life is dangerous when there are few a Ruffian can trust, and so the Ruffian fights to survive, powering through even deadly wounds through sheer grit and even a little spite. Of course, even in the deepest darkness, one can still live like a dragon, and Ruffians are as liable to be paragons of morality as they are to be hedonistic thugs or murderous thugs. What binds Ruffians together is not morality, but a shared sense of grit and determination, the inability to give up in the face of overwhelming odds. However, those who walk the path of the Ruffian must be careful; there are no knock-outs in the life of a criminal.

Weapon Skill: 1 Fist subcategory (A), 1 Hidden subcategory (A), Fist (C), Hidden (C)

Preferred Stats: HP, Strength

Promotes from: Brawler

Promotion Item: Ocean Seal

Special: Vision, Lockpick

Skill:

Bloody-Minded Determination:

For every 10 HP below Maximum, the Ruffian gains +2 DR and +2 DMG.

Like a Dragon

Once per battle, the Ruffian may survive one hit that would normally be fatal, leaving them at 1 HP, separate from and triggering before the Miracle skill.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	0	+1	+1	+2	+0	+2	+4	+4	6

Pugilist:

Where their Ruffian cousins descended into the chaos they merely explored the shallows of, the Pugilist rose from their humble origins to achieve greatness in the arena of combat. Combining grace and power into their fighting style, a Pugilist eschews the use of other weapons to focus solely on their pure physical gifts. Pugilists come in different shapes and sizes; some large, strong and charging through whatever blow the enemy may inflict upon them, some small, weak and lithe, ever the underdog and relying on their swiftness and speed to win the day.

Though the Pugilist may have honed their fists, Pugilists are by no means one-dimensional; the arts of grappling and wrestling still remain open to them, and an experienced Pugilist can not only punch, but understands how to fight on unfair ground. A skilled Pugilist is a fearsome opponent even for any armed opponent, as their fists dart into vital spots as fast as arrows and their fast feet allow them to evade the fall of a blade where their head was a moment before.

Weapon Skill: 1 Fist subcategory (S), Fist (B)

Preferred Stats: Strength, Speed

Promotes from: Brawler

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Jolt Counter:

In lieu of attacking, a Pugilist may prepare Jolt Counter instead, sacrificing their action for the turn. On the first enemy to initiate an attack on the Pugilist, the Pugilist will strike first with +10 Crit but -10 Hit. Jolt Counter only activates once per Phase. The normal follow-up effect on Fists does not activate on a Jolt Counter. Jolt Counter can only be activated on the last action taken that turn; if the Pugilist regains movement, either from Perform or any other method, Jolt Counter is cancelled unless reactivated. Jolt Counter's Critical chance stacks with Underdog boosts.

Boxer's Roll:

If initiating an attack on an enemy with lower AS than the Pugilist, +15 Hit. Boxer's Roll does not trigger on Jolt Counter attacks.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+4	0	+2	+1	0	0	+2	+4	+4	6

Artisan:

The road to greatness in martial arts is a long, tiring one, but one pursued as much for the sake of the art as it is for the sake of self-protection. The Artisan has mastered their weapon of choice, perfecting every combat form they can and even inventing some of their own. Artisans are the artists of combat; beauty is to be found in motion, even in the deadly dance that Artisans participate in. The dance of blades is their home territory, and Artisans revel in it. Indeed, Artisans participate in tests of skill against one another, practicing techniques and combat forms against one another and using their experiences to further hone their technique, the resulting dances resembling as much elaborate performances as they do duels.

Years of study have honed the Artisan's talent in a single weapon. What they lack in skill to the greatest swordsmen or the greatest archers, they make up for in understanding of the very weapons they wield. A Swordmaster understands how best to swing a sword in such a way as to out-speed an opponent, but lacks power; an Artisan lacks his equal's speed, but understands how to bring the sword's greatest potential out through movement and technique. Weaponry, to the Artisan, is their paintbrush, their chisel and their pencil, with which to weave a beautiful, but lethal, piece of art on the battlefield, and an Artisan outfights all but the most skilled masters of their discipline.

Weapon Skill: Subcategory from Disciple (A), Category from Disciple (C)

Preferred Stats: Strength, Skill

Promotes from: Disciple

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Realised Potential:

Meditation now grants +3 AS on top of the +10 Hit/Crit bonus.

Perfection of Technique:

When fighting opponents of equal or lesser Proficiency rank in their chosen Subcategory, Artisans gain Weapon Triangle Advantage. The opponent must have the same Proficiencies in either their Subcategory or the larger Category that Subcategory belongs to as the Artisan for *Perfection of Technique* to activate.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	+2	+1	+1	+2	+3	+3	6

Savant:

The mythical 'peak' of martial arts, the Savant has ascended even beyond their fellow Artisans. Like a Sage masters magic, a Savant masters weapons, studying the perfect forms and perfect techniques to wield them. Where a Bounty Hunter bluffs their way through wielding many weapons, a Savant genuinely understands all the weapons they wield, and does so with finesse. The old saying, to fear a man who has practiced one kick a thousand times over one who has practiced a thousand kicks once, applies not to the Savant, who has practiced a hundred kicks a hundred times.

Even at the peak of skill, there is always ever higher to reach. Some Savants may rest on their laurels, while others may never truly be satisfied in their pursuit, for the true master is the eternal student. Savants may be relatively young, having achieved moments of tranquil inspiration, or be old and white-haired, having devoted their whole lives to the art of learning the art of war. Savants are experts in battle, and some may even devote their lives to educating others who have yet to achieve the same peak they have; many a tactician or aspiring Novice has read the writing of a Savant for inspiration, for whom war is as much philosophy as it is strategy.

Weapon Skill: Sword (C), Lance (C), Axe (C), Hidden (C), Bow (C), Fist (C), Whip (C)

Preferred Stats: Skill, Speed

Promotes from: Disciple

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:**Perfection of Knowledge:**

When entering combat with Weapon Triangle Disadvantage, neither combatant gets penalties or bonuses. When entering combat with Weapon Triangle Advantage, the Savant gains doubled bonuses.

Lead by Example:

When the Savant makes a successful hit on a target, allied units gain +15 Hit/Evade and +2 DMG in combat against that target until the end of the Phase.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	+2	+1	0	+3	+3	+3	6

Slayer:

Masters of the whip, Slayers are skilled hunters of those who walk in the night. Honing their skill in the infamously difficult art of whip-fighting, Slayers convert the whip into a sword that strikes at unpredictable angles. They are the other side of the coin to their Crusader cousins; Crusaders are noble figures, protectors who believe in valor, where Slayers are feared figures, punishers and accusers who smite the wicked. To their enemies, the whip regains its use as a tool of punishment, to smite the wicked and crush the enemy.

Slayers are often intense in bearing, a side-effect both of their crusade against evil and the focus necessary to strike an opponent with a whip accurately and consistently. Slayers take their focus to the next level; where Flagellants increase the power of their strikes against dark magic, Slayers can use their focus and wield it like a sword in and of itself, taking the old adage of iron will to its logical extreme. Slayers must take care to be able to understand when the darkness no longer must be crushed, however, and may even need to confront it as a grudging ally, when greater foes come to the fore.

Weapon Skill: 1 Whip subcategory (S), Whip (B)

Preferred Skills: Strength, Skill

Promotes from: Flagellant

Promotion Item: Hero's Crest

Special: Critical Eye

Skill:

Punishment:

If an opponent successfully damages the Slayer in combat, the Slayer gains +10 Hit and +10 Critical against this opponent. Punishment only activates on the first opponent who successfully damages the Slayer in combat; if this opponent is reduced to 0 HP, the next opponent to successfully damage the Slayer in combat is marked for Punishment. In addition, Slayers gain +3 DMG and +10 Hit against Monsters and Undead.

Bane of the Darkness:

+5 DEF/RES against Monsters, Undead and Dark Magic.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+2	0	+2	+0	+2	+2	+0	+4	+4	6

Venator:

Venators walk the thin line between darkness and the light. The same focus that gained them such skill with the whip has allowed them to tame the darkness and also granted them a perspective on life that approaches serenity. This serenity aids their cause; Venators understand that those who crawl at the edge of society may see that which those in the light above do not, and so befriend those at the fringe to better fight the monsters that endanger all others; the criminals, the outcasts and the wanderers. Their ability to fight with the same weapons such people fight with is a testament to their alliance with such figures.

Where a Shadow Sword is feared for their intimidating presence, a Venator is welcomed despite treading in the darkness where others would shy away. If the Slayer is the adversary of evil to the Crusader's hero of the light, the Venator is the devil's advocate, making friends where the Shadow Sword finds dragons to slay. However, the fool who believes the Venator is any less focused than their ideological allies will be swiftly reminded of one thing; the serenity possessed by Venators emerges from not from laziness, but from an iron will unrivalled.

Weapon Skill: 1 Whip subcategory (B), 1 Dark subcategory (B), 1 Hidden Subcategory (B), Whip (C), Dark (C), Hidden (C)

Preferred Skills: Magic, Skill

Promotes from: Flagellant

Promotion Item: Fell Contract

Skill:**Tame the Chaos:**

When facing Dark Magic, the Venator has Weapon Triangle Advantage no matter what weapon they are wielding and the enemy has Weapon Triangle Disadvantage. Against Monsters, Undead, and enemies affected by Tame the Chaos, +3 DMG and +10 Hit in addition to other bonuses.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	+1	+1	+1	+1	+1	+4	+4	6

Polymath:

There are those that believe that the Philosopher's Stone is not a substance, but embodies a set of skills; the man who can transmute lead to gold, craft brews that extend life and create poisons lethal enough to kill a man with a single drop has no need for the Stone. The Polymath, to that end, seeks to learn all fields of human knowledge to finally attain the Stone. The Polymath has even learned some skill with an axe; axes, being utilitarian tools, are useful for various purposes, from hacking limbs to cutting samples from herbs to emergency amputations.

Of course, the Polymath has not forgotten their origins; in the course of their studies, they have further honed their alchemical knowledge and combined it with their knowledge of other fields. It is said that the greatest Polymaths have achieved such things such as the creation of working, alchemical prosthetic limbs, or even the creation of artificial life. The truth of such claims is often dubious, but it has not stopped Polymaths from trying to make them true, all in pursuit of the Great Work.

Weapon Skill: One Anima subcategory (A), One Axe subcategory (A), Anima (C), Axe (C)

Preferred Stats: Skill, Magic

Promotes from: Alchemist

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Mastery of Transmutation:

As a free action and at the cost of 10 HP, Polymaths can use Transmutation, allowing them to:

- If they have an open inventory slot, create a Vulnerary at 3/3 QL
- Upgrade a full Vulnerary to a full Concoction or a full Tonic to a full Panacea
- Refill any healing or buffing item entirely (as long as they are not Herbs or Elixirs)

Transmutation cannot be executed in the same turn as Amplify or the free healing action provided by *Power of Alchemy*.

Thaumaturgical Expertise:

The Polymath can use any Tome or Staff not exclusive to another class, including those outside their class skills. They can use any E Rank weapon without penalty, but suffer a +1 WT penalty on the tome for each Rank above proficiency. Polymaths can use Staves up to B-rank proficiency. Magical weapons can also be wielded using *Thaumaturgical Expertise*.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+3	+2	0	+1	+1	+1	+3	+3	6

Hermeticist:

There are many avenues into the path of alchemy. Polymaths explore the mechanics of the material world, and expand their knowledge of the fields of human knowledge in the service of achieving the Great Work. A Hermeticist, however, focuses on researching into the more esoteric, mystical side of reality, in an attempt to find the path to the Great Work. Gods, spirits and ancestral spirits are the realm of other mages; Hermeticists instead focus on the building blocks of reality, from the base elements to ideas about the primordial ooze that formed reality.

Hermeticists, however, are still alchemists through and through. Where Polymaths use their newly gained knowledge of medicine and biology to more easily brew healing tonics, Hermeticists wield mysticism and alchemy in tandem. Potions and poisons they create are permeated by magic, and their magic can be conveyed through potioncraft. Through better understanding of alchemy and mysticism, Hermeticists draw closer to the Philosopher's Stone- or so they believe.

Weapon Skill: One Anima subcategory (A), one Hidden subcategory (A), Anima (C), Hidden (C)

Preferred Stats: Magic, Resistance

Promotes from: Alchemist

Promotion Item: Fell Contract

Special: Levitation

Skill:

Mastery of Alchemy:

Hermeticists have infinite inventory space for healing items separate from their regular inventory, but must take an action to swap out items between inventories. In addition, Hermeticists gain additional buffs to *Amplify*:

- Herbs, Vulneraries and Concoctions grant an additional +2 DR/DMG to the healed ally until their next Phase.
- Tonic, Potions and Panaceas grant +5 Hit/Eva/Crit to the healed ally until their next Phase.
- Buffing items now heal (10 + ½ MAG) when used by Hermeticists.

Overdose:

Hermeticists may, as a free action and at the cost of 1 QL from a healing item, cause their attacks to inflict an Overdose. Any attack made until their next Phase inflicts Poison for three turns. Overdose stacks with Venom Vials and any effects that damage the enemy after battle.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	+2	+2	0	0	+2	+1	+3	+3	6

Gamekeeper:

Gamekeepers are skilled officers who maintain the menageries of any royal estate, whether it is the stables of horses, pegasi and wyverns that are the noble steeds of kings, or the kennels and aviaries that keep the hunting animals. With experience in caring for animals as Tamers, Gamekeepers are specialists in maintaining animal welfare in their estates. Officers like this are indispensable to any army that hopes to use animals, for their skill with animals as well as being general support; even the most fearsome wyvern requires food, and the most agile pegasus needs bedding and somewhere to rest their wings.

Gamekeepers specialize in medicine and animal handling more than their Beastmaster cousins. Though they can somewhat aid their compatriots with nothing to do with animals, Gamekeepers are at their element when treating the wounds of animals such as horses and dogs, and are far more skilled with treating animals than they are humans. Gamekeepers also possess heightened empathy for animals like their Beastmaster cousins, and possess a natural gift for comforting animals in dangerous situations; a useful gift, for animals are smarter than people give them credit for, and can often panic with fatal consequences for their handlers.

Weapon Skill: 1 Whip Subcategory (B), 1 Bow Subcategory (B), 1 Hidden Subcategory (B), Whip (C), Bow (C), Hidden (C)

Preferred Stats: Skill, Defense

Promotes from: Tamer

Promotion Item: Orion's Bolt

Skill:

Mastery of Taming:

The effects of *Man's Best Friend* are amplified:

- Hound: *Blood in the Air*: When initiating combat on a damaged enemy, +6 DMG instead of +3 and gain +15 Hit against this opponent.
- Raptor: *No Escape*: When initiating combat on a damaged opponent, enemy has -15 Hit/Eva against the Gamekeeper.

Veterinary Care:

Allied Mounted and Beast* allies, as well as allies of the Tamer class line within 3 spaces of the Gamekeeper gain +3 DR and +3 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+2	+1	+1	0	+2	+4	+4	6

Beastmaster:

According to those in the know, there are three animals worth using for the hunt; the horse for transport, the hound for tracking the quarry and the bird of prey to bring it home. It is for this reason that Beastmasters are so aptly named. Masters of the hunt, Beastmasters are at home at the front of the hunt, leading it with their faithful companions. Beastmasters possess all the tools they need to take their quarry down; the weapons at their belt and their animal companions capable of slipping through most obstacles.

As skilled deerstalkers, Beastmasters pack all the tools a hunter needs; a bow to take their prey from afar and a whip to strike at tenacious prey close up where necessary. A foolish Beastmaster who abuses his companions can often disappear on failed hunts, never to be seen again, having been abandoned by their animals and left to the elements. The most talented ones are capable of commanding their pets like extensions of their own will, in sync and understanding of their needs.

Weapon Skill: One Bow subcategory (A), one Whip subcategory (A), Bow (C), Whip (C)

Preferred Stats: Strength, Skill

Promotes from: Tamer

Promotion Item: Orion's Bolt

Special: Horseback/Dismount/Canto

Skill:

Hunter-Seeker:

The character with this skill can summon an Animal Companion into an adjacent empty space as their primary action or dismiss one already active. *Man's Best Friend* is deactivated while this Companion is active. All of the Companion's stats are 75% of the stats of the Beastmaster, except for CON/AID and MOV, which are equal, and their only Class Skill is whichever bonus they granted in *Man's Best Friend*. If the Companion is defeated or if the Beastmaster is defeated, the Companion is dismissed for the rest of the map. Raptors have access to Flying movement, while Hounds ignore terrain movement penalties except for Mountains. Companions qualify as Beast units. The Companion has a weapon skill equal to the highest level weapon available to them:

- Level 1: Talon (if Raptor), Sharp Fang (if Hound)
- Level 5: Sharp Talon (if Raptor), Blade Fang (if Hound)
- Level 10: Razor Talon (if Raptor), Carpe Jugulum (if Hound)

Hunting in Tandem:

If either the Beastmaster or their Animal Companion attacks the same opponent that the other has attacked, both gain +15 Crit.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+2	0	+2	+0	+2	0	+2	+4	+4	6

Playwright:

Performance takes all sorts and manners of forms, whether it is dance, song or story. The Playwright, however, takes his performances onto the stage, a great spectacle for others to witness. For the Playwright, it isn't enough that people sing or write about their tales, but that people act out their stories for all the world to see. Elaborate costumes, cannons set to fire to simulate the crack of thunder, painted backgrounds and eloquent actors; a Playwright hopes to one day bring their drama to life in front of an adoring, enraptured audience. They turn their experiences into material, their allies and enemies into the *dramatis personae* in their play, and their battles into majestic set pieces to enrapture the audience.

A Playwright weaves both comedy and tragedy into their writings. The Playwright turns their battles into a play in and of itself, their allies and enemies the actors, and their words placing people in their parts to act out, like cogs in a machine. The magic a Playwright wields is in equal parts useful for visualization as it is for crushing their enemies in battle; never has "break a leg" seemed so much more literal than while in combat with a Playwright. A skilled Playwright can act out their own play, but there is one place a Playwright would rather be; behind the scenes, directing others to live out their script and show the world what they're made of.

Weapon Skill: One Performance subcategory (B), one Light subcategory (B), one Dark subcategory (B), Performance (C), Light (C), Dark (C)

Preferred Stats: Magic, Resistance

Promotes from: Wordsmith

Promotion Item: Artistic Mark

Special: Levitation

Skill:

The Script for Your Requiem:

Playwrights, when using a Performance item on an ally, automatically apply the effect of the Performance item on themselves. When using the item on an enemy, the Playwright gains +15 Hit/Critical against the affected enemy.

Muse's Inspiration

After Performing or triggering the effect of *The Script for Your Requiem*, the Playwright gains +3 DMG during their next combat.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	+2	0	0	+2	+2	+3	+3	6

Chronicler:

Chroniclers are an oddity; though they have experience as Wordsmiths with fictional writing and their theatrical Playwright cousins like to embellish the truth, Chroniclers confine themselves to a truly historical record of what happened. Chroniclers travel with groups of adventurers to find and record as many historical events as possible, serving as both archaeologist and historian in their search for as faithful a historical study as possible. Eschewing the theatricality of others, there is nonetheless a certain fascination that one feels towards the past, a fascination that Chroniclers subsist upon. Their works, though sometimes slightly dry and mundane, are nonetheless important historical records that serve as invaluable first-hand sources for those seeking to find out more about history.

Chroniclers are skilled in the art of magic, a side effect of hours upon hours of reading about the feats of great mages in books and so conducting studies to study the viability of their oft-exaggerated feats. Their magic allows them to copy the powers of legendary weapons and even call forth echoes of these old artifacts, to see these weapons in the metaphorical flesh and accurately record them. Such magic can easily be turned to the purposes of war; Chroniclers live arduous lives recording the past and finding the truth and oftentimes run into bandits who seek their valuable artifacts collected from a lifetime of research, or those who would prefer inconvenient truths to be suppressed.

Weapon Skill: One Performance subcategory (A), one Light subcategory (A),

Performance (C), Light (C)

Preferred Stats: Magic, Skill

Promotes from: Wordsmith

Promotion Item: Artistic Mark

Special: Levitation

Skill:

Imaginations from the Other Side:

Upon promotion and every 4 levels until level 19, the Chronicler may pick one, non-S-rank Magical Weapon that is not unique to a class line to use in battle without having the required weapon Rank, at the cost of HP. The Chronicler is calculated as having A-Rank Proficiency for all weapons used this way. C-Rank weapons cost 5 HP to use, B-Rank weapons cost 8 HP to use and A-Rank weapons cost 12 HP to use.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	0	+2	+2	0	0	+2	+2	+3	+3	6

Skald:

Many Bards choose the path of Lore Masters or Enchanters; either a seeker of knowledge and master storyteller, or a silver-tongued, charismatic man of the world. Skalds, however, are very different from their fellow singers and poets. Preferring the heat of battle, a Skald prefers to be in the very middle of the battles they sing of, believing no victory was worth singing about unless they themselves partook of the glory. Skalds are skilled singers and poets, but they prefer to perform double duty in their songs; their songs are as insulting and taunting to the enemy as they are heartening to their allies. Indeed, a popular pastime among Skalds is a contest of insults and taunts, each Skald attempting to come up with more creative insults than their counterparts and the winner coming up with an insult that can't be countered.

Skalds, because of their preference for the front line, hone their physique and build their muscles to toughen themselves. Skalds prefer the use of an axe; as a familiar tool, it is easier for a Bard to adapt to than the use of a blade or a lance, and because of the intimidating shape and profile of such a weapon. An experienced Skald is a master of both physical and psychological warfare; tearing down their enemy's will to fight with taunts about everything from their mothers to their adequacy in intimate matters, while charging through the enemy's attacks with implacable form and taking the enemy down with a swing of their mighty axe.

Weapon Skill: One Performance subcategory (A), one Axe subcategory (A),

Performance (C), Axe (C)

Preferred Stats: Strength, Defense

Promotes from: Bard

Promotion Item: Artistic Mark

Skill:**Flying:**

After Playing, all enemies within 2 spaces of the Skald have -15 Hit/Eva against the Skald on top of any debuffs inflicted by the use of a Performance item until the Skald's next Phase.

War Chant:

Units performed by the Skald regain 10 HP on top of whatever healing the Performance item may grant.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+3	+2	0	+2	0	+3	0	0	+4	+4	6

Siege Engineer

The use for siege engines in warfare is highly prized. Ballistae are excellent tools for striking enemies down from a distance, while trebuchets are incredibly useful for breaking down castle walls and fortifications. Of course, someone must be present to build the siege engines, and Siege Engineers, so aptly named, are those very individuals. It takes great mathematical skill as much as great strength to build these engines, and so Siege Engineers bring both to the table. Often placed in charge of groups of Pioneers to aid their construction efforts, Siege Engineers play an invaluable role in ending long sieges.

Of course, that is not to say that Siege Engineers are useless elsewhere. The quick construction of forts on the move is often necessary, and Siege Engineers are fixtures on these campaigns to allow the troops a safe place to regroup that can also be built relatively quickly. Their skills in the heat of battle are often useful too, as their practiced hands can throw up fortifications quickly, such as pavises and mantlets, to protect their allies from incoming projectiles, and trenches and caltrops to discourage cavalry charges. Of course, their own great strength comes to the fore; years of building great structures and digging earthworks builds pure muscle, which is as useful swinging an axe or throwing a knife as it is launching a catapult.

Weapon Skill: 1 Axe subcategory (A), 1 Hidden subcategory (A), Axe (C), Hidden (C)

Preferred Stats: Skill, Defense

Promotes from: Pioneer

Promotion Item: Knight's Crest

Skill:

Battlefield Engineering:

Siege Engineers may extend the effects of defensive terrain they are on to all adjacent tiles instead of one.

Motte and Bailey:

Siege Engineers may use their main action to turn the tile they are in into a temporary Fort; this Fort lasts for three turns or as long as the Siege Engineer is on the tile and carries the same bonuses as a normal Fort. Siege Engineers can use a free action to remove the temporary Fort.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	+2	0	+3	0	0	+4	+4	6

Sapper

There are many approaches to siege warfare. One of them is to assail the enemy fortifications through overwhelming force; the Siege Engineer specializes in building the engines of destruction necessary to bring down these fortifications. Another is to subvert defenses, destroying fortifications through means of undermining them. It is this approach that Sappers specialize in, building tunnels to undermine walls, or building trenches to allow their allies to get closer to enemy fortifications under fire. Such work is of course dangerous; enemy defenders will do their best to rain fire upon Sappers, tunnels can be collapsed and trenches flooded. It is for this reason that Sappers can often be the best-paid soldiers in a siege.

Of course, that is not the only use for Sappers, as like their Siege Engineer cousins, Sappers also function to do earthworks for the army. Roads need to be built, foundations for forts established, and oftentimes inconvenient forests need to be cleared and rivers forded. Sappers clear the way for their allies to pass, paving the way for their mounted and slower allies to pass. The use of utilitarian weapons are often necessary for Sappers, who thusly use axes and knives, though in a pinch, the use of fists can be justified, for tunnels can often get cramped enough that pulling out weapons can be difficult if not impossible.

Weapon Skill: 1 Axe subcategory (B), 1 Hidden subcategory (B), 1 Fist subcategory (B), Axe (C), Hidden (C), Fist (C)

Preferred Stats: Skill, Defense

Promotes from: Pioneer

Promotion Item: Knight's Crest

Skill:

Great Leveler:

The Sapper may clear up to three spaces in a straight line into Plains/Floor until the end of the next Phase as a main action. All enemies currently in those spaces lose all bonuses related to terrain until they move out of the spaces. Walls, Rivers and Oceans cannot be cleared using Great Leveler. However, snags and broken walls can be cleared automatically using Great Leveler.

Sabotage:

When the Sapper initiates combat, defensive terrain stat bonuses are inverted; instead of gaining EVA, enemies lose EVA, and instead of gaining DR, enemies take extra damage. Healing as a result of terrain, however, is not reversed and takes place as normal.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+4	+2	0	+3	0	+2	0	0	+4	+4	6

Herald

Some people receive visions from the gods, urging them to greatness, assuring their victory if only they have faith in their ability to lead. The Herald is such a person. Through sheer faith and charisma, Heralds inspire others to fight for them. Indeed, the Heralds tend to participate at the front with their allies, as a show of bravery, to show that they would not subject others to hardships they themselves would not do. Heralds do not tend to make use of weapons, however, either as a show of faith, knowing that their gods will protect them, or a show of physical frailty; some visions can be terrible indeed.

The Herald's participation in combat consists of even parts inspiration and foresight; the visions they receive, though difficult to interpret, can indeed inform their moves if a Herald understands the signs. Protecting themselves, however, is difficult. The Herald occasionally uses the power of staves to hold their enemies off, but if necessary, a Herald can enlist others to fight for them directly, wielding their sword as if it were their own. Many a common soldier in many an army owes their enlistment to inspiration to join by a Herald, and so many would wield their sword in defense of one.

Weapon Skill: Performance subcategory (A), Staff subcategory (A), Performance (C), Staff (C)

Preferred Stats: Magic, Defense

Promotes from: Seer

Promotion Item: Faith Icon

Special: Levitation

Skill:

Thou Shalt Not Die:

Three times per battle, the Herald may use this skill on an ally within two spaces, even if it is not their Phase. Until the end of the Phase, the next lethal attack that hits the targeted ally will only leave them at 1 HP. Thou Shalt Not Die cannot be used on the same ally more than once per battle, and it cannot be used on the Herald themselves. Thou Shalt Not Die triggers before Miracle, the Inquisitor's Benediction, and the Ruffian's Like A Dragon, but is bypassed by Parity and Awareness.

Sword of the Faithful:

With the consent of the targeted player, the Herald may designate one adjacent ally to protect the Herald. Until the Herald's next Phase, whenever an enemy attacks the Herald, the ally will retaliate for the Herald; if damage is successfully done, however, the Herald will take all damage unless mitigated through use of skills such as Guard. The ally may only retaliate with range-appropriate weapons.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	0	+2	+2	0	+1	+2	+2	6

Fortune Teller

In times of war, anything and anyone can become a source of comfort, especially those that purport to predict the unpredictable. Fortune Tellers can thus be a great comfort to an army who wants to believe they can predict the often-uncertain tides of the future. There are many fakes, but a few have genuine clairvoyance, a genuine ability to see the future. Given the many false claims, those who do have such abilities are difficult to find, and ironically prefer to participate in showmanship and trickery to remain unseen. Those who do find a rare, genuine Fortune Teller find themselves to be receiving great advice, if they can figure out how to interpret it properly; part of showmanship involves making prophecies as open-ended as possible.

Of course, with the power to see the future comes the power to alter it, and Fortune Tellers have a preternatural power to alter the threads of fate in favour of their allies, to advise them where to avoid potentially lethal blows or to move enemies into locations where the whimsy of fate can cause them to meet their doom. This is another point to their secrecy; a successful alteration of the future is never seen, while the unsuccessful attempts are met with failure and tragedy. Still, the burden of defying fate lies heavily on the shoulders of those with clairvoyance, and it is a thankless, but oftentimes necessary task.

Weapon Skill: Performance subcategory (A), Staff subcategory (A), Performance (C), Staff (C)

Preferred Stats: Magic, Resistance

Promotes from: Seer

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Winds of Destiny, Change:

Three times per battle, the Fortune Teller may select one dice roll to change, in any combat, at any point in any Phase. This can be used to ensure attacks miss, attacks hit, that an attack is a critical, that skills activate, or poison rolls are at maximum damage. This cannot be used to ensure a critical hit against a major boss, but this can be used to save someone from a critical hit from said boss. The same unit cannot be targeted by this skill twice.

Visions of a Dark Future:

The Fortune Teller may select one enemy within two spaces to target with this skill. If the enemy and this unit both are not reduced to 0 HP until the end of the next Phase, the target immediately takes (20+MAG) damage that is reduced by RES.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	0	+2	0	+3	0	+2	+1	+2	+2	6

Theurgist

The powers granted to an Occultist through deals with their supernatural patrons are great. Some Occultists, however, seek to go farther still in their search for magical power, and so deepen their pacts with their patrons to gain even more power. Theurgists are those souls who desire greater magical powers and attain them through greater communion with their patrons. Giving more of their body over to their patron, the Theurgist sacrifices even their own body in the name of power as they incarnate parts of their patron into their very being for more power.

As a consequence of their increased connection to their patron, Theurgists are capable of tapping into a wider range of magical power than before and wreak havoc upon their opponents with the expanded range of magic their patron has granted them. The strength that courses through their veins also increases their physical capabilities, allowing brute strength to be their recourse when magical power is insufficient. However, tangling with spirits beyond human comprehension has a price; many Theurgists suffer no end of physical and mental maladies as a result of letting such powerful beings possess their bodies, even for a moment, and much of their research can tend towards figuring out how to mitigate the effects on their bodies.

Weapon Skill: 1 Fist subcategory (B), 1 Dark subcategory (B) 1 Anima subcategory (B), Fist (C), Dark (C), Anima (C)

Preferred Stats: Magic, Skill

Promotes from: Occultist

Promotion Item: Fell Contract

Special: Levitation

Skill:

Transubstantiation:

The Theurgist may use *Transubstantiation* as a free action. The Theurgist's attacks deal 20% more damage after DEF/RES and gain +15 Hit, but the Theurgist takes 25% of the damage they deal directly to their HP until Transubstantiation is revoked.

Transubstantiation's effects can be ended as a free action, but it cannot be ended in the same Phase as Transubstantiation was started. Transubstantiation automatically ends upon reaching 0 HP. Transubstantiation replaces Invocation.

Patron's Blessing:

Once per battle, the Theurgist may increase the effects of *Transubstantiation* as a free action, granting 25% damage instead of 20% and 20 Hit instead of 15. This lasts until the start of their next Phase.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+1	+2	+2	0	+1	+1	+2	+4	+4	6

Warlock

Some Occultists become unsatisfied with the debilitating effects of their magic. Through years of research and magical understanding, some Occultists, now called Warlocks, can attain greater control over their abilities and more control over their connection to their patron. Though greater power is denied them unlike their Theurgist cousins, Warlocks are capable of greater finesse with their abilities, able to mediate the effects of their magical power and remain stable.

A side effect of their greater mastery over their pact is that they are able to exert more control over their pact, extracting more than mere power from their patron, capable of soothing their own wounds and even calling upon them for short bursts of vast power. Where Theurgists give themselves over to their patrons, Warlocks, through sheer force of will, make themselves equal partners in the pact, often turning the use of their power to their own ends, rather than the ends their patron may see, and become masters of their own fate.

Weapon Skill: 1 Fist subcategory (A), 1 Dark subcategory (A), Fist (C), Dark (C)

Preferred Stats: Strength, Magic

Promotes from: Occultist

Promotion Item: Guiding Ring

Special: Levitation

Skill:

Symbiotic Patronage:

While under the effects of *Invocation*, a successful kill restores 20% of the Warlock's maximum HP after damage taken from *Invocation*. If this skill would save the Warlock from reaching 0 HP due to *Invocation*'s damaging effect, this skill takes precedence and the Warlock will be healed instead of downed.

Strength of the Will:

While under the effects of *Invocation*, +3 DR.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+1	+1	+3	0	0	+1	+2	+4	+4	6

Harlequin

Not all Jesters remain in the service of a single lord, but sell their services, either to various lords or working in theatre troupes. Harlequins wander around the world in search of jobs, offering their unique combination of wit and acrobatics to the stage. Many a Harlequin has transitioned from court fool to stage actor successfully. Unlike a Jester, a Harlequin can occupy a serious role in the drama, the trickster that hides beneath the face of an idiot, and people treat them accordingly. Harlequins can play a myriad of roles, from karmic trickster to bumbling fool to even the wily, witty hero of a drama, slipping past his opponents with rapier wit and pure acrobatics.

Of course, with all this wandering and traveling around the world comes experience. Harlequins are often hired by the same nobles who hire Jesters, but not as mere comic relief; Harlequins often occupy roles as spies and assassins, their merry guises being the perfect cover for a poisoner to taint the drink of a hated rival, or to slit the throat of an enemy whose defenses are too strong to overtake him in direct combat. Harlequins are also hired as bodyguards for the same reason; oftentimes, naïve assassins will ignore the Harlequin in colorful clothing who seems to be oblivious to them, only to find a whip wrapped around their throats in the blink of an eye before they can lay a finger on their lord.

Weapon Skill: 1 Whip subcategory (B), 1 Fist subcategory (B), 1 Hidden subcategory (B), Whip (C), Fist (C), Hidden (C)

Preferred Stats: Skill, Strength

Promotes from: Jester

Promotion Item: Treasure Mark

Skill:

Switcheroo:

Harlequins may swap the positions of any two units within the eight squares around the Harlequin (the four tiles adjacent and the four tiles diagonal) as a main action. If they are allied units, the players involved must consent to the swap. Switcheroo's target squares must be within the square around the Harlequin, but do not need to be connected to each other. The Harlequin may only use Switcheroo once per Phase. One of the target units may be themselves.

Discombobulate:

Allies affected by Switcheroo gain +15 Hit and +3 DMG until the end of the Phase. Enemies affected by Switcheroo are inflicted with -15 Eva and -3 DR until the end of the Phase. In addition, Shuffle grants +3 DMG to the Harlequin and activates on Switcheroo being used on the Harlequin.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	0	+3	+2	+1	0	+1	+3	+3	6

Jongleur

Some Jesters remain in the service of their masters for long enough to have picked up various other roles in a household; anything from musician to comedian, to even strategist, confidant and bodyguard. Jongleurs are often attached to a single household, often serving in many different roles to the extent that their original role as comic relief is often played in a more passive way, with less garish clothing and deliberate stupidity and more cutting, piercing wit. In their capacity as entertainers, they act as part-bard, part-dancer and part-comedian, music and jokes accompanying acts like juggling, recounting humorous stories to a dinner party and even stunts like fire-breathing and sword-swallowing.

Years of hanging around their masters, however, have given a Jongleur both close relationships to their lieges and experience enough that they can be a serious force in the court. Some kingdoms, indeed, had Jongleurs who entertained at meals on the outside, and were valuable military tacticians when out of the public eye. Many lieges trust Jongleurs with their life, and often are repaid by a lance impaling their would-be assassins, or their assassins being pounded to the ground with a fist. Where a Bodyguard is the openly unsheathed sword, the Jongleur is the hidden blade, weapons often hidden in plain sight to add an extra layer of defense for the sufficiently paranoid lord.

Weapon Skill: 1 Whip subcategory (B), 1 Fist subcategory (B), 1 Lance subcategory (B), Whip (C), Fist (C), Lance (C)

Preferred Stats: Skill, Speed

Promotes from: Jester

Promotion Item: Hero's Crest

Skill:

Adroit:

The Jongleur may swap positions with any one unit within two spaces as a free action once per Phase. If switching with an ally, the allied player must agree to the swap. This skill replaces Shuffle.

Disorient:

When swapping positions with an ally, the Jongleur and the ally both gain +15 Hit and +3 AS until the end of the Phase. When swapping with an enemy, the enemy is inflicted with -15 Eva and -3DR while the Jongleur gains +15 Critical and +3 DMG.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+2	0	+3	+2	+1	0	+2	+3	+3	6

Hellion

The wrath of nature manifests in many ways; storms ravaging port settlements, famines turning farmland into barren fields of dust, wildfires tearing apart forest and village alike in storms of ash and cinder. The Hellion is another manifestation of nature's wrath, the avenger of the wild places torn asunder by civilization. Hellions are fierce, brutish fighters, bringing to bear their fearsome strength. Though they maintain magical knowledge, most of it is funneled into tearing their enemies apart limb from limb. The Hellion is the avenging angel of the Wardens, and often the path of Wardens who feel that the only way to protect nature from destructive influences is to fight against their enemies with as much wrath as they can muster.

Living in the wild places, Hellions live up to their name in wreaking havoc, as many fools who dare to overstep the natural order find themselves torn asunder; lumberjacks responsible for cutting whole swathes found sick with unexplained diseases, overhunting poachers found beaten and battered in the middle of the forests, and foolish wizards who leech poisons into the ground rendering it barren never to be seen again. However, Hellions must be careful; the natural order they fight for is a delicate balance, and many Hellions carry rage and fury against trespassers. A Hellion must be careful to maintain their sanity in face of what seems an impossible battle; many have lost themselves to the fury of the path of the Hellion, and descended to the level of the feral animals they emulate in so doing.

Weapon Skill: 1 Fist subcategory (A), 1 Anima subcategory (A), Fist (C), Anima (C)

Preferred Stats: HP, Defense

Promotes from: Warden

Promotion Item: Guiding Ring

Special: Critical Eye

Skill:

Primal Rage:

While Wild Shape is active, +15 Critical.

Restoration:

Hellions may, as a main action, heal themselves for 25% of their maximum HP. They may not use Restoration more than once per Phase.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+1	+3	+1	+1	0	+2	+1	+2	+4	+4	6

Watcher

Some Wardens feel that, in lieu of assailing those who would tarnish the wild places of the world, they should be tended to, healed and protected. Rather than acting as avengers, they act as guardians, even teaching others to avoid harming nature. These Watchers are the closest to humanity of the Wardens; unlike Hellions, who focus themselves on attuning themselves with nature to channel its wrath, Watchers focus on healing wounds and guardianship of nature, and seek to do this through working with their fellow humans to help protect nature while allowing humans to continue a semblance of their lifestyle.

However, it would be a mistake to assume Watchers lack the drive of their Hellion compatriots. Watchers, arguably, go above and beyond, sacrificing pure rage for versatility. Watchers are just as driven to protect nature; if the Hellions are the sword, they are the shield. Watchers are far less inclined to be suspicious of humanity as a whole, however, and so are a more common sight in civilization unlike the Hellion. Indeed, some armies make use of Watchers for their healing talents, when Clerics are not available, and some Watchers eagerly take the opportunity to spread the message of caring for nature to others.

Weapon Skill: 1 Fist subcategory (B), 1 Anima subcategory (B), 1 Staff subcategory (B), Fist (C), Anima (C), Staff (C)

Preferred Stats: Magic, Strength

Promotes from: Warden

Promotion Item: Guiding Ring

Skill:

Animal Friend:

Beast allies, Mounted allies, Animal Companions and allies of the Tamer line regain 5 HP while adjacent to the Watcher at the beginning of the Phase.

Primal Surge:

Allies healed from 0 HP by the Watcher gain the Primal Surge status until the end of the next Phase; the next lethal attack to attack them will only reduce them to 1 HP. Primal Surge triggers before Miracle, the Inquisitor's Benediction, the Ruffian's Like a Dragon and the Herald's Thou Shalt Not Die, but will not activate if the target is already at 1 HP. Primal Surge can be bypassed by Parity or Awareness.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	+1	0	+1	0	+2	+4	+4	6

Officer:

The term 'Officer', in context of an army, refers to a figure of authority, anywhere from a lowly platoon leader to the very highest generals. The Officers of an army thus bears a great burden; they have the trust of their men to lead them to victory and away from death, and the trust of their superiors to not fail their task. A good Officer has several roles on the battlefield; as a tactician, as a fighter and as a supportive influence. The first role keeps their men away from pointless deaths that achieve nothing, the second keeps themselves alive and the third is what can make the difference between a rout and an inspirational counterattack, between cowards and iron-hearted men. The wise Officer dispenses both tactical advice and rousing speeches in equal measure; a war is fought not by weapons nor by interests but by men, and men whose wills are broken cannot fight.

The best Officers are often forced to make difficult decisions; they may well be fathers to their men, but war necessitates that they thrust their men into dangerous situations, ones from which they may not return. Sometimes, dangerous manoeuvres must be conducted for the greater good, and indeed even the Officers must participate when the need calls. It is not for nothing that, just as bad Officers are hated and shunned and often forgotten upon their deaths, good ones are beloved and respected, their deaths mourned as tragedies by both friend and foe. The best Officers can make or break an army; generals and kings can lead armies, but Officers can ensure that these armies stay together long enough to win.

Weapon Skill: 1 Sword subcategory (A), 1 Fist subcategory (A), Sword (C), Fist (C)

Preferred Stats: Skill, Defense

Promotes from: Cadet

Promotion Item: Hero's Crest

Skill:**Restore Morale:**

Thrice per map, the Officer may, at the cost of their action, restore an adjacent ally at 0 HP to 25% of their MHP rounded down, without the use of healing items or Staves. The same ally cannot be revived more than once using *Restore Morale*. For the purposes of Personal Skills, this qualifies as a Combat Order, but other Combat Orders can be executed in the same turn as *Restore Morale*.

The Men First:

Allies adjacent to the Officer gain an extra 5 HP from staff healing. This bonus comes after the reduction from healing an ally from 0 HP.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+3	0	+1	+1	+2	+0	+2	+4	+3	6

Commissar:

At war, certain standards must be maintained. Morale and discipline must be maintained, no matter what; the army cannot be allowed to disintegrate into a rambling band of bandits, pillaging the defeated or worse, lest retribution be called upon the offenders, and the army must also be kept in good spirits, lest deserters are enticed to leave, sure of the failure of their cause. The Commissar has the unenviable job of maintaining morale and discipline among the ranks, keeping the troops in line and keeping their spirits high. They are often among the most hated of officers among the army, in part because of their role as disciplinarians who dole out penalties to those who refuse to maintain proper decorum, but good Commissars understand the value of both being liked and being feared.

Commissars, however, are not afraid to get into the fight themselves, and indeed some of the bravest soldiers have been led by a Commissar into the fray. Commissars are often drawn from the same ranks that Officers are, and so possess similar training in both tactics and fighting; Commissars are often trained in the use of magic to subdue both unruly allies and enemies against normal methods of combat are useless. At the front is where the skills of a Commissar are truly tested; it is easier to get a man to behave with decorum and spirit when their lives are not endangered, but a Commissar capable of rallying the troops, maintaining the balance between spirit and honor, is one worthy of respect.

Weapon Skill: 1 Sword subcategory (B), 1 Fist subcategory (B), 1 Light subcategory (B), Sword (C), Fist (C), Light (C)

Preferred Stats: Skill, Magic

Promotes from: Cadet

Promotion Item: Hero's Crest

Skill:

Withstand:

The Commissar may use their action to cause themselves and two adjacent allies to inflict and take halved damage from any attacks until their next Phase as long as they do not move from their current position. The effects of Withstand are removed upon movement. For the purposes of Personal Skills, this qualifies as a Combat Order, and Withstand cannot be used in the same turn as other Combat Orders.

Promotion Bonuses:

HP	STR	MAG	SKL	LUK	DEF	RES	SPD	CON	AID	MOV
+2	+2	+2	+1	+1	+1	+0	+2	+4	+3	6

~Weapons Overview~

~Fists~

Fists are the weapons for those who want to get up close and personal with their enemies, being fairly light and easy to hit with, but with generally low Might to compensate. They are divided into the light and flighty Cestus, the sharp, well-rounded Claws and the heavy, bludgeoning Gauntlets. Fists are unique in that **when initiating combat, if the wielder would make a follow up attack, they do so immediately.**

~Whips~

Whips are long, flexible and light weapons, best wielded by those who feel the need to turn combat into performance. Most similar in performance to swords, Whips are divided into precise and accurate Leather whips that are easier to strike with, heavy but crushing Metal whips, and short, balanced and crop-like Rod whips. While not particularly special compared to Fists, Whips provide a viable alternative for people wishing for a different weapon aside from the usual Sword/Axe/Lance triangle. They do, however, have an odd quality; **Whips can strike enemies in spaces diagonal to the wielder, but only within the eight squares around the wielder.**

~Trick~

Trick Weapons are a catch-all term for various elaborate and esoteric weapons that do not fall under the scope of either Fist, Whips or the classic systems found in the core Handbook. Unlike Whips or Fists, there is no devoted Class to wielding these weapons alone. To compensate, their unique gimmick is that the subcategories correspond to the classic Sword/Axe/Lance triangle; if your character has proficiency in any of these categories, **they may take a Trick subcategory in lieu of taking a conventional subcategory from Sword, Axe or Lance.** To compensate, **Trick weapons are within the Weapon Triangle and the normal Weapon Triangle mechanics apply to them.**

Trick weapons are divided into Gunsen, ornate war fans and corresponding with Swords, Scythes, slashing implements corresponding with Lances, and Nunchaku, chained rods corresponding to Axes. Each tree has a unique gimmick that will be discussed in further detail here.

~Gunsen~

Gunsen are war fans carried by soldiers and officers at times of war, often made from metal or wood and decorated for various purposes, used for things from cooling oneself down to fighting like any other weapon. Unlike swords, they are rather light, with low Might and so not doing very much damage to others. To compensate for their low Might, however, Gunsen can **buff adjacent allies if the wielder completes a combat using a Gunsen.** They can be taken in lieu of any Sword subcategory. Gunsen are weak to Lances and Scythes, and strong against Axes and Nunchaku.

~Gunsen Buff Mechanics~

Gunsen buffs are applied to the wielder's adjacent allies after a combat in which Gunsen are used and **wear off between Phases**. For instance, if the buff of an Iron Gunsen (+5 Evasion) is applied during a combat during the Player Phase, it applies to all combats participated in by the buffed unit during the Player Phase but it will disappear when the game progresses to the Enemy Phase. However, if the same buff is applied during the Enemy Phase, the buff will remain active throughout the entire Enemy Phase until progression to the Player Phase. **Gunsen buffs on Allied NPCs are only active during the same Phase in which the buff was applied.** Furthermore, **only one Gunsen buff may be active on a character at any one time.** When two Gunsen that buff the same stat buff the character, **only the stronger Gunsen buff applies.**

~Scythes~

Unlike Nunchaku or Gunsen, Scythes do not carry much in the way of unique behavior in combat, and are somewhere between Spears and Piercing lances in strength. To compensate, a scythe wielder has access to two different options; the long-ranged, but weak Kama or the stronger, but short-ranged Scythe. They can be taken in lieu of any Lance subcategory. Furthermore, Scythes are **doubly affected by the Weapon Triangle**; when at an advantage, they gain +30 Hit and +2 Damage, but when at a disadvantage, they lose -30 Hit and -2 Damage. Scythes are strong against Swords and Gunsen, and weak against Axes and Nunchaku.

~Nunchaku~

Nunchaku are generally two wooden sticks, bound together by a chain, used not dissimilarly to a flail or a morning-star. Somewhere between Hacking and Throwing weapons, Nunchaku occupy an odd niche in blunt weaponry. **Nunchaku possess the same ability as Whips to strike diagonally, as long as the enemy is within the eight spaces around the wielder.** They can be taken in lieu of any Axe subcategory. Nunchaku are strong against Lances and Scythes and weak against Swords and Gunsen.

~New Anima Categories~

This supplement also contains two new subcategories for Anima users looking to expand their horizons; Water and Earth.

~Water~

Water is similar to Wind Magic in strength and weight, falling somewhere between Wind and Fire Magic in terms of power and accuracy, lacking the pure range of Wind but allowing a Water user to defend themselves from attack. Water Magic is effective against Horseback units, light enough to allow them to parry the blows of their opponents with ease; there is also a mild focus on health restoration, as Water Magic contains multiple tomes that drain the health of enemies.

~Earth~

Earth Magic is an oddity in regards to Anima magic; while possessing similar strength to Fire Magic, Earth Magic is distinguished in only being able to attack from close range akin to Grimoires. While not as powerful as Grimoires, Earth Magic makes up for it in sheer durability; many Earth tomes focus on buffing their wielder's defenses, turning them as hard as the rocks they throw at their opponents, or debuffing their enemies, blinding them with the sands of the desert, while some are rely on overwhelming power.

~Fist Category~

Cestus:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Leather Cestus	E	1	4	3	90	5	40
Iron Cestus	E	1	5	5	85	0	40
Steel Cestus	D	1	6	6	80	10	35
Brass Knuckle	D	1	7	5	80	10	35
Effective vs. Armor							
Silver Cestus	C	1	8	7	80	0	30
+ 1 AS when equipped							
Chargebreaker	C	1	9	7	85	0	30
Effective vs. Horseback							
Yawara	B	1	10	8	80	10	25
+3 AS when equipped							
Swordcatcher	B	1	10	6	75	0	25
Weapon Triangle Advantage vs. Swords							
Magma Knuckle	B	1-2	12	5	75	0	25
Magic Weapon (Fire/Cestus)							
Narayanastra	A	1	12	9	70	5	20
Effective vs. Flying							
Blizzard Knuckle	A	1-2	13	8	70	0	20
Magic Weapon (Wind/Cestus)							
Uno Omnibus	S	1-2	15	9	65	10	15
Magic Weapon (Thunder/Cestus)							
Tiger Strike	S	1	13	12	65	0	15
+5 AS when equipped							
Platinum Aster	S	1	15	6	65	15	15
Doubles attacks made							

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Gauntlet:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Gauntlets	E	1	5	6	80	0	40
Weighted Gloves	E	1	4	5	85	0	40
Steel Gauntlets	D	1	8	8	80	0	35
Pata	D	1	7	5	80	0	35
Effective against Armored							
Silver Gauntlets	C	1	9	9	80	0	30
Bull Breaker	C	1	11	7	80	0	30
Effective vs. Mounted and Beast							
Raging Demon	C	1-2	10	6	75	0	30
Magic Weapon (Gauntlet/Grimoire), Eff. vs. Light							
Tekko	C	1	8	5	80	15	30
Surging Fist	B	1-2	13	7	70	10	25
Magic Weapon (Dread/Gauntlet)							
Phantasm Breaker	B	1	14	7	75	0	25
Effective vs. Monsters, Undead and Levitation							
Parrying Gloves	B	1	14	9	75	0	25
Weapon Triangle Advantage vs. Axes							
Genji Gloves	A	1	15	6	70	0	20
Ignores DEF							
Jarngreipr	A	1-2	15	10	70	0	20
Magic Weapon (Thunder/Gauntlet)							
Vajrastra	A	1	15	11	70	0	20
Effective vs. Wyverns and Dragons, +3 DR							
Ashen Heaven	S	1-2	18	15	65	15	15
Northern Star	S	1	17	17	65	25	15
Experientia Aurum	S	1-2	18	12	65	0	15
Magic Weapon (Judgement/Gauntlet), Eff. against designated targets							

Leather:

[illegible]

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~Trick Category~

Gunsen:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Iron Gunsen	E	1	6	4	90	5	40
+5 EVA to adjacent allies							
Devil Tessen	E	1	13	9	85	0	40
+5 Hit, +3 DMG to adjacent allies			Every attack has a 31-LCK% chance of backfiring on the user				
Steel Gunsen	D	1	7	5	80	5	35
+1 DMG to adjacent allies							
Elegant Tessen	D	1	7	4	80	0	40
+5 Hit to adjacent allies			Effective. vs. Armored				
Silver Gunsen	C	1	8	6	75	5	30
+2 AS to adjacent allies							
Ox God	C	1	9	5	75	0	30
+1 DR to adjacent allies			Weapon Triangle Advantage vs. Dark				
Blade Tessen	C	1	10	5	75	10	30
+5 CRIT to adjacent allies							
Horse God	B	1	12	6	70	5	25
+5 HIT/EVA to adjacent allies			Weapon Triangle Advantage vs. Anima				
Iron Princess	B	1-2	14	6	70	0	25
+3 AS to adjacent allies			Magic Weapon (Wind/Gunsen)				
Snake God	A	1	15	8	65	0	20
+2 DMG to adjacent allies			Weapon Triangle Advantage vs. Light				
Kachidoki	A	1	15	8	65	0	20
+2 DR to adjacent allies			Effective vs. Mounted				
Kiwami	A	1-2	16	7	65	0	20
+10 CRIT to adjacent allies							
Susano-o	S	1-2	17	8	60	0	20
+10 HIT/EVA to adjacent allies			Magic Weapon (Thunder/Gunsen)				
Amaterasu	S	1-2	17	9	60	0	15
+2 DMG/AS to adjacent allies			Magic Weapon (Fire/Gunsen)				
Tsukuyomi	S	1	18	10	60	10	15
+10 Crit/Dodge to adjacent allies							

Scythe:

Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Iron Scythe	E	1	5	5	90	5	40
Iron Kama	E	1-2	6	3	85	0	40
Devil Scythe	E	1	15	13	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Scythe	D	1	8	9	85	5	35
Steel Kama	D	1-2	10	7	75	0	35
Dueling Scythe	D	1	10	8	85	0	35
Reverses Weapon Triangle							
Silver Scythe	C	1	10	11	80	5	30
Silver Kama	C	1-2	11	9	70	0	30
Killer Scythe	C	1	11	8	80	15	30
Crescent Sickle	B	1	14	12	75	0	25
Prancing Mantle	B	1-2	13	6	70	0	25
Doubles attacks made							
Ankou	B	1	14	10	75	0	25
Effective vs. Armored							
Sinmara	B	1-2	15	9	70	0	25
Magic Weapon (Fire/Scythe)							
Scythe of Sariel	A	1	15	13	70	15	30
Demilune Rosette	A	1-2	16	10	70	0	20
Ignores Armored DR							
Kosa Bojowa	A	1	15	10	70	0	20
Effective vs. Mounted							
Crocea Mors	A	1	16	7	60	0	20
Ignores DEF							
Thanatos	S	1-2	18	15	60	0	15
Magic Weapon (Ancient/Scythe), inflicts Poison for 3 turns							
Cronus	S	1	18	11	60	0	15
Drains HP							
Eris	S	1-2	19	15	60	20	15

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Name	Rank	Rng.	WT	MT	Hit	Crit	QL
Iron Nunchaku	E	1	6	4	80	0	40
Devil Nunchaku	E	1	15	15	60	0	40
Every attack has a 31-LCK% chance of backfiring on the user							
Steel Nunchaku	D	1	9	7	70	0	35
Steel Clackers	D	1	11	8	70	0	35
Guarantees follow-ups							
Meteor Hammer	D	1	10	6	80	0	35
Effective vs. Armored							
Silver Nunchaku	C	1	14	12	65	0	30
Slungshot	C	1	15	10	65	15	30
Tabak-Toyok	B	1	16	11	70	0	25
Effective vs. Horseback							
Varunapasha	B	1-2	17	13	60	0	25
Magic Weapon (Holy/Nunchaku)							
Sansetsukon	A	1	16	10	65	0	20
Doubles attacks made							
Gridarvor	A	1	17	12	65	0	20
Effective vs. Wyvern							
Agneyastra	A	1-2	17	11	60	0	20
Magic Weapon (Fire/Nunchaku)							
Gada	S	1	17	14	60	10	20
Drains HP							
Kaumodaki	S	1-2	18	15	60	0	15
Magic Weapon (Thunder/Nunchaku)							
Ruyi Jingu Bang	S	1-2	18	16	60	0	15
+3 DR, Effective vs. Levitation							

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Water:

Name	Rank	Rng	WT	MT	Hit	Crit	QL
Wave	E	1-2	4	4	85	0	40
Splash	E	1-2	4	3	90	5	40
Elwave	D	1-2	5	5	80	0	35
Yliaster	D	1-2	6	3	75	0	35
Drains HP							
Arcwave	C	1-2	8	6	75	0	30
Manna	C	1-2	9	5	70	0	30
Drains HP							
Undertow	C	1-2	7	4	75	15	30
Flood	B	1-2	12	7	70	0	25
Ambrosia	B	1-2	13	6	65	0	25
Drains HP							
Nagamani	B	1-2	13	10	70	0	25
Magic Weapon (Water/Bludgeon)							
Tsunami	A	1-2	14	9	65	0	20
Amrita	A	1-2	15	8	60	0	20
Drains HP							
Maelstrom	A	1-2	14	10	60	0	20
Inflicts Paralyze for 1 turn							
Deluge	S	1-2	15	13	60	0	15
Apostolus Viridi	S	1-2	15	12	60	0	15
Magic Weapon (Water/Leather)							
Eitr	S	1-2	17	10	60	0	15
Drains HP							
Neptune	S	1-2	16	14	60	0	15
Magic Weapon (Water/Piercing)							

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Earth:							
Name	Rank	Rng	WT	MT	Hit	Crit	QL
Quake	E	1	6	5	85	5	40
Stalagmite	E	1	7	6	80	0	40
Elquake	D	1	8	7	75	0	35
Orichalchos	D	1	6	5	75	0	35
+1 DR while equipped							
Arcquake	C	1	9	9	70	0	30
Sandstorm	C	1	10	7	65	0	30
Reduces enemy's Hit by 10 for 1 turn							
Faultline	C	1	11	9	65	20	30
Tremor	B	1	12	10	65	0	25
Landslide	B	1	13	11	65	0	25
Reduces enemy's DMG by 5 for 1 turn							
Earthshock	B	1	13	-	65	0	25
MT is ½ of STR							
Labrys	B	1-2	14	12	70	0	25
Magic Weapon (Earth/Hacking)							
Fissure	A	1	15	13	65	0	20
Adamant	A	1	14	10	65	0	20
+2 DR while equipped							
Avalanche	A	1	16	12	60	0	20
Prevents enemy counters for 1 turn							
Tartarus	A	1	17	43	60	15	20
Ignores user's MAG							
Gaea	S	1	16	15	60	10	15
Gehenna	S	1	14	13	60	0	15
+3 DR while equipped							
Brynhildr	S	1-2	16	12	60	0	15
Inflicts Paralyze for 1 turn							
Xirang	S	1-2	18	16	60	0	15
Magic Weapon (Earth/Crushing)							

Name	Type	Class	Rng	WT	MT	Hit	Crit	QL
Ameno Uzume	Gunsen	Dancer	1	8	5	80	10	40
+3 DMG to adjacent allies			Performed allies gain +10 Crit					
Ogmios	Metal	Flagellant	1-2	7	6	80	10	40
Magic Weapon (Judgment/Metal), +5 MT against designated targets								
Parashu	Scythe	Soldier	1	8	7	75	20	40
Effective vs. Flying								
Citrinitas	Dagger	Alchemist	1-2	12	6	80	10	40
Magic Weapon (Dagger/Fire), Drains HP								
Enma's Promise	Cestus	Brawler	1	9	7	85	10	40
+1 MT per 5 HP lost								
Uchide no Kozuchi	Nunchaku	Disciple	1	8	8	75	10	40
Reverses Weapon Triangle								
Coach Whip	Leather	Tamer	1	7	5	80	10	40
Effective vs. Mounted/Beast, +3 DR vs. Mounted/Beast units								
Hameln's Pipe	Instrument	Bard	-	-	-	-	-	20
Target gains Effective damage against Mounted and Beast units for 3 turns								
The Ninth Wave	Judgment	Wordsmith	1-2	9	7	80	15	40
Effective against designated targets								
Earthbreaker	Hacking	Pioneer	1	9	10	80	15	40
+3 MT when fighting enemies in defensive terrain								
Nostradamus	Lyrics	Seer	-	-	-	-	-	20
Target is rendered immune to critical hits and gains +3 DMG for 2 turns								
Alharzed	Dread	Occultist	1-2	18	18	75	10	40
Every attack has a 31-LCK% chance of backfiring								
Zanni	Rod	Jester	1	11	9	85	0	40
Inflicts -15 Eva for 1 turn								
Baetylus	Claws	Warden	1-2	10	7	80	0	40
Magic Weapon (Earth/Claws)								
Infantry Sword	Thrusting	Cadet	1	9	9	80	0	40
+10 Critical to adjacent allies								

~Items~

Shields:

Name	Effect
Leather Shield	Grants +1 DEF and +1 WT.
Iron Shield	Grants +2 DEF and +2 WT.
Steel Shield	Grants +3 DEF and +3 WT.
Silver Shield	Grants +4 DEF and +4 WT.
Tower Shield	Grants +5 DEF and +5 WT.
Hexlock Shield	Grants +2 DEF, +2 RES and +4 WT.
Pavise Shield	Grants +3 DEF and +5 WT. Has a (SKL+LCK)% chance of halving physical damage taken. Does not stack with Pavise.
Ochain Shield	Grants +3 DEF and +5 WT. 25% chance to degrade critical hits to normal hits. Does not stack with Iron Rune.
Svalinn	Grants +3 DEF, +3 RES and +6 WT.
Pridwen	Grants +3 DEF and +6 WT. Restores 1/5 th of maximum HP at the beginning of the Phase. Does not stack with Renewal.
Listener	Grants +3 DEF, +15 EVA and +5 WT.
Rho Aias	Grants +7 DEF and +7 WT.

Rings:

Name	Effect
Accuracy Ring	Grants +10 Hit.
Evasion Ring	Grants +10 Eva.
Speed Ring	Grants +2 AS.
Dispel Ring	Grants +2 RES.
Goddess Ring	Grants +2 LCK. Allows the wielder to use up their action to restore 10 HP.
Prayer Ring	Restores 5 HP at the beginning of the Phase.
March Ring	Grants +1 MOV.
Critical Ring	Grants +5 Crit.
Nibelung	Restores 1/4 of damage dealt as health, but inflicts-5 Defense/Resistance while equipped.
Aegis Ring	Has a (SKL+LCK)% chance of halving magical damage taken. Does not stack with Aegis.
Mairon/Devil Ring	Grants +6 MT, but every attack has a 31-LCK% of backfiring.

~Core Additions~

Weapons:

Name	Type	Rank	Rng.	WT	MT	Hit	Crit	QL
Bonesmasher	Crushing	C	1	10	8	70	0	30
Weapon Triangle Advantage against Fists								
Kohryu	Crushing	C	1	11	9	70	0	30
Weapon Triangle Advantage against Whips								
Ji Zhua Lian	Hacking	C	1	12	11	70	0	30
Weapon Triangle Advantage against Fists								
Monk's Spade	Piercing	C	1	10	11	70	0	30
Weapon Triangle Advantage against Fists								
Gako	Dagger	D	1	9	6	70	0	35
Weapon Triangle Advantage against Whips								

Items:

Name	Effect
Fist Crystal	Increases one Fist Subcategory Proficiency by 1 Rank
Whip Crystal	Increases one Whip Subcategory Proficiency by 1 Rank
Expert Gem	Increases all Fist Proficiencies by 1 Rank
Lash Gem	Increases all Whip Proficiencies by 1 Rank

~Changelog~

v.0.70:

- Rebalanced all weapons to fall in line with PHB 2.3. Raging Demon is no longer a Druidic weapon in line with Druidic weapons being removed.
- General weapon and class tweaks.
- Whips can now strike diagonally from their original location, and Nunchaku possess the same ability.
- Water and Earth Magic trees added.
- Grandmaster renamed to Savant to prepare for future compatibility with BMM42's Third Tier supplement. In addition, the Disciple and Artisan's skills have changed:
 - Disciple's *Perfection of Form* is now changed to an active action (Meditate) to gain +10 Hit/Crit.
 - Artisan's *Realized Potential* now adds +5 DMG to the bonuses from Meditate. In addition, *Perfection of Technique* now grants Weapon Triangle Advantage instead of Hit/Eva.
- Tamer tree changes:
 - Aveners renamed to Gamekeepers.
 - Tamer's *Man's Best Friend*: The bonuses granted by Hounds are now granted when Tamers initiate combat, and the bonuses have been changed to negating terrain bonuses and gaining +3 DMG.
 - Beastmasters no longer gain *Field Medicine* and instead gain *Hunter-Seeker*, allowing them to summon their pets as active units. They also gain *Hunting in Tandem* instead of *Beast Hunter*, boosting the stats of Beastmasters if they attack in tandem with their companions.
 - Gamekeepers now gain *Mastery of Taming* instead of *Veterinary Medicine*, boosting the effects of *Man's Best Friend*.
- Performer changes:
 - Skalds gain *War Chant* instead of *Bellow*, healing allies for 10 HP after performance.
 - Playwrights gain *Muse's Inspiration* instead of *All The World's A Stage*, gaining damage after Performance or use of Performance items.
- Scythe of Sariel and Crescent Sickle added to the Scythe tree.
- Aura Knuckles added to the Claws tree.
- Added Shields and Rings as accessories.
- Added the Seer, Pioneer, Occultist, Jester, Warden and Cadet trees with the requisite class-only weapons (Nostradamus, Earthbreaker, Alharzed, Zanni, Baetylus and Infantry Sword.)

v.0.67:

- Tweaked Raging Demon's stats and rank to place it in line with other Magic Weapons from the Player's Handbook.
- Added the Wordsmith line and associated unique weapon (The Ninth Wave).
- Added the Skald promotion for Bards.
- Added a unique weapon for the Bard promotion line (Hameln Pipe).
- Changed the wording on the Artisan's *Perfection of Technique* to clarify its effects and added an additional 5 Hit/Eva to its buff.

v.0.65:

- Damage numbers on Cestus and Claws tweaked to bring them in line with other weapons. Experientia Aurum is now a Judgment/Gauntlet weapon.
- Added the Hermeticist class as a promotion to Alchemists.
- Changes made to the Alchemist and Polymath:
 - Alchemists no longer receive *Law of Equivalent Exchange* and instead receive *Power of Alchemy*.
 - *Mastery of Transmutation* now takes HP instead of Tome QL.
- Added the Tamer class line and requisite signature weapon (Coach Whip).
- Tweaked Pugilists and Ruffians:
 - Ruffians now have *Sack* instead of *Raid*.
 - Pugilists gain *Critical Eye* upon promotion.

v.0.60:

- Weapon effects changed:
 - Vajrastra is now effective against Wyverns and Dragons (futureproofing for whenever anyone works on a Manakete supplement or Dragon Laguz) and grants +3 DR to compensate for limited utility outside of Dragons and Wyverns.
 - Mohinastra is now effective against Levitation.
- Added the Alchemist and Polymath classes with unique weapon (Citrinitas).
- Changes made to the Disciple, Ruffian, Artisan, Savant, Slayer and Venator:
 - The Disciple's *Perfection of Form* now grants 10 Hit or 10 Eva.
 - The Ruffian's *Bloody Minded Determination* now grants 2 DR and 2 DMG.
 - The Artisan's *Realised Potential* can now trade up to 5 QL for 5 DMG. In addition, *Perfection of Technique* now grants 10 Hit/Eva.

- The Grandmaster's *Perfection of Knowledge* now negates WTD and grants doubled WTA bonuses. In addition, *Lead by Example* grants 15 Hit/Eva.
- Slayers now have +10 Hit against Monsters and Undead in line with the Venator.
- Venator's *Tame the Chaos* now has a special interaction with Druidic weapons.

v.0.55:

- New weapons added to Core Additions (Bonesmasher, Kohryu, Gako, Ji Zhua Lian and Monk's Spade).
- Weapon effects changed:
 - Crocea Mors and Genji Gloves now passively ignore DEF but have lower stats to compensate.
 - Raging Demon is now a Fist/Druidic weapon.
 - Tiro Finale's effect and stats overhauled completely.
 - Platinum Aster's stats lowered to compensate for its Brave effect.
- The Grandmaster's *Flourishing of Technique* was removed and replaced with *Lead by Example*.

v.0.50:

- Supplement officially released.