

# Classes and Skills in Hyrule

## KNIGHT

- [Shield Attack \(level 1\) \[1AP\]](#)
- [Ending Blow \(level 2\) \[1AP\]](#)
- [Back Slice \(level 3\) \[2AP\]](#)
- [Helm Splitter \(level 4\) \[Shield Bash\]](#)
- [Counter Strike \(level 5\) \[1AP\]](#)
- [Mortal Draw \(level 6\) \[2AP\]](#)
- [Jump Strike \(level 7\) \[2AP\]](#)
- [Backlash \(Level 8\) \[Passive\]](#)
- [Flurry of Blows \(Level 9\) \[XAP\]](#)
- [Great Spin \(Level 10\) \[3AP\]](#)

## MINSTREL

- [Song of Healing \(Level 1\) \[2MP / round\]](#)
- [Song of Storms \(Level 2\) \[2MP / round\]](#)
- [Minuet of Forest \(Level 3\) \[2MP\]](#)
- [Bolero of Fire \(Level 4\) \[2MP / round\]](#)
- [Serenade of Water \(Level 5\) \[3MP / round\]](#)
- [Nocturne of Shadow \(Level 6\) \[3MP\]](#)
- [Requiem of Spirit \(Level 7\) \[4MP\]](#)
- [Prelude of Light \(Level 8\) \[8MP \\* use per day\]](#)
- [Song of Time \(Level 9\) \[10MP\]](#)
- [Song of Realms \(Level 10\) \[XMP\]](#)

## RANGER

- [Rapid Fire \(Level 1\) \[Passive\]](#)
- [Fire Enhancement \(Level 2\) \[2MP\]](#)
- [Multi-shot \(Level 3\) \[2AP\]](#)
- [Ice Enhancement \(Level 4\) \[3MP\]](#)
- [Mirror Shot \(Level 5\) \[2MP\]](#)
- [Bomb Arrow \(Level 6\) \[1 Bomb, 1 Arrow, 2AP\]](#)
- [Power Shot \(Level 7\) \[3AP\]](#)
- [Armor Breaker \(Level 8\) \[4MP\]](#)
- [Twilight Enchantment \(Level 9\) \[3MP\]](#)
- [Light Enchantment \(Level 10\) \[7MP, 3AP\]](#)

## THIEF

- [Dual Wielding Daggers \(Level 0\) \[Passive\]](#)
- [Flank & Lockpicking \(Level 1\) \[Passive\]](#)
- [Pickpocket & Trip Maneuver \(Level 2\) \[1AP\]](#)
- [Avoid Retaliation & Unseen Strike \(Level 3\) \[1AP\]](#)

[Disarm Traps \(Level 4\) \[1AP\]](#)  
[Combat Explosives \(Level 5\) \[2AP\]](#)  
[Knife Expert \(Level 6\) \[Passive\]](#)  
[Acrobatics Mastery \(Level 7\) \[Passive\]](#)  
[Assassin's Touch \(Level 8\) \[1AP / study round\]](#)  
[Combat Trickery \(Level 9\) \[Passive\]](#)  
[Master of Unseen Strikes \(Level 10\) \[2 AP\]](#)

## SAGE

### FARORE SAGE

[Wind Mage \(Level 0\)](#)  
[Farore's Wind \(Level 1\) \[3MP\]](#)  
[Inspire Courage \(Level 3\) \[3MP\]](#)  
[Wind Blades \(level 5\) \[4MP\]](#)  
[Farore's Protection \(Level 7\) \[4MP\]](#)  
[Farore's Chosen \(Level 9\) \[Passive, 1AP\]](#)  
[Farore's Vassal \(Level 10\) \[Passive\]](#)

### DIN SAGE

[Fire Mage \(Level 0\)](#)  
[Power Strike \(Level 1\) \[3MP\]](#)  
[Inspire Power \(Level 3\) \[3MP\]](#)  
[Din's Fire \(Level 5\) \[5MP, 2AP\]](#)  
[Din's Counter \(Level 7\) \[6MP, 2AP\]](#)  
[Flame Torrent \(Level 9\) \[8MP\]](#)  
[Din's Vassal \(Level 10\) \[Passive\]](#)

### NAYRU SAGE

[Water Mage \(Level 0\)](#)  
[Healing Presence \(Level 1\) \[4MP\]](#)  
[True Wisdom \(Level 3\) \[4MP\]](#)  
[Shield of Life \(Level 5\) \[5MP, 2AP\]](#)  
[Thought Scour \(Level 7\) \[3X MP\]](#)  
[Naryu's Vassal \(Level 9\) \[Passive\]](#)  
[Naryu's Love \(Level 10\) \[10MP\]](#)

### HYLIA SAGE

[Light Mage \(Level 0\)](#)  
[Enchanted Weapon \(Level 1\) \[Passive\]](#)  
[Hylia's Luck \(Level 2\) \[Passive\]](#)  
[Time Stepping \(Level 3\) \[Passive\]](#)  
[Spirit's Wisdom \(Level 4\) \[1AP / 2AP\]](#)  
[Living Weapon \(Level 5\) \[2MP / round\]](#)  
[Knowledge Of Timelines \(Level 7\) \[7MP\]](#)  
[Aura of Time Flux \(Level 8\) \[3MP / round\]](#)  
[Hylia's Vassal \(Level 10\) \[Passive\]](#)

## MAJORA SAGE

[Curse Mage \(Level 0\)](#)  
[Wearer Of The Curse \(Level 1\) \[Passive\]](#)  
[Extended Curses \(Level 2\) \[Passive\]](#)  
[Personality Disorder \(Level 3\) \[4MP\]](#)  
[Cursed Gear \(Level 4\) \[4MP\]](#)  
[Mask Form \(Level 5\) \[4MP\]](#)  
[Majora's Curse \(Level 7\) \[Passive\]](#)  
[Cursed Aura \(Level 8\) \[x2MP\]](#)  
[Curse Of The Mask \(Level 10\) \[10MP\]](#)

## MUJULA SAGE

[Twilight Mage \(Level 0\)](#)  
[Sight of the Dead & Sense Magic \(Level 1\) \[3MP\]](#)  
[Summon Sol \(Level 2\) \[6MP\]](#)  
[Invasive Strike \(Level 3\) \[2MP\]](#)  
[Sol's Touch \(Level 4\) \[Passive\]](#)  
[Silent Realm \(Level 5\) \[5MP\]](#)  
[Returning Soul \(Level 7\) \[8MP\]](#)  
[Realm Walking \(Level 8\) \[Passive\]](#)  
[Realm Battlespace \(Level 9\) \[8MP\]](#)  
[Powerful Sol \(Level 10\) \[Passive\]](#)

## DEMISE SAGE

[Shadow Mage \(Level 0\)](#)  
[Blood Harvest \(Level 1\) \[Passive\]](#)  
[Bloodied Blade \(Level 2\) \[2MP and Blood Bottle / 4HP\]](#)  
[Demise's Blessing \(Level 3\) \[Passive\]](#)  
[Enslave The Dead \(Level 5\) \[7MP\]](#)  
[Blood Spear \(Level 7\) \[6MP, 6HP\]](#)  
[Demonic Ground \(Level 9\) \[8MP, 20HP\]](#)  
[Demonic Form \(Level 10\) \[9MP, 2AP\]](#)

## ENGINEER

[Tech Journal & Invention \(Level 1\) \[Passive\]](#)  
[Upgrade Armor \(Level 2\) \[2AP\]](#)  
[Upgrade / Repair Weapon \(Level 3\) \[2AP\]](#)  
[Hack Automata \(Level 4\) \[xAP\]](#)  
[Improved Invention \(Level 5\) \[Passive\]](#)  
[Machine Knowledge \(Level 6\) \[3AP, Passive\]](#)  
[Master Upgrade Weapon \(Level 7\) \[3AP\]](#)  
[Master Upgrade Armor \(Level 8\) \[3AP\]](#)  
[Automata Creator \(Level 9\) \[Passive\]](#)  
[Master Invention \(Level 10\) \[Passive\]](#)

## BRAWLER

[One Two Punch \(Level 1\) \[Passive\]](#)  
[On The Move \(Level 2\) \[Passive\]](#)  
[Grapple Stance \(Level 3\) \[1AP\]](#)  
[Stone Stance \(Level 4\) \[2AP\]](#)  
[Armor Breaker \(Level 5\) \[2AP, 10MP\]](#)  
[Counter Stance \(Level 6\) \[2AP\]](#)  
[Expert Climb and Lift \(Level 7\) \[Passive\]](#)  
[Power Stance \(Level 8\) \[1AP, 3AP\]](#)  
[Master Martial Artist \(Level 9\) \[Passive\]](#)  
[Earthshaker Strike \(Level 10\) \[3AP, 10MP\]](#)

#### ADVISOR

[Fame \(Level 0\) \[Passive\]](#)  
[Disguise & Sense Motive \(Level 1\) \[1AP\]](#)  
[Conversationalist \(Level 2\) \[Passive\]](#)  
[Tactical Advisement \(Level 3\) \[1AP\]](#)  
[Forge Documents \(Level 4\) \[2AP\]](#)  
[Assistant \(Level 5\) \[Passive\]](#)  
[Command Other \(Level 6\) \[1-2AP\]](#)  
[Implant Suggestion \(Level 7\) \[3MP\]](#)  
[Subtle Speech/Hidden Words \(Level 8\) \[1AP\]](#)  
[Memory Mess \(Level 9\) \[2-14MP\]](#)  
[High Favour \(Level 10\) \[Passive\]](#)

#### TAMER

[Taming \(Level 0\) \[1 AP\]](#)  
[Animal Companionship \(Level 1\) \[Passive\]](#)  
[Pet Power \(Level 2\) \[Passive\]](#)  
[Animal Friends \(Level 3\) \[4MP\]](#)  
[Throwing Expert \(Level 4\) \[Passive\]](#)  
[Two For One \(Level 5\) \[Passive\]](#)  
[Pet Casting \(Level 6\) \[Passive\]](#)  
[Over Under \(Level 7\) \[1AP\]](#)  
[Empower Pets \(Level 8\) \[4MP x 2\]](#)  
[The Pack Leader \(Level 9\) \[6MP\]](#)  
[Beast Form \(Level 10\) \[3MP\]](#)

## KNIGHT



Knights do not know how to use much magic. Instead, they have trained themselves in Hyrule's many exotic and magic weapons. They compensate for their lack of magical abilities with proficiency in special attacks, such as the Helm Splitter. Knights get more respect from all people, and are treated well...usually. Knights can have access to more jobs and to better equipment from the royal blacksmith, based on their ranking.

**HEALTH:** Knights start with 12 HP, after which they roll 1D8 each level.

**MANA:** Knights start with 5 MP, after which they roll 1D4 each level.

**RUPEES:** Knights start with 400R + 1D8 \*100.

**SPELLS:** Knights start with 0 spells and get 1 at levels 3,6, and 9.

**ACTION POINTS:** Knights start with 3 action points and 1 more at levels 4 and 8.

**STARTING SPECIALTIES:** Knights can be trained in any two melee weapon specialties (swords, hammers, axes, spears, etc.), and the shield skill. Knights can wear any kind of armor.

**STARTING FAULTS:** Knights get "Sense of Duty" as their fault. This means that they must have a code, whether it's their own or one instilled into them. If an action would go against this code they must not perform it. "Sense of Duty" can apply to roles as a negative where choosing to act against the fault is attempted.

### **Shield Attack (level 1) [1AP]**

A player with this ability may choose to make an attack with their shield against an enemy using their lift skill and dealing damage of XD4 where X is the Knight Level. However after this attack is made the player counts as if they had used the move to defend with their shield against that enemy. This move, if successful, knocks the enemy gets a disadvantage on it's next dodge, block, or saving roll.

### **Ending Blow (level 2) [1AP]**

If a Knight suspects that his enemy is near death and has been stunned, knocked prone, or paralysed, he may attempt an Ending Blow. If the enemy is indeed at 25% of its health or less and the strike succeeds, he finishes it off regardless of how much damage the strike would have actually done, even through armor. If he misses, his weapon gets stuck in the ground for one round. This attack is ineffective against bosses. This ability can only be attempted once every 3 rounds.

### **Back Slice (level 3) [2AP]**

As a basic attack the player may declare a back slice move. This adds 1D to damage dealt with any weapon, and always hits the enemies backside (keep note of this for rear weak points). After the attack the player ends their movement behind the target, facing them.

**Helm Splitter (level 4) [Shield Bash]**

Strike once with the shield attack. If the shield attack hits, the Knight may immediately (without AP cost) perform an acrobatics roll to flip over the enemy and roll another strike with a close-range, single-hand weapon with advantage. This attack always hits the head, and lands the player on the opposite side of the enemy, facing away. If the enemy was wearing a helmet, this move removes it and any relevant AV associated with it. This does not provoke an attack of opportunity. Failing the acrobatics roll causes the knight to fall prone, requiring them to stand back up as 1 AP to recover.

**Counter Strike (level 5) [1AP]**

For each remaining action the player has, they can make a counterstrike. A counterstrike is taken when an opponent misses their attack. This counter strike is done like a normal attack except the opponent cannot attempt to dodge.

**Mortal Draw (level 6) [2AP]**

The player may choose to sheath their weapon as their attack move to prepare for a mortal draw. This counts as a taunt to any enemies, who must roll their perception to see if they take the bait. If the enemy successfully attacks the player they instead get hit by the player's sheathed weapon with additional knocked back 15ft, and take an extra 2D damage. This move is ineffective against boss like creatures. Once used a mortal draw cannot be used again against the same target. When using Mortal draw a Knight cannot Brace in the same round.

**Jump Strike (level 7) [2AP]**

After taking a round to charge their strike (this round must have no attacks made and no defences made) the knight may do an area of effect attack leaping up to 10ft forward, dealing normal weapon damage to all enemies within 15ft of his landing area, knocking them back 5ft each, and having them roll acrobatics or be knocked prone.

**Backslash (Level 8) [Passive]**

The Knight can respond to an attack by bracing with their sword and shield or with their 2H weapon as they would with a shield. This causes attackers to take damage equal to 1DX where X is the weapon's die value. If the weapon has an elemental type than this is applied as well.

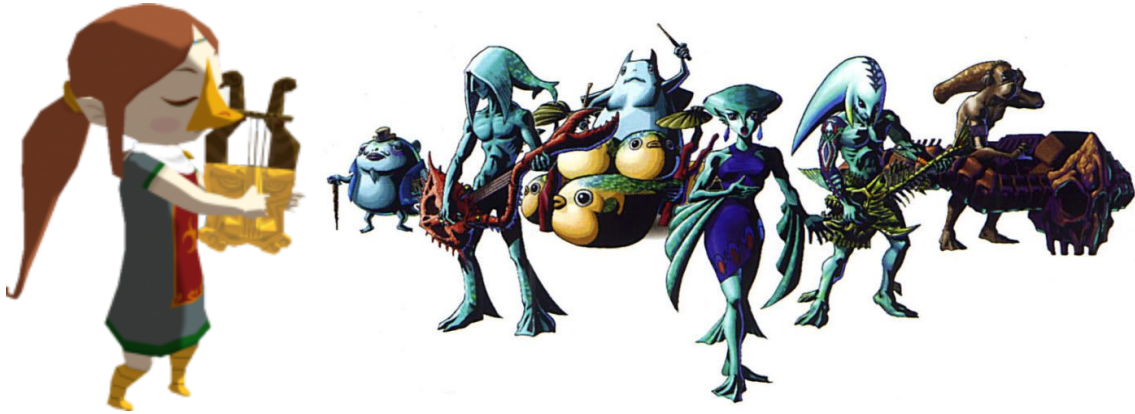
**Flurry of Blows (Level 9) [XAP]**

Flurry of blows allows a knight to use a form of aggressive swordplay as opposed to their normal focused attacks. If Flurry of Blows is used all remaining AP are used on it. The Knight immediately takes 2 attacks for each remaining AP they had. The attack deals -2 damage for each successful hit after the first because of the inaccuracy.

**Great Spin (Level 10) [3AP]**

The Knight strikes all enemies in the squares touching theirs. This charge damage has Super Penetration and deals an extra +1D of damage, with advantage on the roll to hit.

## MINSTREL



Minstrels travel throughout Hyrule, performing for eager crowds—and gathering information along the way. A minstrel is often a trusted familiar whose visits bring news of the outside world. Minstrels often use a bit of magic to protect themselves during their travels.

**HEALTH:** Minstrels start with 8 HP, and get to roll 1D6 at each level.

**MANA:** Minstrels start with 12 MP, after which they roll 2D6 each level.

**RUPEES:** Minstrels start with  $100R + 3D4 * 50$ .

**SPELLS:** Minstrels start with 1 spell and get 1 at levels 2,4,6,8 and 10.

**ACTION POINTS:** Minstrels start with 2 action points and 1 more at levels 4.

**STARTING SPECIALTIES:** Minstrels can be trained to play any one instrument, and get the Music specialty. Minstrels can also roll for knowledge of any particular area with the Local Word Specialty, and make money through their performances. Minstrel can cast musical magic without the Magic Specialty, but cannot wield magical items or cast normal spells without it (not including magical instruments of course). Minstrels can only wear up to Medium Armor. Minstrels can use an additional Musical Spell using their AP each round.

**STARTING FAULTS:** Minstrels get to choose between “Noble Distrust” and “Distrust of the People” as their starting fault. Noble Distrust means the minstrel will be more suspected of spying on the nobles and get -2 to information gathering rolls from higher class citizens. Distrust of the People means the Minstrel will be more suspected among the people as a nobles pet giving the Minstrel -2 to information gathering rolls from the commoners.

### **Song of Healing (Level 1) [2MP / round]**

The song of healing takes a turn to sing, but will count as casting a healing spell on a target player or enemy within 20ft. This spell heals  $2D4 (+1D / \text{Minstrel Level})$  for each round it is sung, or played.

### **Song of Storms (Level 2) [2MP / round]**

The song of storms, when played causes a thunderstorm 100ft around the caster. This rainstorm heals undead  $1D4/\text{round}$  and causes  $1D4 (+1D / \text{Minstrel Level})$  damage to fire based enemies. It also removes curses on all targets within range. Creates an area of low light within its range and puts out natural fire/torches.

### **Minuet of Forest (Level 3) [2MP]**

This song allows the user to talk to animal and some plant type creatures for up to 15 minutes after it is cast. The Minstrel makes a charm check, on a success unfriendly or hostile animals move to friendly. This

spell also allows the Minstrel to navigate unknown terrain by directing them generally toward their goal. The minstrel can make 30ft of plants and undergrowth within 40ft become difficult terrain while the song is played. Chosen targets are unaffected.

**Bolero of Fire (Level 4) [2MP / round]**

This song when played it adds 2 to all allies to hit rolls, and +1 to damage rolls, for allies within 20ft. This attribute lasts as long as the minstrel is playing/singing.

**Serenade of Water (Level 5) [3MP / round]**

This song summons ice or water at the user's feet. This water is pure and can be drunk safely, however the minstrel can also use this song to freeze enemies within 15ft of them. Enemies in the area take an Endurance check each round to see if they freeze. If they pass the test that take 1D4 cold damage and disadvantage on attacks within the area; if they fail, the enemy counts as being paralyzed, but gains +1 AV because of the ice freezing them. This enemy will remain frozen until they pass an Endurance check, or until the minstrel stops playing. If being used to simply summon water reduce the cost to 1MP.

**Nocturne of Shadow (Level 6) [3MP]**

This song allows the minstrel or target ally to become completely invisible for 1D4 rounds (See Invisible USR). Making an aggressive action against an enemy causes invisibility to be lost. Attacking an enemy from invisibility grants +1D damage.

**Requiem of Spirit (Level 7) [4MP]**

This song allows the minstrel or another target ally to go ethereal for 2 rounds or 5 min. This means that they can pass through most solid objects, and it also means they cannot take damage from physical means (See Ethereal USR). This move however takes a toll on the minstrels' body and can only be done once per day.

**Prelude of Light (Level 8) [8MP \* use per day]**

This song can only be used once per day. It allows the minstrel to resurrect a fallen ally to 25% Max HP as a full round action. This song doubles it's MP cost for each time it's used in a day beyond the first.

**Song of Time (Level 9) [10MP]**

This song causes all enemies within 20ft of the minstrel to be frozen in time. The minstrel or target ally can then make 3 Actions (which can all be attacks) against anyone in the circle. These attacks cannot be dodged. This move can only be used once per combat. If the minstrel/spell target leaves the circle, or after 3 actions have been made, the combat returns to normal. All affected creatures and players in the circle will have no remembrance of what occurred during the time distortion. All damage/effects from the actions are resolved as if they happened instantly after the circle goes down. Song of Time cannot stack with itself using a second cast.

**Song of Realms (Level 10) [XMP]**

This ability allows you to play one of the following songs. You must prep which song you wish to use at the beginning of the day in order to use it. You can use the spell as many times as you would be able to cast any of your regular songs for that day.

REALM OF SHADOW [x2MP]: Causes your next musical spell to also be cast from a friendly target within 100ft of you. They count as the Minstrel for the replicated spell's effects. A target hit by both areas of effect get disadvantage on any saves against the song.

SACRED REALM [2MP/5ft]: Create a 20ft area of denial that only creatures friendly to the Minstrel may



cross. Anything else trying to cross this barrier will take 3D10 holy damage and be knocked back 10ft.

REALM OF MADNESS [5MP / round]: Create terrifying illusions in the minds of all enemies within 30ft of the minstrel. They all roll Perception to see if they notice the illusion otherwise they run in fear as fast as they can away from the Minstrel. This does not affect fearless creatures.

SILENT REALM [4MP/round]: Your song echos into the realm of Silence and pulls a Silent Guardian to your aid. While playing the Minstrel can control a Silent Guardian (Lvl 10) of their chosen type for as long as they don't get interrupted or run out of mana. The song ends if the Silent Guardian dies or moves more than 100ft from the Minstrel.

## RANGER



Rangers are mercenaries that work for money killing monsters and bandits that attack villages and city, for observantly high costs. Hunters are skilled warriors, but they are not welcome by the law. Hunters and Knights will always be after one another. Hunters are nomadic and travel everywhere.

**HEALTH:** Rangers start with 8 HP, and get to roll 1D6 at each level.

**MANA:** Rangers start with 10 MP, after which they roll 2D4 each level.

**RUPEES:** Rangers start with  $200R + 1D6 * 100$ .

**SPELLS:** Rangers start with 0 spells and get 1 at levels 2,4,6,8 and 10.

**ACTION POINTS:** Rangers start with 2 action points and 1 more at levels 3,6, and 9.

**STARTING SPECIALTIES:** Rangers are trained the Bow or Boomerang Weapon Skill. They also have +30ft range on ranged weapons and the Tracking Specialty, giving them +2 to their Perception when tracking a target. Rangers can wear up to Medium Armor.

**STARTING FAULTS:** Rangers get the “Outlaw” fault. This means that Rangers who are recognised by Knights will be suspected of wrongdoing at all times. Rangers interacting with knights get -2 to Charisma based rolls.

### **Rapid Fire (Level 1) [Passive]**

Ranger's can use their AP to make a second attack in combat when using a ranged weapon.

### **Fire Enhancement (Level 2) [2MP]**

When using this ability, the player may spend magic points to deal fire damage with their ranged weapon. By spending 2 Magic Points you deal 1D4/Ranger Level fire damage. If damage is taken the target rolls endurance or is on fire for 1D4 rounds. This is added onto base weapon damage.

### **Multi-shot (Level 3) [2AP]**

A player using this skill may have their next shot fire 3 shots (does not work with boomerangs). These shots cannot be enchanted by another ability, but can have enchantments already on them, or given to them by the weapon.

**Ice Enhancement (Level 4) [3MP]**

When using this ability, the player may spend magic points to deal ice damage from their ranged weapon. By spending 3 Magic Points you deal 1D4/Ranger Level ice damage. If the target takes damage have them roll for Endurance or become paralysed in Ice for 1D4 rounds. They get +1 to their AV while paralyzed.

**Mirror Shot (Level 5) [2MP]**

When using this ability the player may use 2 magic points to get Advantage on your next shot, at 2 magic points per reroll but can only reroll once per shot. Mirror shot can be used in conjunction with other Ranger Abilities such as multishot and reroll all shots of the multishot. This ability can only be used once per round.

**Bomb Arrow (Level 6) [1 Bomb, 1 Arrow, 2AP]**

This ability requires 1 bomb and 1 arrow to use. If a player hits a target this attack deals normal damage to the target plus explosion damage in a 10ft radius at SAP and damage of 3D8 Fire. If the attack misses roll 1D6 x 5ft to see how far away the arrow lands, then deal explosion damage as necessary. The arrow lands opposite the hunter, in the direction it was fired, it also stops if it hits something. Dodge rolls can be made by all affected targets to half damage.

**Power Shot (Level 7) [3AP]**

This ability allows the player to make a stronger shot with his ranged weapon. This doubles the range and adds +1D to the next shot, however on a roll of 1 the weapon will shatter dropping to 0 durability.

**Armor Breaker (Level 8) [4MP]**

This attack empowers your arrows to pierce armor. The next shot has +X AP where X is half the Ranger's level. Target than gets disadvantage on their next dodge or save.

**Twilight Enchantment (Level 9) [3MP]**

This enchantment counts as a spell for purposes of AP use. Your next arrow fired is invisible or Ethereal (Your Choice). The target also loses their chance to dodge or brace against the attack. The arrow fired is invisible and as such does not provoke attacks of opportunity even in close range. Ethereal arrows cannot hit physical targets, but can do full damage to Ethereal ones.

**Light Enchantment (Level 10) [7MP, 3AP]**

It gives your ranged attack +2D damage and Super Armor Penetration. It hits all enemies along a Bow Range line in front of you, and knocks them back 15ft. It deals no damage to good or holy enemies. This arrow travels at Light speed and therefore a dodge attempt cannot be made against it, neither can a reactive brace be done.

## THIEF



Thieves are tricky characters, bold and sly. Their skills aren't strictly related to thievery, though that is their specialty. Thieves often use a bit of magic to aid them in their capers.

**HEALTH:** Thieves start with 8 HP, and get to roll 1D6 at each level.

**MANA:** Thieves start with 10 MP, after which they roll 1D6 each level.

**RUPEES:** Thieves start with 200R + 1D6 \* 100.

**SPELLS:** Thieves start with 0 spells and get 1 at levels 2,4,6,8 and 10.

**ACTION POINTS:** Thieves start with 2 action points and 1 more at levels 4, and 8.

**STARTING SPECIALTIES:** Thieves can start with Dagger Weapon skill. Also they get "Sly" which gives them +1 to Hide and Deceive rolls. Thieves can wear up to Medium Armor.

**STARTING FAULTS:** Thieves must take the "Wanted" drawback. This means that all thieves have a bounty on their head in at least 2-3 towns. It is up to the GM to decide how much and where. Entering these towns without disguise makes getting arrested a likely scenario.

### **Dual Wielding Daggers (Level 0) [Passive]**

Players with this ability may use a dagger in their offhand without any negatives. Thieves may make an extra attack using another AP every turn at level 5. At level 3 their dagger damage goes up +1D damage, and at level 7 +1D damage.

### **Flank & Lockpicking (Level 1) [Passive]**

Player with this ability get Advantage when attacking from behind. They also get +2 Armor Penetration on hit. Players with this ability may choose to try and pick a lock. Some doors require key's and cannot be picked, like dungeon boss doors. However, a thief can choose to pick a lock taking 1D4 rounds to accomplish his task, or 1D6 rounds if there is a distraction or something hindering his performance. In this case he rolls Engineering to navigate the locking mechanism, and if they fail to open the lock, it will be damaged and cannot be reattempted until the lock is repaired.

### **Pickpocket & Trip Maneuver (Level 2) [1AP]**

Players with this skill can take 1AP to pickpocket in or out of combat on a successful acrobatics roll. For 1AP you can use Acrobatics to attempt to Trip the target. They make an acrobatics to save or fall over becoming prone and stunned for the round.

### **Avoid Retaliation & Unseen Strike (Level 3) [1AP]**

Players with this ability disengaging on an opponent causes the opponent to roll twice for their attack of opportunity and take the lesser result. If the Thief is out of sight, making a surprise attack, or succeeds in hiding from their opponent they can make an Unseen Strike. This gives them +2 damage, and stacks with the Flank bonus.

### **Disarm Traps (Level 4) [1AP]**

With this skill a thief has become very competent about traps in his endeavours. As a result he is able to easily spot traps (+2 on perception rolls to spot) and can disarm them on a successful Engineering roll, which is modified by the trap's difficulty. If disarmed the thief gets 1D4+1 mechanical parts. Getting a 1 on the disarm roll will always result in the trap firing, regardless of any abilities or qualities the thief may possess.

### **Combat Explosives (Level 5) [2AP]**

Players with this ability are skilled in using non-combat explosives. This means that they can turn regular bombs into utility explosives. These are shown in the chart below.

| <b>Type</b> | <b>Description &amp; Cost</b>  | <b>Effect</b>  | <b>Build Time &amp; Mishaps</b>  |
|-------------|--|--|--|
| Smoke       | A simple smoke bomb that obscures an area.<br>Requires 2 mechanical parts and a handful of dried leaves per Smoke Bomb.              | Covers a 25ft x25ft area with smoke. All attacks in this area have disadvantage, and dodging gets +2. Dodging in smoke negates 75% of damage. Lasts 1D4 rounds.  | Smoke bombs take 1 hour to assemble. It cannot mishap.   |
| Flash Bang  | A more powerful version of a deku flash that blind and incapacitates some creatures.<br>Requires a deku seed and 2 mechanical parts. | Covers a 20ft x 20ft area in a blinding and deafening flash. Anyone in this area rolls Acrobatics. Those who fail the save are blinded and take disadvantage on all rolls for the next round. Everyone in this area is deafened for 1D4 rounds, no save. | The flash bang takes 1D4 hours to make, and mishaps on a Engineering roll of 1. If a mishap occurs the bomb is a dud and breaks. |
| Ice Blast   | A bomb used as a tactical freeze bomb, solidifying enemies in a block of ice.<br>Requires 3 mechanical parts and a handful of ice.   | Covers a 15ft x 15ft area freezing all creatures on a failed Endurance save. These creatures are frozen for 1D4 rounds. If dealt enough damage to kill them while frozen, they shatter to pieces. Frozen   | The ice blast takes 2D4 hours to make and mishaps on a Engineering roll of 1. If a mishap occurs the bomb is a dud and breaks.   |

|            |   |   |   |
|------------|---|---|---|
|            |   | creatures get +1 AV from the ice.   |   |
| Fire Blast | A bomb used as a tool of destruction and a last resort for escape when your attackers will not let up.<br>Requires 3 mechanical parts and either an explosive or fire enchanted item. | Covers a 15ft x 15ft area setting everything inside it on fire including the floor for 1D4 fire per round to anything within it; lasting 2D4 rounds. Creatures in the blast radius not immune to fire are set on fire, taking 1D4 fire damage a turn until they put themselves out. | The fire blast takes 2D4 hours to make and mishaps on a Engineering roll of 1. If a mishap occurs the bomb detonates randomly based on below on 1D6:<br>1) Dud<br>2) Goes off in thrower's hand<br>3-4) Goes off 1D4 turns after landing.<br>5-6) Goes off 2D4 turns after landing. |

#### **Knife Expert (Level 6) [Passive]**

Thieves with this skill can wield knives with a +1 to their roll to hit, and +1D damage. It also allows them to equip knives as a hidden blade (Hide check + 5 when searched). This also allows them to store one knife on each wrist as an unarmed weapon. This skill also allows them to throw knives as a ranged weapon for 40ft. The knife may be retrieved after its use.

#### **Acrobatics Mastery (Level 7) [Passive]**

Thieves are very acrobatic, however they train beyond your average person. Thieves with this skill can climb vertical walls up to 10ft x level, or run horizontally along a wall for  $(10ft \times level) / 2$ . They also get a +1 on all rolls to dodge.

#### **Assassin's Touch (Level 8) [1AP / study round]**

Thieves with this ability may make an assassination attempt against an unsuspecting target. The chances for success vary on the circumstance, however here are the general benefits. The target must not be aware of the players presence, the longer the thief studies the target, the better their chances at assassinating them. Generally they need to roll 1D20 and succeed on a 20+, for each round they study the target the roll needed is reduced by 5 to 15+ and so on. The roll can never go lower than 2+. If succeeded the target instantly dies, otherwise the thief slips up and the target will notice the player. Some creatures are immune to instant death, and therefore cannot be assassinated. This is also not effective against boss type creatures. Using 1AP to study a target does not prevent you from doing other actions in the round.

#### **Combat Trickery (Level 9) [Passive]**

You may make an attack of opportunity on anyone who receives melee damage within your melee damage range. An attack of opportunity and your attacks do not trigger this ability. If successfully hit with an attack by an opponent, when you roll your dodge you may instead redirect the attack to another target within range.

#### **Master of Unseen Strikes (Level 10) [2 AP]**

Thieves that make a unseen strike against an opponent you may choose an effect from below in addition to your regular attack.

- Target gets knocked out for 1D4 hours, endurance save. Boss immune.
- Target is paralysed for 1D6 rounds, endurance save. Bosses cannot dodge or block against the next

attack made against them.

- Target is bleeding at 1D6 damage a round until healed, endurance save.
- Target is slain, endurance save advantage. Boss immune.

## SAGE

While almost everyone in Hyrule can use a little magic, there are some who specialize in it. Each spell comes from one of the goddesses, god, or demon that that sage worships. They get their magic from their deity and therefore must pray to their deity for at least an hour a day to keep their magic full.

**SPELLS:** Sages start with 2 spells and get 1 at each level up to 10.

**STARTING SPECIALTIES:** Sages get the “Magical” Specialty which gives them the Magic Specialty, and +2 to their Max MP. This also allows them to pray to their deity to restore MP to full a number of times per day equal to ½ their Sage Level rounded down. Each deity requires different types of prayer. Sages can cast 2 spells a round using their AP instead of one. They also each start with the Quality “Magic [School] Mastery” defined in each sage for free.

**STARTING FAULTS:** Sages have the “Order Bound” fault. This means that the deity they worship controls their magic. If they fail to uphold the deities values or customs then they lose their magic until the custom is corrected.

A Sage’s spells can include those from the main Spell book, but they cannot choose deity specific spells from any other than their deity.

### FARORE SAGE



**HEALTH:** Farore Sages start with 8 HP, and get to roll 1D4 at each level.

**MANA:** Farore Sages start with 15 MP, after which they roll 2D6 each level.

**ACTION POINTS:** Sages start with 2 action points and 1 more at levels 4 and 8.

**RUPEES:** Farore Sages start with 100R + 3D4 \*100.

**SCHOOL MASTERY:** Elemental

#### **Order Bound and Rituals:**

Followers of Farore can learn any blade weapon skill, and can wear armor up to Heavy armor. Followers of Farore must pray to her once per day or forfeit their powers until they do. Farore rewards bravery and courage, she inspires heroes! To fight for evil or to perform a cowardly act is not taken well by Farore and will result in a 24hr loss of your powers.

#### **Wind Mage (Level 0)**

A Sage of Farore is skilled in the magic of wind and starts with the “Wind Magic” spell at first level. Every second level (2,4,6,8,10) you get a free spell as long as it has “Wind Magic” as a prerequisite.

#### **Farore’s Wind (Level 1) [3MP]**

Players with this ability increase their dodge damage reduction by 25% for 1D4 rounds.

#### **Inspire Courage (Level 3) [3MP]**

Players with this ability can spend 3 MP to make all ally acrobatics rolls advantages for 2 turns. During



these two turns players are immune to charisma based negative effects. This ability cannot stack.

#### **Wind Blades (level 5) [4MP]**

Any weapon used by sage of Farore with a blade can now be used as a 50ft ranged attack (still using brawl as normal) with +2AP. Wind blades hit every target along their trajectory unless they hit a wall. When used in melee range this affect gives blades +4 AP.

#### **Farore's Protection (Level 7) [4MP]**

Players with this ability can create a wind shield around themselves or a target within 10ft. This shield lasts 1D4 rounds and stops all ranged weapons, and grants +1 AV.

#### **Farore's Chosen (Level 9) [Passive, 1AP]**

Your character is the embodiment of courage and will take on any challenge. You are immune to fear effects and if you have 1 AP when an enemy attacks you or an opponent you can move to their position and perform an attack of opportunity against the aggressor.

#### **Farore's Vassal (Level 10) [Passive]**

Your character is protected by the wind itself and Farore's blessing. As such you have a passive +1 AV and dodging is always an advantage roll.

### **DIN SAGE**



**HEALTH:** Din Sages start with 8 HP, and get to roll 1D4 at each level.

**MANA:** Din Sages start with 10 MP, after which they roll 2D6 each level.

**ACTION POINTS:** Sages start with 2 action points and 1 more at level 4 and 8.

**RUPEES:** Din Sages start with 200R + 1D6 \*100.

**SCHOOL MASTERY:** Elemental

#### **Order Bound and Rituals:**

Followers of Din start with any blunt weapon skill, and wear any armor, but no accessories. Followers of Din must pray to her once per day or forfeit their powers until they do. Din prefers to bless those who balance themselves, so a follower of Din must take care to act true neutral being lawful and chaotic. Sticking too much to one way of thinking (at GM's discretion) will cause a 24 hour loss of your powers. You will be informed from Din if the world is shifting to a more lawful or chaotic state, allowing you to act it's opposite without issue, so a lawful area may require you to act more chaotically, same goes for good and evil. To simplify this Sages of Din can simply remain true neutral as well.

#### **Fire Mage (Level 0)**

A Sage of Din is skilled in the magic of fire and starts with the "Fire Magic" spell at first level. Every second level (2,4,6,8,10) you get a free spell as long as it has "Fire Magic" as a prerequisite.

**Power Strike (Level 1) [3MP]**

Players with this ability deal an extra +1D damage on their next successful attack, and cause disadvantage on any creatures they hit against Endurance save. This spell is cast by spending 3MP and it lasts for the round.

**Inspire Power (Level 3) [3MP]**

Players with this ability can take their turn, and spend 3 MP to have advantage on the targets Brawl rolls for 2 turns. During these two turns, that player also causes fear on all creatures he or she attacks; diplomacy check for fear.

**Din's Fire (Level 5) [5MP, 2AP]**

Players with this spell may spend 5MP to deal 3D6 (+1D / Din Sage Level after 5th) fire damage to all creatures in a 15ft radius of the caster. This damage has Armor Penetration 6, but can hurt allies as well.

**Din's Counter (Level 7) [6MP,2AP]**

Players with this ability can put up a mighty offense in defense of themselves. If you haven't moved this turn you can use 6MP to end your turn in a counter stance. You ignore the damage of the next hit you take dealing double your weapon damage, or double the damage done to you (whichever is higher) back to your attacker. This ability requires a 2D4 round cooldown after use. It is automatically usable again after combat ends.

**Flame Torrent (Level 9) [8MP]**

Flame Torrent creates a 10ft long x 10ft wide x 50ft tall pillar of flame that burns and launches anything in its area. It can be cast within line of sight and 60ft of the caster. All targets hit take 3D8 fire damage with SAP; and are launched 50ft into the air taking fall damage as necessary. Targets have a 50% chance to be lit on fire taking 2D4 fire damage every round, this damage also ignores armor.

**Din's Vassal (Level 10) [Passive]**

Your character is protected by the fires of power and Din's blessing. As such you have a passive +1D Damage in melee and the ability to take on a fire form once per combat. For 5MP you turn into the element of fire for the next 1D4+1 rounds. While in this form you deal 2D4 fire damage to anyone who melees you, you gain levitation 5ft, ½ damage from physical and immunity to fire damage.

**NAYRU SAGE**

**HEALTH:** Nayru Sages start with 12 HP, and get to roll 1D4 at each level.

**MANA:** Nayru Sages start with 15 MP, after which they roll 2D8 each level.

**ACTION POINTS:** Sages start with 2 action points and 1 more at level 4.

**RUPEES:** Nayru Sages start with 100R + 3D4 \*100.

**SCHOOL MASTERY:** Elemental

**Order Bound and Rituals:**

Followers of Nayru start with the bow skill, and can only wear light armor, however they start with 4 extra HP and +1 AV on any natural or worn armor. Followers of Nayru must pray to her once per day or forfeit their powers until they do. Followers must be compassionate and if they act violently and not in self defense they will be stripped of their powers for 24 hours.

### **Water Mage (Level 0)**

A Sage of Nayru is skilled in the magic of water and starts with the “Water Magic” spell at first level. Every second level (2,4,6,8,10) you get a free spell as long as it has “Water Magic” as a prerequisite.

### **Healing Presence (Level 1) [4MP]**

Players with this ability can cast it at a cost of 4MP. This spell heals all chosen targets in a 10ft radius 2D4HP (+1D / Sage Level). This includes undead if the caster wishes.

### **True Wisdom (Level 3) [4MP]**

Players with this ability may once per day ask the GM a yes or no question in which the GM must answer truthfully. This cannot be used more than 3 times in a game session.

### **Shield of Life (Level 5) [5MP,2AP]**

Players with this ability may cast it at a cost of 5MP. For the next 1D4 rounds a single target within 20ft gets +5 AV and immunity to magic damage and curses.

### **Thought Scour (Level 7) [3X MP]**

Players with this ability may make a check against an opponent to see into their mind. This is done by rolling a magic check. If successful you can predict an opponent’s weaknesses, know a single stat (HP, MP, or AP), or their abilities (choose a set of attributes STR, DEX,INT, or CHA). This costs 3MP x targets level. If passed you can choose one thing to know about the target, if failed than nothing happens and you lose the MP spent on the spell. Cannot be used on the same creature multiple times in a combat.

### **Naryu’s Vassal (Level 9) [Passive]**

Your character is protected by the waters of life and Nayru’s blessing. As such you passively heal 1D4 HP per round and when taking damage you can once per combat negate all the damage done to you.

### **Naryu’s Love (Level 10) [10MP]**

Players with this ability may choose a target, or themselves. At a cost of 10MP the target of this spell becomes invincible for 2 full rounds. However, this ability can only be used once per week, as it causes incredible strain on the player casting it.

## **HYLIA SAGE**



**HEALTH:** Hylia Sages start with 8 HP, and get to roll 1D6 at each level.

**MANA:** Hylia Sages start with 10 MP, after which they roll 2D4 each level.

**ACTION POINTS:** Sages start with 2 action points and 1 more at level 4.

**RUPEES:** Hylia Sages start with  $100R + 3D4 * 100$ .

**SCHOOL MASTERY:** Divine

**Order Bound and Rituals:**

Hylia's followers always carry an enchanted weapon, with a spirit inside. This spirit connects the player to their goddess. If the sage ever loses or breaks their weapon, they cannot use their powers until it is retrieved or fixed. The GM decides the weapon and spirit, with the player. Hylia may request favor of the Sage and will only take to decline so often before stripping a Sage's powers. They can also wear up to Heavy armor, and get the weapon skill of their chosen enchanted weapon.

**Light Mage (Level 0)**

A Sage of Hylia is skilled in the magic of light and starts with the "Light/Holy Magic" spell at first level. Every third level (3,6,9) you get a free spell as long as it has "Light/Holy Magic" as a prerequisite.

**Enchanted Weapon (Level 1) [Passive]**

Players with Hylia's blessing can choose to deal Holy Damage instead of regular damage with standard attacks using their enchanted weapon. Your enchanted weapon can transfer to a new weapon with a 4 hour ritual and Hylia's blessing. The enchanted weapon can still lose durability and if broken must be repaired or the spirit transferred to a new weapon. With the luck of times flow in your favour you also get +1 to your weapon's critical hit range, this becomes +2 at level 4, and +3 at level 8.

**Hylia's Luck (Level 2) [Passive]**

Hylia is worshiped far and wide as the goddess of time. This is recognised by every race and religion as a fact, and through times flow luck is generally in your favour. You get Luck equal to half your Hylia Sage level after a long rest. You can use luck on:

- 1 Luck = Advantage on a skill roll out of combat, or a to hit roll
- 2 Luck = Advantage on a skill roll in combat, or a save
- 4 Luck = Change your roll to a 1 or 20 for a single roll of any kind

**Time Stepping (Level 3) [Passive]**

Hylia sages are well versed in time manipulation and probable future. As such they get to reroll failed to hit rolls once per combat, as well as reroll a single save per combat.

**Spirit's Wisdom (Level 4) [1AP / 2AP]**

Hylia sages can make requests of their weapon which can respond to them telepathically at this level. They enhance the abilities of the weapon they possess by allowing it to glow causing 20ft low light for 1AP (or turning off the glow), as well as give information about enemies, revealing Max HP, AV, and MP of the target to the Hylia Sage. This action requires the enemy to be hit by the weapon prior to use and costs 2AP to perform.

**Living Weapon (Level 5) [2MP / round]**

By using some of their own magical energy players with this skill can allow the spirit of their weapon to take on a spiritual appearance and physically wield themselves. These entities cannot be hurt by physical means, and wield an ethereal version of the weapon at the same skill level as their master. They get the same benefits that their master would from wielding the enchanted weapon. Their form can only remain for as long as the master has MP, and it costs 2MP/round it is sustained. Magical damage done to the spirit takes away equivalent MP from it's master as it has no HP. While Living weapon is active it cannot move

further than 30ft from the caster. The caster still receives the enchanted weapons benefits is if they were wielding it as well.

### **Knowledge Of Timelines (Level 7) [7MP]**

Hylia grants dominion over the flow of time, and therefore her disciples also can see this time flow and make predictions upon it. Players with this skill can take an hour and 7MP to meditate and watch the timelines, there are many timelines, and very few times is there ever a key joining of them. However the player being a follower of Hylia is able to determine the most likely outcomes, even if they are not in the greatest detail. The GM shall reveal to them as much as necessary on a knowledge roll, where 1 is a failure to see the timeline, to where 20 is almost a perfect prediction. They may use their timeline knowledge to influence rolls as the GM see's relevance to their prediction by giving Luck Dice to the character. This can only be done once per game session, and a new prediction removed previous luck dice. Luck Dice are rewarded based on the Knowledge roll 2-5=0, 6-10=1, 11-15=2, 16-19=3, 20=4.

### **Aura of Time Flux (Level 8) [3MP / round]**

This blessing grants your spirit sword +1D of damage as well as creating an aura of Light. While active the aura of light provides light in 20ft and also allows all allies within its range to take advantage on to hit rolls. Enemies within the range take disadvantage on to hit rolls.

### **Hylia's Vassal (Level 10) [Passive]**

Your character is protected by the holy light and Hylia's blessing. As such you get +2 when rolling to hit with your enchanted weapon. When you or an ally take lethal damage for the first time you instead drop to 1 HP and negate the effects of the attack reversing time to save you or the ally. This ability can only be triggered once per game session. You can also share your Luck by using it on allies within 30ft.

## **MAJORA SAGE**



**HEALTH:** Majora Sages start with 8 HP, and get to roll 1D4 at each level.

**MANA:** Majora Sages start with 15 MP, after which they roll 2D6 each level.

**ACTION POINTS:** Sages start with 2 action points and 1 more at level 4.

**RUPEES:** Majora Sages start with 100R + 3D4 \*100.

**SCHOOL MASTERY:** Demonic

### **Order Bound and Rituals:**

Majora's followers can wear and remove cursed masks without suffering negative effects, they can also remove cursed masks from others in the same way. Followers of Majora can also sign a contract with Majora himself, which is usually not a good thing. Followers of Majora will be driven mad for about 30min once every 2 days in order to retain their powers. If they fight this madness or fail to uphold a contract with Majora, they will be stripped of their power until the event is corrected. The GM controls the character during these sessions of madness. They can also wear up to Light armor.

### **Curse Mage (Level 0)**

A Sage of Majora is skilled in the magic of curses and madness, and starts with the "Curse Magic" spell at

first level. Every third level (3,6,9) you get a free spell as long as it has “Curse Magic” as a prerequisite.

#### **Wearer Of The Curse (Level 1) [Passive]**

Players with this skill are able to remove cursed masks of a curse level enchantment equal to the players level +1 without rolling. They also can choose a curse level 1 mask to begin the game.

#### **Extended Curses (Level 2) [Passive]**

Sages of Majora are masters of Curse magic. As such when casting a spell with the “Curse Magic” prerequisite, the sage can take an advantage on cast once per round. Your first successful curse in combat has it’s duration roll doubled.

#### **Personality Disorder (Level 3) [4MP]**

This ability costs 4MP to cast on a single target. Make a Magic roll against the target; If successful the target will go into frenzy and start attacking everything including their own teammates (based on distance), and sometimes even inanimate objects. Their frenzy leaves them unable to block, but they can dodge at -2 to their attempt. This Frenzy lasts 1D4+1 rounds.

#### **Cursed Gear (Level 4) [4MP]**

Sage’s of Majora can apply a curse to a target’s gear. With a successful magic check choose a target within 30ft of the caster. That target takes disadvantage on all to hit, dodge, and save rolls 1D4 rounds.

#### **Mask Form (Level 5) [4MP]**

Sage’s of Majora can perform a ritual to trap their soul in a cursed mask. This mask allows the sage to control whomever wears it, however when removed and moved more than 15ft from the host body, the mask becomes innate until worn again. Also destruction of the mask is needed to kill the sage, while destruction of the body simply makes that body unusable. The Sage gets the HP, MP, and physical stats of the races body they are possessing when being worn. If they run out of HP the body dies and the Sage’s mask becomes innate. The mask can be destroyed with a successful magic check while innate, killing the Sage.

#### **Majora’s Curse (Level 7) [Passive]**

When you obtain a cursed mask you can add it’s positive effects to your “Mask Form” permanently gaining that effect and destroy the cursed mask. Only one mask’s benefits can be stored in this way. Performing this ability with a new cursed mask removed the previous benefits.

#### **Cursed Aura (Level 8) [x2MP]**

This ability allows you to cast curse Magic spells with the target being a 10ft aura instead of a single target. You must roll the Magic Skill for each target hit as normal.

#### **Curse Of The Mask (Level 10) [10MP]**

This ability allows the player to make a “Curse of the Mask” attempt against an opponent who has died within the last 5 minutes. They make a Magic roll subtracting the targets level from the roll; if they succeed then the target’s soul is trapped within a cursed mask and given to the sage. This mask functions similarly to the level 5 Mask Form, but the soul contained is the slain creature used to make the mask. This does work on bosses, however the boss type masks cannot be worn as they will reject and deal 1D12 damage to those who wear them, rather they should be kept or sold as a trophy. Majora himself also loves masks of strong creatures as tribute. (At GM’s discretion this could be a cool way to keep a player alive by using the mask to possess a low level creature and ‘bring the player back to life’ in a sense).

## MUJULA SAGE



**HEALTH:** Mujula Sages start with 8 HP, and get to roll 1D4 at each level.

**MANA:** Mujula Sages start with 15 MP, after which they roll 2D6 each level.

**ACTION POINTS:** Sages start with 2 action points and 1 more at level 4.

**RUPEES:** Mujula Sages start with 100R + 3D4 \*100.

**SCHOOL MASTERY:** Realm

### **Order Bound and Rituals:**

Followers of Mujula can talk to spirits of the dead. This can be very useful for reviving players, or to learn about a dungeon. However not all spirits are kind, and this makes the player more susceptible to their whims. Followers of Mujula must pay homage to the dead when they slay someone, and must value the lives of themselves and others, if they do not follow these acts they will be stripped of their powers for 24hrs. They can also wear up to Blue armor, and start with Spear Weapon proficiency.

### **Twilight Mage (Level 0)**

A Sage of Mujula is skilled in the magic of spirits and the ethereal, and starts with the “Twilight Magic” spell at first level. Every third level (3,6,9) you get a free spell as long as it has “Twilight Magic” as a prerequisite.

### **Sight of the Dead & Sense Magic (Level 1) [3MP]**

Players with this ability can see and communicate with spirits, as well as sense their presence from 30ft away, even beyond walls. They can attempt gather info or diplomacy checks against these spirits for information from them. This also allows you to sense targets with the Magic Skill at 50ft.

### **Summon Sol (Level 2) [6MP]**

Players with this skill can use 6MP to summon an invisible ally (A Sol to be exact) to perform tasks for them. Ethereal or Twili beings can see the Sol but to everyone else it doesn't seem to exist. The Sol can interact with things and perform tasks in place of the caster using their skill checks. Being Ethereal it also levitates above the floor and cannot take physical damage, passing through doors like a spirit.

### **Invasive Strike (Level 3) [2MP]**

Sages of Mujula with this ability can command their Sol to attack a target. The soul deals XD4 Magic Damage ignoring armor where X is the Sage's Level. The Sol is not revealed through this attack, and only

provokes attacks of opportunity against targets that can see it.

**Sol's Touch (Level 4) [Passive]**

Sages of Mujula can now cast spells at Touch range through their Sol.

**Silent Realm (Level 5) [5MP]**

Sages of Mujula can create a door to the silent realm to move through the world. The silent realm is equivalent in the real world in every way except that there is no sound, no colour, and no life. By using 5MP to open / close the Silent Realm. While travelling in the silent Realm you can navigate as in the real world without being seen or seeing any other lifeforms. The Silent Realm is not without threats however, this Realm has Guardians whom awaken when a living being remains too long. After 5 min in the Silent Realm "Silent Guardians" will hunt the sage until they leave.

**Returning Soul (Level 7) [8MP]**

Players with this ability can lead spirits back to their body, and by spending 8MP revive the spirit by returning it to its body. However this ritual takes 1 hour to perform, and requires the spirit and their intact body. Your Sol can be tasked with performing the ritual and/or finding the person's spirit.

**Realm Walking (Level 8) [Passive]**

Players with this ability can access other realms without the negative repercussions, such as entering the twilight realm without turning into their twilight form, or entering the silent realm and not being hunted by its Guardians. They may also detect realm doors and rifts and interact with them as they do with spirits.

**Realm Battlespace (Level 9) [8MP]**

Sages of Mujula can change an area of 100ft around them into a realm tear. Anything in this area is affected by the Realms as if they were there. The caster may choose targets within this range to be immune to the Realms effects; the caster is also immune to Realm negative effects. This tear lasts for 2D4 rounds.

**Powerful Sol (Level 10) [Passive]**

At level 10 your Sol is replaced with a "Silent Guardian, Sky" or "Twilight Hand". These creatures can use a full round to change their forms from Ethereal or Physical. These creatures can be found in the "Creatures of Hyrule".

**DEMISE SAGE**



**HEALTH:** Demise Sages start with 8 HP, and get to roll 1D4 at each level.

**MANA:** Demise Sages start with 15 MP, after which they roll 2D6 each level.

**ACTION POINTS:** Sages start with 2 action points and 1 more at level 4.



**RUPEES:** Demise Sages start with 200R + 1D6 \*100.

**SCHOOL MASTERY:** Divine

**Order Bound and Rituals:**

Followers of Demise starts with the sword weapon skill, dual wielding, and wear up to heavy armor. Worshiper's must pay him sacrifice to retain their powers. Once per week he requires the player to sacrifice someone to him by bleeding them out in any manner, if this is not achieved Demise will strip them of their powers until his sacrifice is worthy to have them returned.

**Shadow Mage (Level 0)**

A Sage of Demise is skilled in the magic of darkness, and starts with the "Shadow Magic" spell at first level. Every second level (2,4,6,8,10) you get a free spell as long as it has "Shadow Magic" as a prerequisite.

**Blood Harvest (Level 1) [Passive]**

Blood Harvest allows this player to drink the blood of a fallen enemy to gain 1D4 (+1D / Sage Level) health. They can fill a bottle with the blood taking 1D4 rounds to perform the transfusion. They then receive 1D4 bottles of blood from the body which they can use in their ritual or drink as need be. Blood bottles spoil over 2D4 in game days, and cost 1AP per bottle used in combat.

**Bloodied Blade (Level 2) [2MP and Blood Bottle / 4HP]**

By using a bottle of blood (or 4HP) on their blade (any bladed weapon), the sage of demise can steal life from target they strike with the weapon. For the next 2D4 rounds the blood blade heals the wielder for 50% of the damage done. This becomes 100% of damage done at level 5 and 200% at level 10.

**Demise's Blessing (Level 3) [Passive]**

The Sage of Demise can now use 2H weapons in 1 Hand. They drop one die category of damage (if dmg value of the 2H weapon is 2D8 it becomes 2D6). They do not take a penalty for using a 2H weapon in their offhand.

**Enslave The Dead (Level 5) [7MP]**

The Enslave The Dead spell is used on fallen corpses. The resulting risen dead is a Stalfos under your command. Lasts for 24 hours, and only 1 can be enslaved at a time; after which it disintegrates and cannot be risen again. The risen Stalfos has all the skills of its original living self, but is only half the level. Certain creatures like Boss' cannot be enslaved this way (This discretion is up to the GM, but generally only Boss type creatures are immune).

**Blood Spear (Level 7) [6MP, 6HP]**

Players with this ability may spend 6MP and 6HP to shoot out an blood spear towards a target. This spear hits for 2D8 piercing (+2D at lvl 9) magic damage at Super Armor Penetration, and can travel up to 30ft in a straight line hitting all targets it passes through.

**Demonic Ground (Level 9) [8MP, 20HP]**

The Sage of Demise can pour 4 Bottles of Blood or sacrifice 20HP to create a 20ft circle of cursed earth around them. The zone lasts for 2D4 rounds and is visible through black rot on the ground and blood droplets flowing through it. While in this 20ft area multiple effects can occur.

- Enemies in the zone take 3D4 Piercing, AP2 damage each turn they remain in the zone.
- Sage's of Demise gain XD6 HP each turn they remain in the zone, as long as the Zone has done damage that round; where X is the number of targets hit in the round x2.

- Fallen creatures within the zone raise as Stalfos within the zone under the control of the Sage whom cast it. These stalfos fight at half the level of their original selves (minimum level 1), and disappear when the zone disappears. They may leave the zone and remain animate for as long as the Zone exists.

**Demonic Form (Level 10) [9MP, 2AP]**

At a cost of 9MP and 2 Actions, the player may take on a demonic form for 2D4 rounds. This spell can only be used once per week. The player sprouts wings, and their body manifests into their most prominent sin, however they get a +4 to brawl rolls and return 2H weapons to base die values while dual wielding, as well as +2 to AV. The demonic form also grants the player +4 to diplomacy rolls when trying to intimidate (or perhaps charm if manifested into lust or greed). This demonic form allows the use of wings to fly up to base speed in place of movement.

## ENGINEER



Engineers are master of the machine, usually growing up in Termina or Lanyaru Desert; lands of steam punk and clockwork glory. Their skills are as vast as the machine of the planet, and they have special weapons and tools specialized to someone of their stature. Unfortunately outside of their lands however this makes them strange, and quite possibly even feared.

**HEALTH:** Engineers start with 10 HP, and get 1D8 at each level.

**MANA:** Engineers start with 5 MP, and get 1D4 each level.

**RUPEES:** Engineers start with 100R + 3D4 \*100.

**SPELLS:** Engineers start with 0 spells and get 1 at levels 4, and 8.



**ACTION POINTS:** Engineers start with 2 action points and 1 more at levels 4, and 8.


**STARTING SPECIALTIES:** Engineers have “Technological” as a starting specialty. This allows them to use advanced weapons and gear like powder kegs, and “Weapon skill Guns”. They can also wear up to Special armor.

**STARTING FAULTS:** Engineers get the “Magical Contradiction” faults. Magical Contradiction means that Engineers are bad at magic and don’t fully understand it, because of this they can never learn more than 4 spells and can only have a maximum of 20 MP.

### Tech Journal & Invention (Level 1) [Passive]

Engineers all have a tech journal to write their discoveries and mechanisms in. It is a free action to read the journal, but takes 1AP or 5 min to write in it. Engineer’s also get an Invention from the list below at level 1. Fighting an automation already in your journal gives you Advantage on rolls against it.

| IMAGE   | INVENTION      | DESCRIPTION   | EFFECTS   |
|---|----------------|---|---|
|  | Lanyaru Scarab | A Remote Scarab that can be flown and grab objects and return them.                                 | CARRY CAPACITY: 75lbs<br>RANGE: 50ft<br>Scarab can fly a remote Tiny sized Scarab that can carry 75 lbs and travel up to 50ft away from the Engineer.       |
|  | Gust Bellows   | A tube and canister Device that blows air at the enemy pushing things back and blowing away rubble. | Using 2AP the Engineer can use the Gust Bellows to knockback all targets in a straight line 25ft on failed Acrobatics Save. Hitting a wall before 25ft does |

|   |                |   |   |
|---|----------------|---|---|
|   |                |   | 1D6 Bludgeoning damage. It can also push objects up to 120lbs. 25ft away. |
|  | Engineer's Bag | A bag that increases carry weight dramatically. | Bag that can hold up to 100lbs. And only weighs 5lb.                      |

**Upgrade Armor (Level 2) [2AP]**

Engineers with this ability can increase the armor value of an armor piece by +1 AV. It takes 1D4 days to accomplish. After this time the player must roll an Engineering check, if he fails the roll the armor is damaged and unusable, if he succeeds the armor upgrade is successful. After successfully doing it once they can add it to their journal. If the journal is read before performing the upgrade, and it is already in their journal, they cannot get a damaged armor result on that type of armor, but instead just fail the attempt. Costs ¼ the armours value in rupees to upgrade, and cannot stack.

**Upgrade / Repair Weapon (Level 3) [2AP]**


Engineers with this ability can add an element to any weapon after crafting it for 1D6 days. After this time they roll an Engineering check, if they fail the weapon is damaged and unusable, if he succeeds the weapon gains 2D4 damage of that element type. Elements that can be used at this level are lightning, ice, and fire. After successfully doing it once they can add it to their journal. If the journal is read before performing the upgrade, and this upgrade is already in their journal, they cannot get the damaged result with failure on that specific weapon, but instead just fail the attempt. This costs ¼ the weapon's value in rupees, and does not stack. You can restore 5 Durability to a weapon by working on it for 30 minutes and using materials of the Weapon's type, or rupees worth 10% of it's cost.



**Hack Automata (Level 4) [xAP]**

Engineers with this ability may take a full round action to try and hack an automata creature that is also robotic. This costs a full round to perform and if failed provokes an attack of opportunity against the Engineer. If successful the Engineer takes control of the automata for X hours based on its difficulty level. Weak Automata last 24 hours, Mid range are 6 hours, and challenging automata last 2 hours or less. Hacking must be done in touch range, and can only be attempted once per combat.

**Improved Invention (Level 5) [Passive]**

Engineers can upgrade their invention or learn another invention from the Level 1 Table.

| IMAGE   | INVENTION   | DESCRIPTION   | EFFECTS  |
|---|-------------|---|--|
|  | Claw Scarab | Improved version of the Lanyaru Scarab that can grab fly the Engineer over short distances. | CARRY CAPACITY: 150 lbs<br>RANGE: 100ft<br>Scarab can carry weight up to 150lbs up to 100ft away from its origin point. It can be automated and once activated no longer needs the Engineer to drive it unless it needs to change route. |

|   |              |   |  |
|---|--------------|---|--|
|  | Icy Bellows  | Improved version of the Gust Bellows using cooling coils to make Icy Air. | Using 2AP the Engineer can use the Gust Bellows to deal 2D6 cold damage to anything in a 25ft straight line. All targets taking more than 7 dmg become frozen (paralyzed) and get +1 AV from the ice. They can make an Endurance check each round to break the ice, but are otherwise frozen for 1D4 rounds. |
|  | Master's Bag | Improved bag with carrying capacity.                                      | A Bag with 300lb carrying capacity, but adds +5lbs to its own weight.  |

#### **Machine Knowledge (Level 6) [3AP, Passive]**

Engineers get +2 on rolls to hit when fighting an Automata written in their journal. They can add an Automata to their journal for 3AP. They can now fire gun weapons twice in a turn.

#### **Master Upgrade Weapon (Level 7) [3AP]**

Players with this ability are able to upgrade a weapon they have already upgraded to a new level. They can either attempt to upgrade the current element to 2D6 damage, or add another element to the enchantment. Upgrading the enchantment is easier and takes 1D6 days, as well as an Engineering check to see if the weapon is broken on a failure. Adding a new element to an existing one takes 2D6 days and when rolling the Engineering check you get a -3 to the roll. After successfully doing it once they can add it to their journal. If the journal is read before performing the upgrade, and that upgrade is in their journal, then they do not get the broken effect on failure on that type of element on that specific weapon. They may also perform a full upgrade at 2D6 days from a normal weapon to a fully upgraded weapon, with an upgrade they have previously performed; otherwise upgrades must be done in 2 steps. Costs ¼ weapon rupee cost in materials, and does not stack.

#### **Master Upgrade Armor (Level 8) [3AP]**

Players with this ability can upgrade an armor piece up to +3 AV. This can be performed on an already upgraded piece (to make it +3 AV) or a normal piece, but it cannot stack. Follow the Armor Upgrade instructions except for this upgrade it takes 2D6 days instead. Armor can also have a +1 Resistance to either Ice, Fire, Electricity, Light, or Dark added to it for an additional 2 days of work. This cannot change the resistance of an already resistant armor piece.




#### **Automata Creator (Level 9) [Passive]**

Players with this ability can attempt to create a new automata servant. This servant is constructed as an NPC character and follows the player loyally. This is only doable for mechanical or statue automata, not undead. This allows you to pick a automata at a CL equal to or below your character level as the construct. Only one servant can exist at a time; replacing this servant causes the last one to become innate.

#### **Master Invention (Level 10) [Passive]**

Engineers can upgrade their invention to its final level, upgrade a known lvl 1 invention to its level 5 version or learn another new invention from the Level 1 Table.

| IMAGE | INVE | DESCRIPTION | EFFECTS |
|-------|------|-------------|---------|
|-------|------|-------------|---------|

|   | NTION          |   |  |
|---|----------------|---|--|
|    | Blade Scarab   | Improved version of the Claw Scarab able to grapple and damage enemies.     | CARRY CAPACITY: 250 lbs<br>RANGE: 100ft<br>LIFT: 7<br>BRAWL: 8<br>Engineer can make a Grapple check at 100ft to have their Scarab grab an enemy. It does 2D4 Slicing dmg until removed with a Lift roll. A Lift roll can be made to try and carry the grappled victim as per the Claw Scarab stats and range as a full round action. |
|    | Firey Bellows  | Improved version of the Gust Bellows using heating coils to produce flames. | Using 2AP the Engineer can use the Gust Bellows to shoot a 25ft line of fire dealing 3D8 fire damage to everything in it's range. If any target takes 8 or more fire damage they are lit on fire.  |
|  | Bottomless Bag | Improved bag with carrying capacity.  | A Bag with unlimited carrying capacity and only weighing 1lb.  |

## BRAWLER



Brawlers are master of the fight be it fist or club, hammer or body weight. They are usually more muscular or heavy than the normal person and tend to use that weight and strength to their advantage. Similar to a martial artists or wrestler, they are a force to be reckoned with.

**HEALTH:** Brawlers start with 15 HP, and get to roll 2D6 at each level.

**MANA:** Brawlers start with 5 MP, and get 1D4 each level.

**RUPEES:** Brawlers start with  $200R + 1D6 * 100$ .

**SPELLS:** Brawlers start with 0 spells and get 1 at levels 4, and 8.

**ACTION POINTS:** Brawlers start with 3 action points and 1 more at levels 3, 6 and 9.

**STARTING SPECIALTIES:** Brawlers start with the weapons Specialties for fists, and gauntlets. They also get to deal +1 damage unarmed compared to their normal racial. They also start with +1 natural AV. They can only wear up to Medium Armor.

**STARTING FAULTS:** Brawlers get the “Magical Contradiction” and “Honorable” Faults. Magical Contradiction means that Brawlers are bad at magic and don’t fully understand it, because of this they can never learn more than 4 spells and can only have a maximum of 20 MP. Honorable means that Brawlers cannot back down from a 1 on 1 challenge.

### **One Two Punch (Level 1) [Passive]**

Brawlers may make an extra attack using another AP every turn. This becomes 2 extra attacks at level 5, and 3 extra attacks at level 10. At level 4 they’re unarmed damage goes up one dice category, and at level 8 +1D unarmed damage.

### **On The Move (Level 2) [Passive]**

Brawlers move +10ft. They can also reroll a failed acrobatics/dodge checks once per combat.

### **Grapple Stance (Level 3) [1AP]**

Brawlers with this ability may take a grapple stance at 1 AP. This stance lasts until it is changed or until the end of combat. In this stance any successful attack on any creature of their size or smaller can be turned into a grapple move in addition to the unarmed damage caused. Roll your brawl for the unarmed attack, if successful the target is grappled and unable to move until they successfully roll their lift against the grappler once per turn. While grappled the creature cannot make movements or attacks and everyone attacking that creature consider it prone. In grapple stance you may use the grapple move chart below.

| Name | Description | Damage | Requirements |
|------|-------------|--------|--------------|
|      |             |        |              |

|       |   |   |   |
|-------|---|---|---|
| Slam  | Slam the grappled creature into the floor, releasing it from the grapple. | This move deals 4D4 damage to the grappled creature, then releases it from the grapple. 4D6 at level 6.   | Grappled creature, within your lift limit.              |
| Throw | Throw the creature.   | Deals 1D6 damage + applicable fall damage, and send the creature 15ft in any direction. 30ft at level 6.  | Grappled creature, within your lift limit.              |
| Choke | Choke out the creature until its unconscious.                             | None, but creature is rendered unconscious for 2D4 rounds if choke is used for a full round action. Creature gets an endurance save to avoid passing out. Only takes 2AP after level 6. | Creature must have a neck and breathe, and be grappled. |

#### **Stone Stance (Level 4) [2AP]**

Brawlers with this ability may take a stone stance for 2AP. This stance lasts until it is changed or until the end of combat. This move allows you to block damage for any of your allies within 10ft, it also allows you to stop rolling movement, and other charging attacks, negating the damage and knockback.

#### **Armor Breaker (Level 5) [2AP, 10MP]**

Brawlers can punch with excessive force. Once per combat they can spend MP to break Armor on a target as well as do your unarmed Damage. First remove AV equal to damage done, then carryover any extra damage to the targets HP.

#### **Counter Stance (Level 6) [2AP]**

Brawlers change to this stance for 2AP, and remain in this stance until they change stances or combat ends. Whenever an enemy makes an unsuccessful attack roll against you, you may immediately make an attack roll against them, spending 1 AP per attack. This stance does not help with ranged projectiles.

#### **Expert Climb and Lift (Level 7) [Passive]**

Brawlers with this ability may climb up to 10ft x their level on a vertical incline without a climb check, or run across a wall for 5ft x their level. Brawlers can now carry and lift double their normal amount, with a strain of 1 damage per round (or 1min out of combat) holding the object. Acrobatics checks in combat get +1 to their rolls.



**Power Stance (Level 8) [1AP, 3AP]**

Brawlers change to this stance for 1AP, remain in this stance until they change stances or combat ends. Brawlers may make a forward charging attack, in a straight line, equal to their movement using 3AP, and may make an attack roll against any or all enemies in that movement. This move causes a stun chance and 5ft knockback on all damaged enemies.

**Master Martial Artist (Level 9) [Passive]**

This skill allows the brawler to switch stances mid turn (without using AP). This means that you could attack in a power stance then switch to a counter stance before your turn ends. You can only switch once per turn as a free action, after that its 1 AP to switch. They also get +3 natural AV after working their body for years.

**Earthshaker Strike (Level 10) [3AP, 10MP]**

The brawler takes all of their energy and jumps into the air striking the earth causing shockwaves around them. Earthshatter deals 3D10 damage to all targets within 15ft of the Brawler. Any targets in the range make an Acrobatics save or stumble becoming prone. If the Brawler's gauntlets have a damage type applied to them, that damage type can be used with this ability.

## ADVISOR



Advisors are masters of speech. They never handle the dirty work themselves, usually being richer and more influential than other classes of people. Really skilled advisors can have entire mercenary groups at their disposal and can usually talk down even the most seasoned fighter.

**HEALTH:** Advisors start with 8 HP, and get to roll 1D4 at each level.

**MANA:** Advisors start with 10 MP, and get 2D4 each level.

**RUPEES:** Advisors start with  $400R + 1D8 * 100$ .

**SPELLS:** Advisors start with 1 spell and get 1 at levels 2,4,6,8 and 10.

**ACTION POINTS:** Advisors start with 2 action points and 1 more at level 4.

**STARTING SPECIALTIES:** Advisors start with the Weapon Skill Daggers. They also have “Powerful Speech” which gives them +2 on diplomacy or deceive based rolls, and 4 additional Languages. They can wear up to Medium Armor.

**STARTING FAULTS:** Advisors are very lacking in the physicality department. Because of this they get the “Unfit” fault, which means they get -1 to all brawl, and lift rolls.

### **Fame (Level 0) [Passive]**

Advisors are well known in diplomatic circles of government, and in some larger underworld gangs. Therefore advisors get a fame bonus equal to their Advisor Level / 3 when rolling to charm or intimidate a person who would know them (Generally their hometown or areas they frequent). Their fame also increases via level. At 5 they are known by general public, by 7 they are known by even the secluded races, and by 10 they are known across all the land.

### **Disguise & Sense Motive (Level 1) [1AP]**

Advisors are very adept at disguising themselves in foreign lands. An advisor may make a disguise themselves using materials and taking  $1D6 (-1 / \text{Advisor Level})$  hours to make the disguise (to a minimum of 1). Disguises may hide their race, gender, status, and even their motivations. If they have made the disguise they get +4 when rolling to deceive or hide (when relevant). The Advisor can also roll their Knowledge to sense motives of an individual they have been speaking with determining their hostility and possible goals.

### **Conversationalist (Level 2) [Passive]**

Advisors are trained in avoiding sticky situations for them and other, be it a talk gone bad or a conflict

arising. Advisors can talk down conflicts using their Diplomacy check. If successful the enemy is reduced to a neutral or even friendly state. To achieve this, the Advisor rolls their charm with a threat modifier based on how hostile the enemy is. The threat level of the creature determines the threat modifier. Hostile is -8, angry is -6, aggravated is -4, and annoyed is -2.

#### **Tactical Advisement (Level 3) [1AP]**

Advisors can manipulate combat in their favour by using tactics to help their allies produce better results. Advisor can use one of the following “Tactical Maneuvers” in combat by using 1 AP. They can only use 1 Tactical Maneuver a round.

- +5ft movement (10ft at level 6, 15ft at level 9) to target ally’s movement
- + ½ advisor level damage to target ally’s attack
- +½ Advisor Level to dodge using acrobatics
- +1 AV (+2AV at 6, and +3AV at 9) to target ally’s Armor

#### **Forge Documents (Level 4) [2AP]**

Advisors sometimes need to cheat on a deal, just to get their way. In this sense they are able to forge handwriting they have seen before, or attempt to forge a document completely from scratch. The document they forge when being checked uses their Advisor Level - 2 as a negative modifier against the reader’s perception, if they have seen the writing before. If they are forging from scratch it is their Advisor Level / 2 as a negative modifier for the reader’s perception. At level 7 change this modifier to their Advisor Level + 2 for seen writing, and their Advisor Level for from scratch.

#### **Assistant (Level 5) [Passive]**

Advisors are busy people and they may need help. At this level an Advisor may take on an assistant. This assistant starts at level 3 and can be of any class and race, as long as the choice does not conflict with the GM’s set world. They are created using the same player creation process. This Assistant must be the Thief, Ranger, Knight, Brawler, or Minstrel Class.

#### **Command Other (Level 6) [1-2AP]**

Advisors can now give 1 AP from their turn to another individual. At Level 8 this becomes 2 AP. At level 10 this becomes 3AP.

#### **Implant Suggestion (Level 7) [3MP]**

Not just professionals of talking, the Advisor can actually control people’s subconscious with their words. Using a hint of magic and their own ‘magical’ tongue the Advisor can implant a suggestion into another’s mind. This suggestion cannot be something that the person would never do, for the Advisor is simply messing with their subconscious not changing it completely. This move costs 3MP and requires a successful deceive check. If successful the suggestion takes and the target acts accordingly, however if failed the target can make a perception check to see if he noticed the attempt to mess with their mind.

#### **Subtle Speech/Hidden Words (Level 8) [1AP]**

Advisors with this skill can talk in inaudible speech and write in untranslatable text. Only the person meant to read or hear them will receive the message as its intended. Other Advisors with this ability can use a perception check to try and decipher the text or speech. It takes twice as long to write or read text written this way, but speech does not change. You can mimic spells that are within your level to cast by replicating the caster’s speech. This must be done in the same combat the spell was used. If this ability is used it costs 2x the MP as the caster of the original spell, and if the spell was too powerful for the Advisors level the spell simply has no effect.

**Memory Mess (Level 9) [2-14MP]**

A devious and evil curse known to masters of speech craft. By using some magic on their words they can make a person disbelieve in parts of their own memory and implant new ones. This is a very dangerous and tricky skill to master and as such it difficult to use even by masters. Depending on the amount of memory you wish to change causes the variables to change, please check the table below.

All memories are challenged at an MP cost equal to their difficulty modifier. To succeed the Advisor must roll a Deceive check using the difficulty modifier from the table as a negative on their roll.

| <b>Length/Importance</b>       | <b>Unimportant</b> | <b>Normal Memory</b> | <b>Important Memory</b> | <b>Cherished Memory</b> |
|--------------------------------|--------------------|----------------------|-------------------------|-------------------------|
| <b>Short Memory (seconds)</b>  | 2                  | 3                    | 5                       | 7                       |
| <b>Medium Memory (minutes)</b> | 3                  | 5                    | 7                       | 10                      |
| <b>Long Memory (Hours)</b>     | 5                  | 7                    | 10                      | 12                      |
| <b>Enormous Memory (Days)</b>  | 7                  | 10                   | 12                      | 14                      |

**High Favour (Level 10) [Passive]**

Once per game session the Advisor can pull in some favours from the nobles. They can make a request that would allow them to do something beyond the law, with military precision, or other royal perks. Doing this too often will have the royal families expecting returns however. These requests must be reasonable as determined by the GM, and require you to have some connection to the one giving you the favour.

## TAMER



Tamers are masters of beasts, somehow being able to not only calm, but command and befriend even the most violent and strangest of them. Tamers rely heavily on team support with their pets, and tend to take to liking animals over other people, but some can be just as friendly to everyone.

**HEALTH:** Tamers start with 10 HP, and get to roll 1D8 at each level.

**MANA:** Tamers start with 10 MP, and get 2D4 each level.

**RUPEES:** Tamers start with 200R + 1D6 \*100.

**SPELLS:** Tamers start with 0 spells and get 1 at levels 2,4,6,8 and 10.

**ACTION POINTS:** Tamers start with 2 action points and 1 more at levels 3, 6 and 9.

**STARTING SPECIALTIES:** Tamers start with Spear Weapon Skill and Throwing Skill. They also get “Tamers Touch” specialty which allows tamers to get +2 on rolls to charm or to calm animals. Tamer’s can wear up to Medium Armor.

**STARTING FAULTS:** Tamers start with the “Peculiar” fault. This fault means that Tamers are looked down upon by normal people for preferring animals and wildlife over cities and people, because of this they get -2 to diplomacy and charm checks against other non Tamer persons.

### **Taming (Level 0) [1 AP]**

Tamers are skilled at handling animals and can attempt to tame pets up to their Tamer Level in Tameable X, where X is the required level and difficulty modifier. Tamers can roll their Charm - the Tameable Difficulty to attempt a tame. If passed the animal becomes a “tamed pet”, if failed another tame can not be tried on that specific creature again as it refuses to be domesticated. A failed tame also drops the animal 1 level in hostility. Creatures can be Friendly, Neutral, Cautious, or Hostile based on the situation. This gives a +1 (Friendly), 0 (Neutral), -1 (Cautious), or -2 (Hostile) modifier to the taming roll.

For example a Friendly Tameable 4 creature would take Charm - 4 (for difficulty) +1 (for Friendly) to tame, if failed it would become a Neutral Untamable creature.

### **Animal Companionship (Level 1) [Passive]**

Tamers start with a level 1 creature that is Tameable 3 or less in difficulty (Tameable # is found in the Specialty section of the creature information). This creature is leveled like a normal player but must have an intelligence score of 15+ when created (representing low intelligence, and hard rolls). They also use the all of their base specialties and faults and get no class. Tamers can make a Knowledge check against any animal they come across. If they succeed they can determine information about the animal as well as attempt to charm it to a neutral state. Taming a new animal can be used to replace your current pet. You can have pets “tamed” equal to half your tamer level, but only have 1 combat pet travelling with you (until level

5).

**Pet Power (Level 2) [Passive]**

A Tamers pet can at this level learn to cooperate combat with their owner. In this way whenever the Tamer and their pet attack the same target, the pet gets advantage on their attack rolls.

**Animal Friends (Level 3) [4MP]**

Tamers can once per day call upon an animal friend to help them out for 4MP. This animal friend should be base stats, and randomly chosen from the animals that could be in the area. The GM may have to use the Bestiary for quick reference. This animal will stay and help until the end of combat.

**Throwing Expert (Level 4) [Passive]**

Tamers can throw Spears and boomerangs at double range.

**Two For One (Level 5) [Passive]**

Tamers at this level may find and charm a new animal to be their second combat pet. This new pet must follow the rules of the first but starts at level 5 once tamed.

**Pet Casting (Level 6) [Passive]**

Tamers at this level can touch cast spells they know from their pets.

**Over Under (Level 7) [1AP]**

Tamers with this ability can combo off of their pets attacks and vice versa. Any time a pet lands a successful hit, the Tamer and any other pets belonging to the Tamer get a free attack against the target (as long as they are within range to do so). The same goes for if the Tamer lands a hit. They cannot chain an attack off of a free attack caused by this ability.

**Empower Pets (Level 8) [4MP x 2]**

Tamers can send magic from themselves into their pets to buff their stats. At 4MP per target pet the Tamer gives each pet +4 to their damage, and +2 to dodge.

**The Pack Leader (Level 9) [6MP]**

Tamers can lead their pack into battle with a heroic almost magical roar of an alpha. If they do so their pets each get +1D of damage until the Tamer disengages from combat or 1D4 rounds have passed.

**Beast Form (Level 10) [3MP]**

Tamers at this level can take on a beast form. They may choose this beast form from any animal in the bestiary. They will have to make an equivalent level sheet for this beast form using its base stats without a class at the same level as the Tamer in their original form. It costs 3MP per round to remain in this form, and takes a full round to change between forms.