

## Battering Ram

Skill

Rush forward in a straight line, to a designated point, hitting all enemies in your path and setting Knockdown.

- ✂ **1d8** Weapon damage
- Requires a physical weapon
- ⚡ Set **Knocked Down** for 1 turn
- Target cannot move or dodge.
- 🎯 Range 30 ft. (6 spaces)
- All non-allied targets in a straight line up to a designated point
- 🕒 Cooldown 3 turns

✂ Berserker

●● AP

## Battle Stomp

Skill

Smash your weapon into the ground, knocking down non-allied characters in front of you, and hitting them. Also clears non-cursed surfaces and clouds.

- ✂ **1d6** Weapon damage
- Requires a physical weapon
- ⚡ Set **Knocked Down** for 1 turn
- Target cannot move or dodge.
- 🎯 Range 25 ft. (5 spaces)
- All non-allied targets in a straight line
- 🕒 Cooldown 3 turns

✂ Berserker

●● AP

## Crippling Blow

Skill

Cripple the target with a sweeping blow.

- ✂ **1d12** Weapon damage
- Requires a physical weapon
- ⚡ Set **Crippled** for 1 turn
- Target cannot move and loses 1 AP each turn.
- 🎯 Range 10 ft. (2 spaces)
- Single target in range
- 🕒 Cooldown 2 turns

✂ Berserker

●● AP

## Onslaught

Skill

Attack 4 times with astonishing speed, each hit dealing weapon damage.

- ✂ **4d8** Weapon damage
- Requires a physical weapon
- 🎯 Range 5 ft. (1 space)
- Single target in range
- 🕒 Cooldown 4 turns

✂ Berserker

●●●● AP

## Backslash

Skill

Jump over the enemy, landing behind their back and backstabbing them.

- ✂ **1d12** Piercing damage
- Requires a dagger
- ⚡ Set **Bleeding** for 2 turns
- Target takes **1d4** Piercing damage at the start of each turn. Physical attacks against this target are granted an additional **1d4**.
- 🎯 Range 15 ft. (3 spaces)
- Teleport to a free space behind a target in range
- 🕒 Cooldown 2 turns

🗡 Trickster

● AP

## Shadowstep

Skill

Jump in the shadows without breaking stealth.

- ⚡ Does not break **Stealth** or **Invisibility**
- 🎯 Range 25 ft. (5 spaces)
- Teleport to a free space in range
- 🕒 Cooldown 3 turns

🗡 Trickster

● AP

## Adrenaline

Skill

Gain 2 AP immediately, but lose 2 AP next turn. Any AP over your maximum are lost.

- ⚡ Does not break **Stealth** or **Invisibility**
- 🎯 Targets yourself
- 🕒 Cooldown 4 turns

🗡 Trickster

No cost

## Blade Dance

Skill

Whirl into a barrage of 5 stabs, each dealing damage.

- ✂ **5d8** Piercing damage
- Requires a dagger
- 🎯 Range 5 ft. (1 space)
- All targets in range
- 🕒 Cooldown 5 turns

🗡 Trickster

●●●● AP

## Inspire

Skill

Infuse a target with the spirit of fire, granting **Hasted**.

- ⚡ Set **Hasted** for 3 turns
- Target gains an additional 5 ft. (1 space) to their movement and +1 AP each turn
- ⚡ Clears **Slowed** and **Crippled**
- 🎯 Range 30 ft. (6 spaces)
- Single target in range
- 🕒 Cooldown 5 turns

👤 Shaman

● AP

## Aria of Madness

Skill

Sing, causing enemies around you to become **Mad**.

- ✦ Set **Mad** for 1 turn
- Target attacks those nearest to them, regardless of alignment.
- 🎯 Range 15 ft. (3 spaces)
- All non-allied targets in range
- ⌚ Cooldown 5 turns



🎵 Shaman

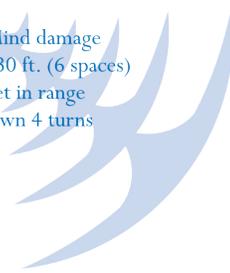
●● AP

## Lacerating Symphony

Skill

Whisper a daunting melody only a target can hear, flooding their mind with searing pain.

- ✦ 1d12 Mind damage
- 🎯 Range 30 ft. (6 spaces)
- Single target in range
- ⌚ Cooldown 4 turns



🎵 Shaman

●●● AP

## Danse Macabre

Skill

Summon spirits of beyond to twirl & swirl around a target, binding them to a relentless funeral dance that deals damage each turn and prevents them from taking any action.

- ✦ 1d20 Mind damage
- ✦ Set **Danse Macabre** for 2 turns
- Target takes 1d12 Mind damage at the start of each turn.
- 🎯 Range 30 ft. (6 spaces)
- Single target in range
- ⌚ Cooldown 7 turns



🎵 Shaman

●●●● AP

## Handwraps

Weapon · Physical

Woven from ash-silk and bound with threads of silver, these handwraps carry the quiet weight of disciplined violence.

- ✦ 1d6 Blunt damage
- 🎯 Range 5 ft. (1 space)
- Single target in range
- ⌚ No cooldown



Two-handed

● AP

## Dual Daggers

Weapon · Physical

Short and shadowy, these daggers are capable of piercing to the very heart of an argument. Twice.

- ✦ 2d12 Piercing damage
- 🎯 Range 5 ft. (1 space)
- Single target in range
- ⌚ No cooldown



Two-handed

●●● AP

## Rapier

Weapon · Physical

Angelic light reflects the etchings on the hilt of this hand-wrought sword.

- ✦ 1d8 Piercing damage
- 🎯 Range 5 ft. (1 space)
- Single target in range
- ⌚ No cooldown



One-handed

●● AP

## Karna

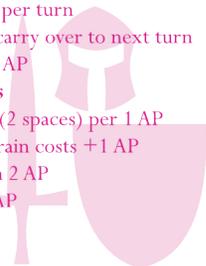
Character

### ✦ Combat

Start with 5 Action Points (AP)  
Gain +4 AP per turn  
Unused AP carry over to next turn  
Maximum 6 AP

### 🎯 Actions

Move 10 ft. (2 spaces) per 1 AP  
Difficult terrain costs +1 AP  
Enter stealth 2 AP  
Use item 1 AP



## Velkan

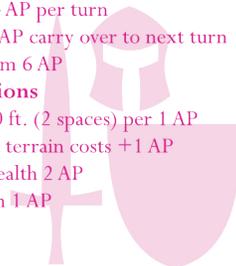
Character

### ✦ Combat

Start with 4 Action Points (AP)  
Gain +4 AP per turn  
Unused AP carry over to next turn  
Maximum 6 AP

### 🎯 Actions

Move 10 ft. (2 spaces) per 1 AP  
Difficult terrain costs +1 AP  
Enter stealth 2 AP  
Use item 1 AP



## Earstripe

Character

### ✦ Combat

Start with 4 Action Points (AP)  
Gain +4 AP per turn  
Unused AP carry over to next turn  
Maximum 7 AP

### 🎯 Actions

Move 10 ft. (2 spaces) per 1 AP  
Difficult terrain costs +1 AP  
Enter stealth 1 AP  
Use item 1 AP

