

Melee Abilities

Class	Name of ability	Description	Ability Bonus	Arcana Cost	Ability gain	Weakened cost	Condition
Thief	Lockpicking	Open normal locks and chests	Sleight of hands	0	4D10	1	not in battle
Thief	Sneaking	Extra quiet when sneaking	Stealth	0	3D10	2	not in battle
Thief	Awereness	You are granted third eye	Third Eye	0	4D10	4	not in battle
Thief	Vanish	You vanish into thin air	Stealth	0	4D10	4	
Thief	Footloose	You move fast as lightning	Dexterity	0	3D10	5	
Thief	Fixed Mind	You decieve sdoneone	Deception	0	4D10	2	
Warrior	Last Stand	Take focus from enemy	Armor	0	2D10	2	
Warrior	Hero	Hero of the people	Worthiness	0	Worthiness	0	Passive
Warrior	Me First	Ignore turns of initiative	Initiative	0	1 initiative	3	1 round
Warrior	Ultimate Sacrifice	You get full of adrenaline	Strenght	0	2D10	3	you take 2 dmg
Warrior	Paladins Sacrifice	Ignore Pain	Strenght	0	4D10	3	you faint after
Warrior	Crusader	Use armor	Armor	0	2D10	3	1 round
Warrior	Give in	Massive Adrenaline	Strenght	0	4D10	4	you loose control
Hunter	Steady Shot	Your arrow hits exactly where you aim	Dexterity	0	3D10	2	
Hunter	Tame a Beast	You tame a normal non magical beast	Animal Handling	0	5D10	5	not in battle
Hunter	Unveil Path	You notice tracks no one else notice	Survival	0	4D10	3	
Hunter	Set Trap	You build natural made traps	Nature	0	2D10	2	not in battle
Hunter	Shadow Meld	You melt into the shadows	Stealth	0	3D10	2	not in battle
Hunter	Spider Senses	you take extra notice of your surrounding	Perception	0	2D10	3	
Hunter	Rain of Death	Shoot multiple arrows at target(s)	Dexterity	0	4D10	3	
Outcast	Shadow Step	Blend into shadows, move silently	Stealth	0	2D10	3	not in battle
Outcast	Wilderness Survival	Proficiency in tracking & navigation	Survival	0	2D10	2	not in battle
Outcast	Street Smarts	Read People and intentions	Insight	0	2D10	2	not in battle
Outcast	Unseen ally	Communication with small creatures	Animal Handling	0	2D10	2	not in battle
Outcast	Improv. Weaponry	Use anything your weapon, no disavantz	Unarmed	0	3D10	3	
Outcast	Resilient Spirit	Resist mental and emotional manipulat	Endurance	0	2D10	3	
Outcast	Counterculture	Familiarity with forbidden knowledge	History	0	2D10	2	

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