

# Base Skill List

The base skill list is available to any player. Their chosen god or class does not affect this.

## Sword Slash

Attack

You make a focused attack with your sword that causes a normal sword attack + 1d6 additional damage.

Learn	Requirements	Dice	Cost
1 Point	Sword	1d6	2

## Martial Arts

Attack

Roll a die with **Dexterity modifier** based on your **Constitution level** to determine the damage. A result of 1 or below fails and inflicts flat 1d4 damage on the user.

Level:	5-7	8-10	11-12	13-14	15
Die:	d4	d6	d8	d10	d12

Learn	Requirements	Cost
2 Points	Constitution 5	0

## Shield Bash

Action

You perform a strong thrust with a shield that can push targets or objects into a chosen direction. Once an encounter, when used against a living target, roll 1d4. If the result is at least 4, the target is now stunned for 3 turns.

Learn	Dice	Cost
1 Point	1d4	1

## Inspiring Speech

Action

Twice per day, you can inspire one of your allies with a charismatic speech or performance, that increases one attribute's modifier for 2 turns by 1d6 points.

Learn	Dice	Cost
1 Point	1d6	4

## Herbal Expertise

Action

You are proficient in the use of natural ingredients. Herbs, mushrooms, plants and flowers. When trying to craft a consumable of a low grade that contains natural ingredients, roll 1d4 to determine its new quality level.

Learn	Dice	Cost
2 Points	1d4	2

## Rain of Arrows

Attack

You shoot multiple arrows into the air that rain down on up to 3 targets of your choice. You inflict 2d4 damage with **Dexterity modifier** applied divided by the amount of targets to all of them.

Learn	Requirements	Dice	Cost
1 Point	Bow/Gun/Rifle	2d4	2

## Charged Shot

Attack

You make a charged and focused attack with a weapon that shoots projectiles. Inflict 1d10 damage with **Dexterity modifier** applied *additionally* to the weapon's / projectile's attack damage.

Learn	Requirements	Dice	Cost
2 Points	Bow/Gun/Rifle	1d10	5

## Provoke

Action

You release a strong aura that provokes enemies. After use, 1d4 nearby enemies are now focused on you for at least 2 turns. For heroic enemies, the result has to be at least 4 for one to get attracted.

Learn	Dice	Cost
2 Points	1d4	5

## Intimidation

Action

Once per social interaction, you can try to intimidate the target in a way described by you. Roll an **Intelligence Check** against 10 + the target's **Perception** score. If you fail, the target feels distrust towards you.

Learn	Dice	Cost
2 Points	1d20	0

## Adrenaline Rush

Action

Once per session, in an encounter, if you are supposed to receive deadly damage, you only take half damage for 1d4 turns. All your attacks that hit, make the target bleed for 2 turns (1d4 damage each turn).

Learn	Dice	Cost
4 Points	1d4	0

## Magic Projectile

Attack Spell

A spell that shoots a projectile of magical energy at a target. Upon hit, the projectile inflicts 1d8 damage with **Magic modifier** applied.

Learn	Dice	Cost
1 Point	1d8	2

## Dream Catcher

Attack Spell

A spell that casts a dark web of energy on a sleeping creature that inflicts 2d8 damage and restores half of it on the caster. The target wakes up immediately.

Learn	Dice	Cost
4 Points	2d8	5

## Healing Touch

Spell

Restores Life Points on a target in melee range or one self by 1d4 with **Magic modifier** applied.

Learn	Dice	Cost
1 Point	1d4	2

## Purification

Spell

If you succeed a **Magic Check** against 10 + the target's **Constitution** score, all of their negative low level conditions are healed.

Learn	Dice	Cost
1 Point	1d20	2

## Arcane Shield

Spell

You can sacrifice as much of your available Endurance as you want to create a shield that absorbs physical damage on the target (Yourself or another entity) that lasts 4 turns or until damage inflicted to the shield depletes it.

Learn	Cost
3 Points	x

## Astral Companion

Spell

Once per session, you can summon a companion with half your Life Points. You can control your companion, but it can only see what you can see. It can only exist closely from your position. The companion can't use any skills, but can participate in basic combat. When rolling checks or actions for your companion, divide the result by 2.

Learn	Cost
2 Points	10

## Stealth Hit

Passive

Everytime you attack a target from the back, or if it is in close combat range of at least one of your allies or you surprise attack it before an encounter, your attack hits with full damage if not blocked completely.

Learn	Requirements	Cost
3 Points	Dagger / Knife	0

## Snipe Shot

Passive

Everytime you attack a target from behind or out of sight with a single target ranged attack that uses projectiles, your attack hits with full damage.

Learn	Requirements	Cost
3 Points	Bow/Gun/Rifle	0

## Feline Eyes

Passive

You are able to see silhouettes and rough shapes in the dark, even in a pitch black room. Your eyes have a permanent cat eye appearance to others and appear to glow in the dark.

Learn	Cost
2 Points	0