

DUNGEONS THE DRAGONING 40,000

7th Edition

homebrew
Tome of Occupations

Classes & Feats

Class Tracks	3
Base Classes	8
Helmsman	9
Adventurer	10
Baller	11
Blackguard	12
Danmaku Duelist	13
Deathknight	14
Dragoon	15
Duelist	16
Fury	17
High Flyer	18

Maid	19
Monster Hunter	20
Pathfinder	21
Pirate	22
Psycho	23
Rassler	24
Remodeler	25
Rigger	26
Sohei	27
Summoner	28
Warlock	29
Feats	30



Adventurer

Field Archaeologist



Lost Seeker



Dungeon Creeper



Tomb Raider



Raider of the Lost McGuffin

Blackguard

Cavalier



Bellator



Blackguard



Bellator Apex



Crimson Rider

Baller

Slammer



Jammer



Dunkaroo



Baller



Ball Star

Danmaku Duelist

Spellslinger



Magidancer



Arcane Artist



Hexsculpter



Bullet Pattern God



Deathknight

Harbinger



Reaper



Deathknight



Deathlord



Pale Rider

High Flyer

Acrobat



Adrenaline Junkie



Stuntman



Speed Demon



Dare Devil

Dragoon

Powder Monkey



Musketeer



Dragoon



Dragoon Ace



Alabast Rider

Duelist

Nobleman



Dilettante



Duelist



Knight-Commander



Duke-Commander



Maid

Scullery Maid
▼
Apprentice Maid
▼
Housemaid
▼
Head Maid
▼
Perfect Maid

Pathfinder

Shazbot
▼
Llama
▼
Rabbit
▼
Eagle
▼
Pathfinder

Monster Hunter

Rookie
▼
Tracker
▼
Pro Hunter
▼
Ace Hunter
▼
Apex Hunter

Pirate

Swabbie
▼
RapsCALLION
▼
Corsair
▼
Dread Pirate
▼
Scourge o' the Stars

Fury

Herald
▼
Apostle
▼
Fury
▼
Divine Fury
▼
Ebon Rider

Psycho

Maniac
▼
Lunatic
▼
Psycho
▼
Burning Psycho
▼
Badass Psycho

Rassler
Grabber
▼
Slammer
▼
Grappler
▼
Rassler
▼
Rasslord

Remodeler
Homeowner
▼
DIY Remodeler
▼
Remodeler
▼
Pro Remodeler
▼
Extreme Remodeler

Rigger
Mechanic
▼
Machinist
▼
Rigger
▼
Roboticist
▼
Master Draftsman



Sohei
Brute
▼
Atavist
▼
Sohei
▼
Asura
▼
Asurendra

Summoner

Medium



Caller



Convoker



Summoner



High Summoner

Warlock

Dark Disciple



Warp Advocate



Dark Eradicator



Warp Consolidator



Dark Lord

Base Classes

Class	Characteristics	Skills	Feats	Class Completion Bonus
Hacker	Intelligence, Wisdom, Fellowship	Tech-Use, Drive, Common Lore, Academic Lore, Larceny, Deceive	Gain Access Eidetic Memory Paranoia Unremarkable Upgraded (Uncommon) Peer (Hacker Organization) *Skill Focus (Any)	+1 to noncombat Opposed Tests
Punk	Strength, Willpower, Charisma	Acrobatics, Athletics, Brawl, Intimidation, Performer, Drive	Headstrong Discipline Unarmed Warrior Hardy Luck	+1 Resource Point
Noble	Charisma, Wisdom, Composure	Command, Politics, Scrutiny, Charm	Decadence Peer (Subjects) Skill Focus (Command) Redshirt Shield *Peer (Any)	Gain the feat "Courtier's Privilege"
Huntsman	Dexterity, Wisdom, Strength	Animal Ken, Common Lore, Perception, Weaponry, Athletics, Ballistics, Stealth	Expert Tracker Heightened Senses (Any) Hatred (Any) Peer (Hunter Organization) Weapon Proficiency (Basic) *Armor Proficiency (Light) *Skill Focus (Any)	+1 to all attack tests against non-sentient enemies
Sailor	Strength, Wisdom, Constitution	Tech-Use, Crafts, Arcana, Common Lore, Ballistics, Persuasion, Pilot	Ship Feat (Miracle Worker/Detailed Analysis/Acceptable Losses/Worf Barrage) Jack of All Trades Peer (Ship Crew) Skill Focus (Any)	+1 to all Maneuver Actions

Helmsman

Characteristics:	Dexterity, Intelligence, Wisdom
Skills:	Ballistics, Crafts, Command, Drive, Pilot, Perception, Tech-Use
Level Completion:	+1 to Crew Quality for Maneuver Actions for any ship on which you serve as Tactical Officer.

Level	Title	Prerequisites	Class Feats
2	Flight Controller	Pilot 2 OR Drive 2, Perception 1	Smooth Flying Shake and Bake Cat and Mouse Skill Focus (Pilot) OR Skill Focus (Drive) *Heightened Senses
3	Helmsman	Pilot 4 OR Drive 4, Perception 3	Leaf on the Wind Fly Apart Reverse Thrusters Combat Sense *Skill Focus (Drive) *Skill Focus (Pilot)



Adventurer

Characteristics:	Intelligence, Fellowship, Dexterity
Skills:	Academic Lore, Common Lore, Arcana, Forbidden Lore, Perception, Tech-Use, Athletics, Weaponry, Ballistics, Disguise, Scrutiny
Level Completion:	+1 Static Defense against Traps

Level	Title	Prerequisites	Class Feats
1	Field Archaeologist	Academic Lore 3, Forbidden Lore 3	Decipher Glyphs Eidetic Memory Walking Library *Speak Language (Any) *Skill Focus (Any Lore)
2	Lost Seeker	Academic Lore 3, Forbidden Lore 4, Decipher Glyphs	Catfall Professional Riddle-Breaker Protocol *Fleet of Foot *Speak Language (Any) *Skill Focus (Any Lore)
3	Dungeon Creeper	Academic Lore 4, Forbidden Lore 4, Professional Riddle-Breaker	Following the Hunch Trusty Sidearm Weapon Proficiency (Basic) *Skill Focus (Any Mental) *Speak Language (Any)
4	Tomb Raider	Academic Lore 5, Forbidden Lore 4, Following the Hunch	Blind Fighting Danger Sense Keep Running! Mental Map *Skill Focus (Any Mental) *Speak Language (Any)
5	Raider of the Lost McGuffin	Academic Lore 5, Forbidden Lore 5, Mental Map	A Bad Feeling About This Superior Archaeological Awareness *Skill Focus (Any Mental) *Speak Language (Any) *Weapon Focus (Same as Trusty Sidearm)

Baller

Characteristics:	Dexterity, Strength, Intelligence
Skills:	Athletics, Weaponry, Acrobatics, Brawl, Ballistics, Performer, Common Lore
Magic Schools:	Illusion
Gun Kata	Clay Pigeon Daemon Trigger
Level Completion:	May use Verboten Jam an additional time per session.

Level	Title	Prerequisites	Class Feats
1	Slammer	Athletics 2, Weaponry 1	Rebound Weapon Proficiency (Throwing) Leather Lay Lines Implement Focus Verboten Jam *Tested
2	Jammer	Athletics 3, Weaponry 2, Rebound	Jammer's Delight Armor Proficiency (Light) Step Aside *Weapon Proficiency (Ordinary) *Speak Language (B-ball vernacular) * Verboten Jam
3	Dunkaroo	Athletics 3, Weaponry 2, Performance 2, Jammer's Delight	Verboten Jam Pass Back Fleet of Foot Globetrotter *Peer (Basketball Organization) *Accessorize *Lost Papers
4	Baller	Athletics, 4, Weaponry 3, Performance 3, Pass Back	Improvisational Warrior Skill Focus (Athletics) Defensive Mobility *Verboten Jam *Armor Proficiency (Medium) *Minor Magic
5	Ball Star	Athletics 5, Weaponry 4, Performance 3, Pass Back, Skill Focus (Athletics)	Feather Step Blind Fighting Matrixtrotter Verboten Jam *Armor Specialization (Light)

Blackguard

Characteristics:	Strength, Willpower, Charisma
Skills:	Crafts, Common Lore, Athletics, Ballistics, Brawl, Drive, Weaponry, Intimidation, Perception, Command, Scrutiny
Sword Schools:	Infernal Monster Twisted Metal White Raven
Level Completion:	Vehicles you drive roll at -1 on their critical table when taking damage.

Level	Title	Prerequisites	Class Feats
1	Cavalier	Weaponry 3, Drive 2	Armor Proficiency (Light) Frenzy Peer (Military) Power Attack Weapon Proficiency (Any) *Armor Proficiency (Medium) *Hardy
2	Bellator	Weaponry 3, Drive 3, Frenzy, Peer (Military)	Armor Proficiency (Medium) Combat Master Divine Bond Jaded Weapon Proficiency (Any) *Armor Proficiency (Heavy) *Sound Constitution
3	Blackguard	Weaponry 4, Drive 3, Combat Master, Divine Bond	Armor Proficiency (Heavy) Cleave Crushing Blow Mounted Charger Swift Attack *Armor Proficiency (Extreme) *Weapon Proficiency (Any)
4	Bellator Apex	Weaponry 4, Drive 4, Mounted Charger	Armor Proficiency (Extreme) Fearless Iron Jaw Wall of Steel Warp Driver *Battle Rage *Weapon Proficiency (Any)
5	Crimson Rider	Weaponry 5, Drive 5, Warp Driver	Blademaster Counter Attack Supreme Cleave Lightning Attack True Grit *Sound Constitution *Weapon Proficiency (Any)

Danmaku Duelist

Characteristics:	Dexterity, Intelligence, Wisdom
Skills:	Arcana, Acrobatics, Ballistics, Charm, Crafts, Perception, Performer, Intimidation, Scrutiny
Gun Kata:	Crisis Zone Immortal Smoke Lunatic Princess
Level Completion:	+1 to Dodge Tests

Level	Title	Prerequisites	Class Feats
1	Spellslinger	Acrobatics 2, Ballistics 2	Warning Shot Fleet of Foot Implement Focus Gun Blessing *Weapon Proficiency (Basic) *Skill Focus (Arcana OR Acrobatics OR Ballistics)
2	Magidancer	Acrobatics 2, Ballistics 3, Warning Shot	Spellcard Crafter Double Tap Evasion Crack Shot *Weapon Proficiency (Ranged 1) *Skill Focus (Crafts)
3	Arcane Artist	Acrobatics 3, Ballistics 3, Spellcard Crafter, Gun Blessing	Hip Shooting Spell Card Expert Deadeye Shot *Weapon Proficiency (Ranged 2) *Lead Fingers
4	Hexsculpter	Acrobatics 4, Ballistics 4, Spell Card Crafter, Spell Card Expert	Daredevil Dodger Rock and Roll Hard Target Combat Insight *Meditation *Pinball Wizard
5	Bullet Pattern God	Acrobatics 5, Ballistics 5, Spell Card Expert, Daredevil Dodger	Bullet Pattern Architect Fan the Hammer Step Aside

Deathknight

Characteristics:	Dexterity, Willpower, Composure
Skills:	Acrobatics, Arcana, Athletics, Brawl, Command, Drive, Forbidden Lore, Intimidation, Perception, Politics, Scrutiny, Tech-Use, Weaponry
Sword Schools:	Aphonic Wind Dark Messiah
Magic Schools:	Abjuration Necromancy
Level Completion:	Vehicles you drive gain +1 Maneuverability.

Level	Title	Prerequisites	Class Feats
1	Harbinger	Composure 3, Forbidden Lore 3, Drive 1	Armor Proficiency (Light) Danger Sense Hardy Jaded Weapon Proficiency (Any) *Chem Geld *Tested
2	Reaper	Composure 3, Forbidden Lore 4, Drive 2, Dark Messiah or Necromancy at 1	Armor Proficiency (Medium) Decadence Divine Bond Evasion Iron Tower *Tested
3	Deathknight	Composure 4, Forbidden Lore 4, Drive 3, Dark Messiah or Necromancy at 2, Decadence, Divine Bond	Armor of Contempt Armor Proficiency (Heavy) Mounted Charger Strong Minded Two Weapon Fighting *Tested
4	Deathlord	Composure 4, Forbidden Lore 4, Drive 4, Dark Messiah or Necromancy at 2, Armor of Contempt, Mounted Charger	Daggerspell Stance Fearless Hard Target Swift Attack Warp Driver *Armor Proficiency (Extreme)
5	Pale Rider	Composure 5, Forbidden Lore 5, Drive 5, Dark Messiah or Necromancy at 3, Warp Driver	Death Before Defeat Devastating Critical Mental Fortress Step Aside *Armor Proficiency (Power)

Dragoon

Characteristics:	Dexterity, Intelligence, Charisma
Skills:	Acrobatics, Athletics, Ballistics, Command, Drive, Academic Lore, Forbidden Lore, Perception
Gun Kata:	Blazing Sun Daemon Trigger
Magic Schools:	Enchantment Illusion
Level Completion:	Vehicles you drive gain +1 Static Defense

Level	Title	Prerequisites	Class Feats
1	Powder Monkey	Ballistics 2, Drive 2	Armor Proficiency (Light) Danger Sense Gun Blessing Weapon Proficiency (Basic) *Speak Language (Any) *Weapon Proficiency (Any Ranged or Thrown)
2	Musketeer	Ballistics 3, Drive 2, Danger Sense, Gun Blessing	Commanding Note Divine Bond Evasion Lead Fingers Weapon Proficiency (Ranged 2) *Speak Language (Any) *Weapon Proficiency (Any)
3	Dragoon	Ballistics 3, Drive 3, Commanding Note	Armor of Contempt Deadeye Shot Decadence Drive-By Gunner Weapon Proficiency (Ranged 1) *Meditation *Speak Language (Any)
4	Dragoon Ace	Ballistics 4, Drive 4, Drive-By Gunner	Crack Shot Fearless Strong Minded Warp Driver Weapon Proficiency (Thrown) *Sound Constitution *Speak Language (Any)
5	Alabast Rider	Ballistics 5, Drive 5, Crack Shot, Warp Driver	Double Tap Hip Shooting Sharpshooter Spell Bullet True Grit *Sound Constitution *Speak Language (Any)

Duelist

Characteristics:	Dexterity, Charisma, Composure
Skills:	Academic Lore, Perception, Politics, Acrobatics, Athletics, Drive, Weaponry, Charm, Command, Deceive, Intimidation, Persuasion, Scrutiny
Sword Schools:	Diamond Mind Infinite Choir Thorn Dance
Level Completion:	Deceive Tests are done with a +1 bonus.

Level	Title	Prerequisites	Class Feats
1	Nobleman	Persuasion 2, Weaponry 2	Armor Proficiency (Light) Challenge Professional Insult Fighter Quick Draw Weapon Proficiency (Melee 2) *Fast Reflexes *Skill Focus (Any)
2	Dilettante	Persuasion 2, Weaponry 3, Professional Insult Fighter	Challenge Exploit Opening Improved Feint *Evasion *Retort
3	Duelist	Persuasion 3, Weaponry 3, Exploit Opening	Challenge Deceiving Blade Expert Assist Quip Swift Attack *Furious Assault *Taunt
4	Knight-Commander	Persuasion 4, Weaponry 4, Deceiving Blade	Challenge Inspire Interruption *Coordination *Coordination
5	Duke-Commander	Persuasion 5, Weaponry 5, Inspire	Black Snark of Despair Challenge Lightning Attack Wall of Steel OR Step Aside *Air of Authority *Just as Planned

Fury

Characteristics:	Wisdom, Willpower, Charisma
Skills:	Acrobatics, Arcana, Athletics, Brawl, Drive, Academic Lore, Forbidden Lore, Scrutiny, Deceive, Intimidation
Sword Schools:	Eldritch Advent
Magic Schools:	Conjuration Evocation Transmutation
Level Completion:	You and vehicles you pilot gain +1 Aura.

Level	Title	Prerequisites	Class Feats
1	Herald	Arcana 2, Drive 2	Arcane Mark Armor Proficiency (Light) Spell Might Tested Weapon Proficiency (Basic) *Arcane Blade *Sound Constitution
2	Apostle	Arcana 3, Drive 3, Eldritch Advent 1	Danger Sense Divine Bond Eldritch Serpent Spell Focus Weapon Proficiency (Melee 2) *Iron Tower *Weapon Focus (Any)
3	Fury	Arcana 3, Drive 4, Divine Bond, Eldritch Serpent	Eldritch Exhaust Jaded Spell Book Spell Parry Spell Penetration *Armor Proficiency (Medium) *Weapon Specialization (Any)
4	Divine Fury	Arcana 4, Drive 4, Eldritch Exhaust	Daggerspell Stance Fearless Sword Beam Touch Spell Specialization Warp Driver *Spell Book *Wizard Tradition
5	Ebon Rider	Arcana 5, Drive 5, Daggerspell Stance, Warp Driver	Blademaster Greater Spell Penetration Mental Fortress Spell Shield Swift Attack *Armor Proficiency (Heavy) *Spell Book

High Flyer

Characteristics:	Dexterity, Fellowship, Wisdom
Skills:	Acrobatics, Ballistics, Brawl, Charm, Common Lore, Drive, Perception, Performer, Persuasion, Pilot, Weaponry
Sword Schools:	Freedom Flight Lion Heart
Gun Kata:	Clay Pigeon Daemon Trigger
Level Completion:	For every completion, you may reroll a failed Performer or Acrobatics check once per session per level.

Level	Title	Prerequisites	Class Feats
1	Acrobat	Acrobatics 2, Performer 2	Catfall Fleet of Foot Heightened Senses (Sight) Tightrope Walker *Skill Focus (Perception) *Weapon Proficiency (Basic)
2	Adrenaline Junkie	Acrobatics 3, Performer 2, Tightrope Walker	Nerves of Steel Headstrong Zen Shooting Raven's Eye *Skill Focus (Performer) *Weapon Proficiency (Any)
3	Stuntman	Acrobatics 3, Performer 3, Tightrope Walker	Defensive Mobility Eagle Eye Deadeye Shot Lights, Camera, Action Luck *Skill Focus (Ballistics) *Weapon Proficiency (Trigger)
4	Speed Demon	Acrobatics 4, Performer 4, Lights, Camera, Action	Danger Sense Bounding Beast Double Tap Swift Attack *Skill Focus (Weaponry) *Weapon Focus (Any)
5	Dare Devil	Acrobatics 5, Performer 5, Lights Camera Action	Death Before Defeat Feather Step Step Aside Stunt Double True Grit *Fearless *Skill Focus (Acrobatics)

Maid

Characteristics:	Dexterity, Fellowship, Composure
Skills:	Ballistics, Common Lore, Crafts, Perception, Acrobatics, Drive, Larceny, Animal Ken, Charm, Disguise, Deceive, Performer, Persuasion, Intimidation, Scrutiny, Weaponry
Sword Schools:	Ancient Temple Killer Doll
Magic Schools:	Abjuration Enchantment
Level Completion:	+1 Mental Defense

Level	Title	Prerequisites	Class Feats
1	Scullery Maid	Charm 2, Crafts 2	At Your Service Luck Protocol Weapon Proficiency (Any) *Speak Language *Unremarkable
2	Apprentice Maid	Charm 3, Crafts 2, At Your Service	Hidden Objects Jack of All Trades Peer (Nobility) Wholeness of Body *Improvisational Warrior *Research
3	Housemaid	Charm 3, Crafts 3, At Your Service, Jack of All Trades	Decadence Divine Grace Elegance Nick of Time *Improvisational Master *Weapon Focus (Any)
4	Head Maid	Charm 4, Crafts 4, Elegance	Accessorize Fearless Maid's Duty Well Connected *Improvisational Savant *Mental Fortress
5	Perfect Maid	Charm 5, Crafts 5, Elegance, Maid's Duty	Armor of Contempt Perfect Self Perfectly Elegant World for Two *Feather Step *Weapon Specialization (Any)

Monster Hunter

Characteristics:	Strength, Composure, Constitution
Skills:	Acrobatics, Athletics, Ballistics, Weaponry, Stealth, Animal Ken, Intimidation, Scrutiny, Common Lore, Crafts, Tech-Use
Sword Schools:	Lion Heart Stone Dragon
Gun Kata:	Silent Scope Lunatic Princess
Level Completion:	May take 1 additional level of Fatigue before passing out.

Level	Title	Prerequisites	Class Feats
1	Rookie	Perception 2, Animal Ken 2	Heightened Sense (Sight OR Hearing) Carving King Weapon Proficiency (Basic) Armor Proficiency (Light) *Peer (Hunter Association) *Sound Constitution
2	Tracker	Perception 3, Animal Ken 2	Expert Tracker Furious Assault OR Far Shot Armor Proficiency (Medium) Weapon Proficiency (Melee 3 OR Ranged 1) *Weapon Proficiency (Trigger) *Sound Constitution
3	Pro Hunter	Perception 3, Animal Ken 3, Expert Tracker	Evasion Crushing Blow OR Crach Shot Armor Proficiency (Heavy) Weapon Proficiency (Any) Wild Empathy *Good Reputation (Hunter Association) *Sound Constitution
4	Ace Hunter	Perception 4, Animal Ken 3, Carving King	Hardy Giant Slayer Lightning Attack OR Fan the Hammer Armor Proficiency (Extreme) *Weapon Proficiency (Any) *Sound Constitution
5	Apex Hunter	Perception 5, Animal Ken 4, Giant Slayer	Fearless True Grit King of Monsters Weapon Focus (Any) Armor Proficiency (Power) *Weapon Specialization (Any) *Sound Constitution

Pathfinder

Characteristics:	Wisdom, Dexterity, Constitution
Skills:	Perception, Tech-Use, Acrobatics, Athletics, Ballistics, Stealth, Weaponry, Performer
Gun Kata:	Divine Flame Gravity Ski Quaking Fortress
Level Completion:	+1 to all Acrobatics tests.

Level	Title	Prerequisites	Class Feats
1	Shazbot	Acrobatics 2, Ballistics 2	Armor Proficiency (Light) Catfall Heightened Senses (Sight) Fleet of Foot Hip Shooting Weapon Proficiency (Ranged 1) *Danger Sense *Skill Focus (Acrobatics OR Athletics OR Ballistics)
2	Llama	Acrobatics 3, Ballistics 2, Fleet of Foot	Defensive Mobility Eagle Eye Far Shot Hard Target Lead Fingers Weapon Focus (Any Launcher) *Skill Focus (Acrobatics OR Athletics OR Ballistics) *Weapon Focus (Any Launcher)
3	Rabbit	Acrobatics 4, Ballistics 3, Gravity Ski 1, Hard Target	Armor Specialization (Light) Crack Shot Evasion Fast Headstrong *Skill Focus (Acrobatics OR Athletics OR Ballistics) Weapon Specialization (Any Launcher) *Skill Focus (Acrobatics OR Athletics OR Ballistics) *Weapon Specialization (Any Launcher)
4	Eagle	Acrobatics 4, Ballistics 4, Gravity Ski 2, Evasion	Fast Reflexes Paranoia Improved Weapon Focus (Any Launcher) *Improved Weapon Focus (Any Launcher) Quick Draw Step Aside *Skill Focus (Acrobatics OR Athletics OR Ballistics)
5	Pathfinder	Acrobatics 5, Ballistics 5, Gravity Ski 3, Step Aside	Feather Step Keep Running! Raven's Eye Improved Weapon Specialization (Any Launcher) Strip the Flesh *Improved Weapon Specialization (Any Launcher) *Skill Focus (Acrobatics OR Athletics OR Ballistics)

Pirate

Characteristics:	Dexterity, Intelligence, Charisma
Skills:	Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Scrutiny, Charm, Deceive, Pilot, Disguise, Tech-Use, Intimidation, Brawl
Gun Kata:	Clay Pigeon Point Blank
Level Completion:	+1 to Fame, to a maximum of 5.

Level	Title	Prerequisites	Class Feats
1	Swabbie	Larceny 2, Pilot 2	Blind Fighting Danger Sense Fast Reflexes Weapon Proficiency (Basic) *Weapon Proficiency (Melee 2) *Weapon Proficiency (Ranged 1)
2	Rapscallion	Larceny 2, Pilot 3, Danger Sense	Armor Proficiency (Light) Catfall Evasion Skill Focus (Any) Sneak Attack *Skill Focus (Any)
3	Corsair	Larceny 3, Pilot 3, Evasion	Fleet of Foot High-Risk Trading Luck Quick Draw Skill Focus (Any) Weapon Focus (any Ranged) *Skill Focus (Any)
4	Dread Pirate	Larceny 4, Pilot 4, Sneak Attack	Hard Target Hip Shooting Improved Sneak Attack Jaded Mark of Infamy Skill Focus (Any) *Skill Focus (Any)
5	Scourge o' the Stars	Larceny 5, Pilot 5, Improved Sneak Attack, Mark of Infamy	Combat Master Devastating Critical Fearless Skill Focus (Any) Step Aside *Skill Focus (Any)

Psycho

Characteristics:	Strength, Constitution, Dexterity
Skills:	Acrobatics, Athletics, Ballistics, Brawl, Drive, Intimidation, Perception, Weaponry
Sword Schools:	Killer Doll Tiger Claw
Gun Kata:	Point Blank Burning Love
Level Completion:	+10 Insanity; after level 3, the character is no longer removed from play at 100 Insanity

Level	Title	Prerequisites	Class Feats
1	Maniac	Weaponry 2, Athletics 1; one or more Minor derangements OR 10 Insanity	Danger Sense Feed the Meat Frenzy Sound Constitution Sound Constitution Weapon Proficiency (Any) *Weapon Proficiency (Any)
			Hurl Weapon Jaded Quick Draw Light Sleeper Strip the Flesh Weapon Focus (Any) *Sound Constitution *Weapon Proficiency (Any)
2	Lunatic	Weaponry 3, Athletics 2, Frenzy; 1-2 Minor derangements OR 20 Insanity	Crushing Blow Fire Fiend Furious Assault Salt the Wound Sound Constitution Swift Attack *Sound Constitution *Weapon Proficiency (Any)
			Burn, Baby, Burn Cleave Fearless Fuel the Fire Hellfire Halitosis Numbed Nerves *Sound Constitution *Weapon Proficiency (Any) *Weapon Focus (Any)
3	Psycho	Weaponry 4, Athletics 3, Salt the Wound, Frenzy; one or more Severe derangements OR 30 Insanity	Battle Rage Lightning Attack Silence the Voices Sound Constitution True Grit *Sound Constitution *Weapon Proficiency (Any)
			Weaponry 5, Athletics 4, Fire Fiend, Frenzy; any combination of 1-2 Minor and 1-2 Severe derangements OR 40 Insanity
4	Hellborn Psycho	Weaponry 5, Athletics 5, Numbed Nerves, Frenzy; one or more Acute derangements OR 50 Insanity	
5	Badass Psycho		

Rassler

Characteristics:	Strength, Dexterity, Charisma
Skills:	Crafts, Athletics, Brawl, Drive, Acrobatics, Weaponry, Intimidation, Perception, Command, Performer
Sword Schools:	Raging Locomotive Show Stopper
Level Completion:	+1 to all tests while grappling.

Level	Title	Prerequisites	Class Feats
1	Grabber	Brawl 2, Intimidation 1 OR Performer 1	Bear Hug Hardy Peer (Entertainment) Skill Focus (Intimidation) OR Skill Focus (Performer) Weapon Focus (Improvised) Weapon Proficiency (Improvised) *Sound Constitution *Weapon Proficiency (Basic)
2	Slammer	Brawl 3, Intimidation 2 OR Performer 2, Bear Hug	Decadence Improvisational Warrior Jaded Powerful Charge Sound Constitution World-Breaker Grip *Sound Constitution
3	Grappler	Brawl 4, Intimidation 3 OR Performer 3, Improvisational Warrior, World-Breaker Grip	Crushing Bear Good Reputation (Entertainment) Improvisational Master Nerves of Steel Screaming Meat-Shield Weapon Specialization (Improvised) *Sound Constitution
4	Rassler	Brawl 5, Intimidation 4 OR Performer 4, Crushing Bear, Screaming Meat-Shield	Armor to Coffin Improvisational Savant Iron Jaw Living Plowshare Rampage Sound Constitution *Sound Constitution
5	Rasslord	Brawl 5, Intimidation 5 OR Performer 5, Armor to Coffin, Living Plowshare Rampage	Air of Authority Combat Master Devastating Critical Hero-Sundering Hands True Grit *Sound Constitution

Remodeler

Characteristics:	Wisdom, Strength, Constitution
Skills:	Athletics, Brawl, Common Lore, Crafts, Drive, Perception, Scrutiny, Tech-Use, Weaponry
Sword Schools:	Broken Home Stone Dragon
Magic Schools	Transmutation
Level Completion:	+1 to all building, repairing, and remodeling tests.

Level	Title	Prerequisites	Class Feats
1	Homeowner	Crafts 1, Holdings 1	Foresight Home Remodel Jack of all Trades Improvisational Warrior Skill Focus (Crafts) *Armor Proficiency (Light) *Weapon Proficiency (Basic)
2	DIY Remodeler	Crafts 2, Holdings 2, Skill Focus (Crafts)	Personally Involved Home Remodel Things to Consider Hammerspace *Skill Focus (Crafts) *Sound Constitution
3	Remodeler	Crafts 3, Holdings 3, Things to Consider	Craftsman Home Remodel Structural Engineering Safety Hazard *Protocol *Skill Focus (Crafts) *Sound Constitution
4	Pro Remodeler	Crafts 4, Holdings 4, Craftsman	Home Remodel Hasty Job Time is Money Dirty Hands Improvisational Master *Tested *Skill Focus (Crafts) *Upgraded (Common)
5	Extreme Remodeler	Crafts 5, Holdings 5, Time is Money	Rapid Prototyping Forgeless Forging Home Remodel Specialized Tools *Weapon Proficiency (Any) *Armor Proficiency (Any)

Rigger

Characteristics:	Intelligence, Wisdom, Dexterity
Skills:	Academic Lore, Common Lore, Crafts, Perception, Tech-Use, Athletics, Drive, Pilot
Sword Schools:	Twisted Metal
Gun Kata	Blazing Sun
Level Completion:	+1 to all Tech-Use tests

Level	Title	Prerequisites	Class Feats
1	Mechanic	Tech-Use 2, Drive 2	Common Sense DIY Eidetic Memory Foresight Handyman Skill Focus (Tech-Use)
2	Machinist	Tech-Use 3, Drive 2, DIY	Handyman Jack of All Trades Joystick Jockey Maker Skill Focus (Tech Use) *Upgraded (Uncommon) *Weapon Proficiency (Vehicle)
3	Rigger	Tech-Use 4, Drive 3, Maker	Cogitator-Aided Design Fine Tuning Handyman Jerry Rig Rapid Prototyping Skill Focus (Tech-Use) *Combat Insight *Combat Sense
4	Roboticist	Tech-Use 4, Drive 4, Cogitator-Aided Design	Bodge Together Datajack Dronemaster Extremely Rapid Prototyping Handyman Mental Map Skill Focus (Tech Use) *Upgraded (Rare)
5	Master Draftsman	Tech-Use 5, Drive 5, Datajack Dronemaster	Extremely Rapid Prototyping Handyman Mentat Machining Miracle Worker Skill Focus (Tech-Use) Very Fine Tuning

Sohei

Characteristics:	Strength, Charisma, Willpower
Skills:	Acrobatics, Athletics, Intimidation, Brawl, Perception, Scrutiny, Common Lore, Weaponry
Sword Schools:	Infernal Monster Raging Locomotive Tiger Claw
Level Completion:	+1 Speed

Level	Title	Prerequisites	Class Feats
1	Brute	Brawl 2, Athletics 1, Intimidation 1	Frenzy Danger Sense Hatred (Any) Power Attack Unarmed Warrior *Sound Constitution *Weapon Proficiency (Any)
2	Atavist	Brawl 2, Athletics 2, Intimidation 2, Frenzy, Hatred (Any)	Bear Hug Bounding Beast Hardy Jaded Ki Strike *Sound Constitution *Weapon Proficiency (Any)
3	Sohei	Brawl 3, Athletics 3, Intimidation 3, Frenzy, Ki Strike	Battle Meditation Fiery Fist Furious Assault Nerves of Steel Wholeness of Body *Short Fuse *Weapon Proficiency (Any)
4	Asura	Brawl 4, Athletics 4, Intimidation 4, Battle Meditation	Battle Rage Fearless Iron Jaw Reforging Pain Unarmed Master *Greater Frenzy *Weapon Proficiency (Any)
5	Asurendra	Brawl 5, Athletics 5, Intimidation 5, Reforging Pain	Armor of Contempt Counter Attack Empowering Agony True Grit Wall of Steel *Reflexive Fury *Swift Attack

Summoner

Characteristics:	Intelligence, Fellowship, Willpower
Skills:	Arcana, Academic Lore, Animal Ken, Command, Common Lore, Forbidden Lore, Persuasion
Magic Schools:	Abjuration Conjuration Necromancy
Level Completion:	+1 to all Tests against Warp entities

Level	Title	Prerequisites	Class Feats
1	Medium	Forbidden Lore 2, Arcana 3	Obtain Familiar Implement Focus Foresight Servant Scout *Tested
2	Caller	Forbidden Lore 3, Arcana 3, Conjuration at rank 1, Foresight	Animal Companion Divine Bond Spell Specialization (Conjuration) Strong Minded Improved Lesser Servant *Weapon Prof (Ordinary)
3	Convoker	Forbidden Lore 4, Arcana 4, Conjuration at rank 2, Improved Lesser Servant	Improved Animal Companion Spell Book Summon Herald Improved Lesser Servant Servant Sight *Speak Language (any)
4	Summoner	Forbidden Lore 4, Arcana 4, Conjuration at rank 3, Summon Herald	Beastmaster Mental Fortress Improved Greater Servant Improved Lesser Servant Virgil's Guidance *Spell Book
5	High Summoner	Forbidden Lore 5, Arcana 5, Conjuration at rank 4, Improved Greater Servant	Air of Authority Grand Summon Improved Greater Servant Servant Snatch

Warlock

Characteristics:	Intelligence, Charisma, Willpower
Skills:	Arcana, Common Lore, Forbidden Lore, Charm, Deceive, Intimidation, Persuasion
Magic Schools:	Conjuration Enchantment Evocation Illusion Necromancy
Level Completion:	May roll and keep an extra die when Pushing spells, incurring the normal disadvantages.

Level	Title	Prerequisites	Class Feats
1	Dark Disciple	Arcana 3, Forbidden Lore 2	Arcane Blade OR Arcane Mark Eldritch Trick Obtain Familiar OR Implement Focus Spell Might *Charlatan *Weapon Proficiency (Basic)
2	Warp Advocate	Arcana 3, Forbidden Lore 3, any two Magic Schools at rank 1, Eldritch Trick	Calm the Winds Eldritch Trick Spell Focus Strong Minded *Armor Proficiency (Light) *Meld Into the Crowd *Tested
3	Dark Eradicator	Arcana 4, Forbidden Lore 3, Any two Magical Schools at rank 2, Calm The Winds	Delay the Storm Eldritch Trick Minor Magic Spell Penetration *Combo Maker *Lost Papers *Tested *Trust the Hair
4	Warp Consolidator	Arcana 4, Forbidden Lore 4, Any two Magical Schools at rank 2, Any Magic School at rank 3, Delay The Storm	Eldritch Trick Improvisational Magic Redirect the Hurricane *Minor Magic *Poker Face *Tested *Unstoppable Force
5	Dark Lord	Arcana 5, Forbidden Lore 5, Any two Magical Schools at rank 3, Any Magic School at rank 4, Redirect The Hurricane	Eldritch Trick Mental Fortress Spell Specialization Stop the Tide *Fettered Push *Tested

Feats

A Bad Feeling About This	You know when your actions have immediate consequences.
Accessorize	You have a keen fashion sense, knowing when to wear what.
Armor to Coffin	In a grapple your attacks leave quite a mark – sometimes even crippling
Battle Meditation	Your anger no longer dampens your wits.
Black Snark of Despair	A vicious remark can leave your enemies with nothing to live for.
Bounding Beast	While angry, you have a tendency to use your arms as legs.
Bullet Pattern Architect	The power of your Spell Cards changes on the spot.
Burn, Baby, Burn	Fire is no longer a concern of yours.
At Your Service	You are an expert at etiquette; you know how to act in ‘polite’ settings.
Calm The Winds	You can make the warp be much nicer to you than others.
Carving King	You put the spoils of battle to good use getting new gear.
Cat and Mouse	You know how to get the most out of your vehicle’s engine.
Charlatan	You know how to keep your magic low key.
Challenge	You’ve turned smack-talk into a fine art.
Cogitator-Aided Design	With a little knowhow, you’ve made your vehicles more survivable.
Combo Maker	C-C-C-Combo maker. You are a master at combining spells.
Commanding Note	Yours is a voice that demands obedience.
Cooperation	In fights, you’re quite the helpful person.
Coordination	Even out of combat, you’re quite the helpful person.
Craftsmaster	Such is your skill at crafting that you can turn possible failure into success.
Daredevil Dodger	Close calls just empower you further.
Datajack Dronemaster	Being jacked into a vehicle gives you much greater control than usual.
Deceiving Blade	You’re quite capable of misdirecting opponents with your weapons.
Decipher Glyphs	You can figure out dead languages like you took seven years learning it.
Delay the Storm	The warp will wait to bone you over till when you’re ready.
Dirty Hands	Love for the job keeps you from getting tired.
DIY	Your knowledge of vehicles lets you put them together yourself.
Drive-By Gunner	Why stay and play when you can shoot and scoot?
Eagle Eye	You can see things at a distance as if they were right in front of you.
Eldritch Exhaust	You’ve worked magic through your vehicle’s system.
Eldritch Serpent	Flails and such are just tools to use in your crazy maneuvers.
Eldritch Trick	With some training, you have become quite the arcane trickster.
Elegance	You move with a very fine finesse that others don’t possess.
Empowering Agony	Even at the brink of death, you come out swingin’.
Expert Assist	You know best how to put the ‘strength’ in numbers.
Exploit Opening	Your words can really shake opponents up.
Extremely Rapid Prototyping	You’re even faster when it comes to bodging a vehicle together.
Feed the Meat	You’re tougher than most armor you could wear.
Fettered Push	You have taken the time to learn how to push spells with the best of ‘em.

Feats Continued

Fiery Fist	Your burning spirit manifests... through your fists.
Fine Tuning	Your vehicles get a bit more bang for their buck.
Fire Fiend	Weapons seem to spontaneously combust when you use them.
Fly Apart	When you screw up driving, you can just barely pull yourself back.
Following The Hunch	You know when actions will affect you.
Forgeless Forging	A forge is a crutch, and you don't need a crutch.
Fuel the Fire	Your attacks get an extra bit of kick.
Giant Slayer	The bigger they are, the harder you make them fall.
Globetrotter	With your skill, thrown weapons may as well be an extension of your arm.
Grand Summon	The bond you have with your Herald affords you great power.
Greater Frenzy	Being angry is an art form, and you're a master.
Gun Mage	Even bullet-spewing weapons allow you to better practice magic.
Hammerspace	You and your trusty hammer are inseparable.
Handyman	With you around, it's like multiple people are doing a job.
Hasty Job	You're capable of making quick – if temporary – solutions.
Hellfire Halitosis	Flames fire forth from your face.
Hero-Sundering Hands	You can grapple without being in a grapple.
Hidden Objects	You are an expert at sleight of hand. You can hide pretty much anything.
High-Risk Trading	Offloading ill-gotten gains is a specialty of yours.
Home Remodel	By doing it yourself, you managed to expand your property considerably.
Hurl Weapon	Things you can pick up may as well be ranged weapons.
Improved Lesser Servant	Such is your skill that you can improve the abilities of your Lesser Servants.
Inspire	Your words are capable of elevating others to great heights.
Interruption	Your words have a tendency to stop others dead in their tracks.
Jammer's Delight	You can use techniques meant for guns with thrown weapons.
Joystick Jockey	Your ability to control a vehicle via uplink is greatly enhanced.
Keep Running!	You have done a lot of marathons in your day and can go for hours.
King of Monsters	They may not talk, but you know how to make a monster listen.
Leaf on the Wind	Your crew's lives are more important to you than your ship.
Leather Laylines	For you, a basketball may as well be an implement.
Lights, Camera, Action	Even when off the stage, the special effects are all around.
Living Plowshare Rampage	You find dragging your foes face through the dirt is oh so gratifying.
Lost Papers	You lost your paperwork! At least that's what you say.
Maid's Duty	You have a duty, and there is no end in sight to it so you give it your all.
Maker	Your vehicles are in it for the long haul.
Mark of Infamy	Yours is a mark known throughout the Wheel.
Matrixtrotter	Such is your slam-jamming skill that electronics bow to your whims.

Feats Continued

Meld Into The Crowd	A crowd to you is like total darkness to others.
Mental Map	You know where you have been, and how to get back.
Mentat Machining	Special design practices lets your vehicles better shrug off damage.
Mounted Charger	Chivalry isn't dead, and you plan to prove it with lance in hand.
Nick of Time	You have impeccable timing, being able to get to places just in time.
Numbed Nerves	Being on fire makes you even <i>harder</i> to kill.
Pass Back	Others throw things at you at their own peril.
Peer (Basketball Organization)	You're a well-respected individual in one of several B-Ball organizations.
Perfectly Elegant	You never fail. Well, sometimes you do, but nowhere near as hard.
Personally Involved	Just being involved in a project brings the best out in you.
Poker Face	You are great at blackjack. Sunglasses on and chips out.
Professional Insult Fighter	Even in combat, you can deliver a proper verbal thrashing.
Professional Riddle-Breaker	You spent a long time with a sphinx back in your college days.
Quip	If you caught someone off-guard, you tend to keep them that way.
Rapid Prototyping	Given time and a few parts, you can bodge a workable vehicle together.
Rebound	By your skill alone, basketballs can return to you when thrown.
Redirect the Hurricane	You work with the warp by proxy. Phenomena don't know where to go.
Reflexive Fury	Getting hit tends to just piss you off.
Reforging Pain	Even death doesn't necessarily stop your rage.
Retort	Just when your enemy thought they had the verbal advantage, you turn the tide.
Reverse Thrusters	You know how to shift to reverse.
Safety Hazard	Injuries you can inflict can just as deadly as they are minor.
Salt the Wound	Getting hurt just makes you hurt them even more.
Screaming Meat-Shield	You can use your foes as impromptu shields.
Servant Scout	Having worked with them, you can talk to Warp entities normally.
Servant Sight	The senses of your Servants may as well be your own.
Servant Snatch	Even Warp entities not under your control are safe from your rule.
Shake and Bake	You can make your allies ships more evasive.
Short Fuse	It takes even less to get you riled up.
Silence the Voices	You hit things hard – those things include yourself, admittedly, but...
Smooth Flying	You make good use of all of your maneuvering skills.
Specialized Tools	You've always got the tools for the job.
Spell Card Crafter	You're capable of creating cards that fire off magical bullets.
Spell Card Expert	Your skill with Spell Cards lets you keep firing with shorter pauses.
Stop the Tide	Sometimes the warp doesn't overtake you. It is a sad pain.
Strip the Flesh	Few things can withstand your attacks for long.
Structural Engineering	Your knowledge of the crafts lets you better spot potential problems.
Stunt Double	Such is your skill that others consistently think they're seeing double.

Feats Continued

Summon Greater	As with your Lesser Servants, your Greater Servants can get a boost from your skill.
Summon Herald	Finally, you are capable of bring the full might of your Deity to bear.
Superior Archaeological Awareness	You're so old that you know how old and the details of other old things.
Supreme Cleave	You have trained so slight movement won't get in the way of combat.
Taunt	You're words force enemies to target you.
Things to Consider	A little bit of foresight can be used in a myriad ways.
Tightrope Walker	Practice has made you better at keeping your balance.
Time is Money	If you don't have the time, there's always money.
Trust the Hair	When the hair on the back of your neck stands up, you know someone's watching.
Trusty Sidearm	There is a certain kind of weapon to you that you're never without.
Unstoppable Force	Your force of will is insane. Other spellcasters just don't compare.
Verboten Jam	You've unlocked one of the many secrets of the basketball.
Very Fine Tuning	Guns on your vehicles tend to inflict lasting wounds.
Walking Library	You are a walking cornucopia of knowledge. At least, when it isn't very useful.
Warning Shot	Sometimes, you'd prefer not to eradicate your foes.
Warp Driver	By some means, your means of transportation are always armored.
Well Connected	You've been around. You know people that may not make sense.
World-Breaker Grip	Grappling for you isn't just a combat style. It's a way of life!
World for Two	Patience is a virtue, and you can make sure others know it.

A Bad Feeling About This

You know when an action made by you, or observed clearly from your location, can have good or bad effects. They don't have to be immediate, but must be expressed within the next session, and they must affect you in some way. You can tell if this will have good side-effects, bad side-effects, or if it will be a mixed blessing. This feat depends on your character's own existence; dying a hero's death might galvanize an alliance, but it is not going to count as a good thing, even if it saves the world.

Accessorize

You always know the right outfit for the situation. You gain a +2k0 bonus to any skill check when wearing an 'Appropriate' outfit (Lab Coat for doing science, Cheongsam for Kung Fu, a fancy hat for working with magic etc.)

Armor to Coffin

Your attacks inexorably leave their mark on your foe, cracking scales and crushing plates until you can damage your victim. When you attack a grappled opponent, you can choose to take up to a -Xk0 penalty on the damage roll, where X is your Strength. If you do, the target loses X AP on the struck location (after taking damage) as you devote your force to crushing their protective gear. If the target is wearing metal armor, he takes the same penalty to Speed. These penalties last until the armor is repaired.

At Your Service

Maids are masters of elegance and politeness, you gain +2k0 to charm, performer and persuasion in 'Polite' settings.

Battle Meditation

Others find their zen in peace and quiet. You find yours in the din and chaos of battle. You no longer take a penalty to Wisdom while using Frenzy.

Black Snark of Despair

With a well-aimed, particularly vicious statement, you destroy your enemy's will to live. You can only use this against an enemy you have defeated in Social Combat and is still suffering from that defeat. Spend a number of resource points equal to your target's level. For a number of rounds equal to the amount of Resource points you spent, the target may not act. If they want to, they must make opposed Social Combat tests. Victory for a round, allows for a single, half action that round.

Bounding Beast

When you're mad enough to take on all comers, weapons just slow you down. While you are using Frenzy and not carrying anything in your hands, you gain the Quadruped trait.

Burn, Baby, Burn

You are immune to damage from being on fire. In addition, whenever dice explode on your melee attack roll with a weapon that has the Incendiary property, you can set yourself on fire.

Bullet Pattern Architect

You're capable of altering the effects of your Spell Cards on the fly. Three times per scene, you can select an additional mod for your Spell Card, having its effects apply immediately. This additional mod lasts until the end of the scene, or until you use Bullet Pattern Architect to replace the mod with a different one.

Calm The Winds

If you would suffer any type of Psychic Phenomena, you may spend Resource Points up to your level. Doing so allows you to adjust the roll of Psychic Phenomena by up to 5 points per Resource Point spent.

Carving King

After you slay an enemy, you may make a TN (Monster's Size * 5) Crafts check on it's corpse. If this TN is successful, you gain a chunk of usable material from this monster. You can expend this material on an Acquisition or Crafting check, gaining a +10 to either result. You may only successfully carve one part from a monster, though as many people up to the monster's Size may also carve parts before the monster is considered picked clean.

Cat and Mouse

During a chase, you may add +1 Speed for every other vehicle or ship involved in the chase.

Challenge

With a well-placed insult, you manage to shock your enemy from doing something. You have to have recently defeated them in Social Combat to use this feat. Using this feat takes a half action and an opposed Charisma + Persuasion Test, opposed by the target's Willpower + Scrutiny, which is not penalized if they have 0 dots in the relative skill. Succeeding applies one of the following effects, chosen when this feat is obtained. However, if you use an attack or ability you have prohibited your enemy from using, then the effect of this feat immediately ends. This feat can be taken multiple times, choosing a new effect each time.

"You hit like a wimp!": Force enemy to Test in order to be able to initiate any attack beyond All-Out Attack, Charge Attack, Grapple or Multiple Attack.

"Is that supposed to scare me?": Force enemy to Test or receive a penalty to hit with all Racial or Exalt Abilities. Passive abilities or those than enhance some other talent are unaffected.

"You call that dodging? I call it tripping!": Force enemy to Test in order to be able to initiate a Dodge.

"Stop cowering and face your fate like a man!": Force enemy to Test in order to be able to initiate a Parry.

"Flee, then, coward! You have no place in the

world of men!": Force enemy to Test in order to be able to move in any direction other than towards the character.

"Please, if you need to call your entire army to beat me...": Force enemy to Test in order to be able to use Gang Up or Aid Another.

"Come on, hit me! Hit me!": Force the enemy to Test, or be unable to use melee Standard Attack actions.

"Get over here!": Force the enemy to Test or be unable to use ranged Standard Attack actions.

Charlatan

You are an expert at passing your magic as 'minor magic' or 'hedge magic' or superstitious powers. While this won't trick an experienced Witch Hunter, it will most definitely help in calming the folk from calling said Witch Hunter in the first place. So long as you do not perform any overt magical deeds, commoners will believe you to be a hedge mage and of little risk to them.

Cogitator-Aided Design

Every vehicle you construct gains 2 additional armor.

Combo Maker

When casting a Spell Combo, reduce the Focus Power TN by 5.

Commanding Note

You speak as though a crown were set upon your brow, and those who listen would do well to heed you. Add your Command as a static bonus to Command, Diplomacy, Intimidation, and Persuasion tests.

Cooperation

Increase Aid Another in Tests inside combat by an extra +0k1.

Coordination

Increase Aid Another in Tests outside combat by an extra +0k1.

Craftsmaster

May reroll Craft Tests, provided the character has a specialty in the attempted Craft. You can only do so once per item or occasion.

Daredevil Dodger

After dodging, if an attack misses you by less than 5, you receive a +1k0 bonus to ranged attacks performed on your next turn. This stacks with itself, if you should happen to dodge multiple attacks in this manner.

Datajack Dronemaster

When controlling a vehicle using a remote uplink system, you may take reaction actions for the vehicle.

Deceiving Blade

Allow Feint as free action, albeit at a -2k0 penalty. Also, maneuvers don't benefit from this feat.

Decipher Glyphs

You have spent a long time learning to read glyphs, sigils, hieroglyphs and even basic pictograms of languages you might not even speak! Because of that, you can always read, or at the very least closely approximate a writing with which you are familiar with, and may even get the general gist out of a language you are not learned in.

Delay the Storm

If you would suffer any type of Psychic Phenomena, you may make a Focus Power test, as a free action, against a TN of 20 plus 5 per number of doubles. If it succeeds, you delay the onset of all Psychic Phenomena caused by you, by up to 5 rounds. However, if, by that time, you have accrued more Psychic Phenomena, those effects stack and unleash at the same time.

Dirty Hands

Due to the satisfaction of getting your hands dirty, you never take penalties to Tests from

Fatigue.

DIY

You may perform Tech-Use tests to assemble vehicles from available/purchased parts/chassis.

Drive-By Gunner

Some berks like to stay and play, but you know it's smarter to hit and quit it. While aboard a moving vehicle, you can attack with a handheld ranged weapon while zooming past your targets. You can make a number of attacks equal to the current Speed multiplier applied to your vehicle's Static Defense, but take the same number in rolled dice as a penalty to each attack roll.

Eagle Eye

You halve any distance penalties for vision-based perception checks.

Eldritch Exhaust

You've learned how to employ your vehicle's own systems as an interface for magical muckery. You can use your bonded vehicle as an implement when casting spells, substituting movements of your hands over the control interface for any somatic components. Further, any hand engaged in vehicular controls is considered to be empty for the purpose of other feats.

Eldritch Serpent

You may use Flails or a lash of despair in martial maneuvers that use advantages or restrictions from the Eldritch Advent sword school.

Eldritch Trick

You learn, by hook, crook or just plain luck during experimentation, one of the following abilities. Mind you, spending raises this way prevents you spending them in other ways, such as an inherent ability the spell might have. You CAN however combine different Eldritch Tricks or repeatedly use one, so long as you have the

raises to pay for it.

Evocation Mastery: You may spend 1 raise to increase the damage of an Evocation spell by 1k0. Or 3 raises to increase it by 0k1.

Duration Mastery: You may spend 2 raises to increase the duration of an effect from a round (or more) into 'encounter', or from 'encounter' into 'scene'.

Range Mastery: You may spend 1 raise to increase the range of the spell by 5 meters.

Area Mastery: You may spend 2 raises to increase the Blast of a spell by 1.

Prestidigitation Mastery: You may spend 1 raise to create whatever fanciful, showy effect you desire to go along with your spell. At most, those effects might disorient, distract or blind (either by flares or by interfering with light), but no worse.

Counterspelling Mastery: You may spend 1 raise to give yourself a +1k1 bonus to Counterspelling attempts, either to make your spells harder to counter, or to break down someone else's spell easier.

Concentration Mastery: If a spell is cast into copies (either due to a feat, or the spell itself), you may spend 1 raise to stop a copy from being created, however, by doing so, you increase the damage of said spell by half-again.

Aura Mastery: You may spend 2 raises to grant yourself Aura (1) for 1 round. If you already have such an Aura, you can instead make it last an extra round.

Fatal Mastery: You may spend 3 raises to turn 1 damage that would be dealt to Hit Points instead be dealt as Wound damage.

Penetration Mastery: You may expend 2 raises to increase Aura Penetration for that spell by 1.

Elegance

Maids move with purpose and grace. They can make movement actions without provoking an attack in combat.

Empowering Agony

In pain, there is life. In agony, endless strength. While you are using Frenzy, you gain +1k1 on

attack and damage rolls for every point of critical damage you suffer.

Expert Assist

Ganging Up benefits increase by +0k1 for two-to-one outnumbering and +0k2 for three-to-one outnumbering.

Exploit Opening

Gain various bonuses against particular enemy you have defeated in Social Combat. An enemy may suffer from only one of those abilities at a time and they affect only that particular enemy against that particular Duelist. As a free action, make a Charisma + Deceive Test opposed by the target's Composure + Scrutiny, if successful, you choose which effect to apply. You can only use this feat once per scene per enemy and it lasts for a number of rounds equal to your Resolve.

Unfocused Offense: Enemy suffers a penalty to their attack roll equal to the Duelist's Resolve.

Distracted Defense: Enemy's Static Defense is reduced by the Duelist's Resolve when attacked by the Duelist.

Shaken Resolve: Reduce target's Resolve by the Duelist's level when the two are engaged in any further Social Combat.

Broken Resistance: Reduce the target's effective Static Defense by twice the Duelist's and prevent Dodge and Parry actions from increasing it for the purposes of Sword School maneuvers.

Extremely Rapid Prototyping

This feat can be taken multiple times. The time required to construct a vehicle using the Rapid Prototyping feat is divided in half for every time you have taken this feat, and the constructed vehicle gains an additional hitpoint.

Feed the Meat

Gain Armor equal to your Constitution on all body locations, which does not stack with other sources of Armor. This feat is treated as Wholeness of Body for meeting prerequisites and for interaction with completion bonuses.

Fettered Push

You may halve the dice of Pushing spells to cast a spell as Unfettered, rather than Pushed.

Fiery Fist

Your fury ignites your ki and informs your victims the hard way of the heat of your passions. You may spend a Hero Point to give your unarmed strikes the Incendiary property for one round.

Fire Fiend

Whenever dice explode on your melee attack roll, the weapon you're attacking with gains the Incendiary property for that attack.

Fine Tuning

Every weapon on every vehicle you construct gains +1k0 damage.

Fly Apart

While operating any vehicle, you may reroll a failed Control Test, Maneuver Action or Fightercraft Action by triggering a roll a d10 on the corresponding Critical chart, adding +1 for every time this feat is used more than once per scene.

Following The Hunch

You have a highly-developed sense of 'oh, snap!'. If an action perpetrated by or observed by you, you can tell whether it will have good or bad effects, so long as they are immediate (within the next scene), direct and affect you fundamentally. You cannot tell if an action will have good and bad side-effects, instead you focus on the bad.

Forgeless Forging

You can create items without your forge, or what you would substitute with it.

Fuel the Fire

Your attacks using the Weaponry skill and with the Ballistics skill at Short Range or closer deal

extra damage equal to your level. If you are on fire, double this extra damage.

Giant Slayer

If an enemy's size is twice your own or greater, gain +1k1 to Attack and Damage against them.

Globetrotter

You may use your thrown weapon to push or manipulate objects at a distance. You can only use this at up to the weapon's listed Range, and are somewhat limited in what you can do. You can press buttons, flip switches, push objects, and otherwise do anything you can manage with a closed fist or finger. The SM has final say on what will work and what won't.

Grand Summon

You have established a genuine bond with your Herald. Choose one of the following:

Wild Card: Create a second Herald from any Alignment, even an opposing one. You may choose to summon this Herald instead, but you can still only attempt to summon a Herald once per session.

Ghostly Ripple: When summoning your Herald, you may attempt to merge your body with it. The Focus Power Test is increased to TN 35, and the payment is mandatory. If successful, you become one with your Herald for the duration of the scene, gaining all Feats, Spells, and Traits it possesses while retaining your own. The highest of all Characteristic and Skill dots are used, and your size is the average of you and your Herald's normal Size.

Cooltrainer: Your Herald can be summoned once per Scene as a Half Action, and will not go out of control if you go against the commandments of your Alignment, triggering Warp Phenomena instead of Perils of the Warp.

Greater Frenzy

Your rage is a true terror to behold. While you are using Frenzy, you take a -2 penalty to Fellowship and gain an additional +1 bonus to Strength and Constitution.

Gun Mage

You may use a firearm as though it were an implement for the purpose of all feats or class abilities. Vehicle guns, Thrown weapons, and Spellcards are all treated as firearms for the purpose of this feat.

Hammerspace

You are never without your trusty hammer. Even when bathing or naked. Unless something specifically disarms you of your Hammer, you can always call on its use as a Hand Weapon dealing I damage. Unlike most Hand Weapons, you can choose to use it Two-Handed, using both hands to use it but dealing +1k1 damage.

Handyman

This feat can be taken multiple times. For the purposes of vehicle repair and maintenance, you double the number of people you count as for every time you have taken this feat.

Hasty Job

The character forges an item quickly – but pays the price; such an item may not be made of any special material, as they take special preparations. Instead, the character creates a serviceable, if of Common quality, item of no greater Rarity than Rare and no moving parts he doesn't have available, but only in a single scene. At the end of the scene it is used in, the item falls apart.

Hellfire Halitosis

You can spend 1 Hero Point to breathe fire, using the statistics of a Flamer.

Hero-Sundering Hands

When you choose to attack a grappled opponent, you can assign the damage dealt by the Crushing Bear feat to the location hit by the attack.

Hidden Objects

You take no penalty to checks to conceal large, oddly shaped or strange objects inside your

clothes or on your body as long as it is no larger than you.

High-Risk Trading

Every two-stinger thief needs a fence, but emptying a cargo hold full of ill-gotten goods is another beast entirely. You're a whiz at locating dodgy markets and shady middlemen to convert the take into liquid assets. You can sell almost anything by making a Fellowship test against the same TN as if you were trying to buy it, gaining Wealth instead of losing it if this would result in Wealth Strain. But it ain't always a good idea to flaunt that jink, berk: If this causes you to gain permanent dots of Wealth, you could gain a *lot* of attention you really don't need, effectively gaining the Wanted hindrance in the crystal sphere you sold it in.

Home Remodel

You get the most out of your remodeling budget by opting to do the project yourself. You gain an additional dot of Holdings that does not need to be supported by additional Backgrounds.

Hurl Weapon

You can use any one-handed Melee weapon as a Thrown weapon with a range of 3m per dot of Strength.

Improved Lesser Servant

When using the Conjunction spell "Lesser Servant", you may spend a resource point to instead summon a Lesser Servant of your Alignment, applying the listed changes to the summoned Servant. If you go against any of the ten commandments of a Servant's alignment while the spell lasts, the spell ends immediately and triggers Warp Phenomena. If this feat is taken additional times, a different Lesser Servant must be chosen from within your Alignment's pantheon. Lesser Servants are created by increasing two Attributes and four Skills by 1 dot, and adding 2 Resource Points and any four Traits, spells, weapons, Special Attacks, or feats available at Level 2 or lower (at

the SM's discretion). Their character, actions and abilities should reflect their Alignment.

Inspire

Make a Charisma + Persuasion Test against a TN equal to 25 to inspire those of equal or lower level than you to greater heights. For the next scene, they may reroll a single failed Skill Test. If they are subjected to Fear, and fail, the reroll is immediately expended for that purpose. The actual TN increases the more desperate a fight is.

Interruption

As a Reaction, you force the target to oppose you in Social Combat. If you win, target's action is interrupted. This may only be used on actions that take either a partial or full round action to complete. You test your Charisma + Intimidation versus your enemy's Composure + Scrutiny.

Jammer's Delight

You may apply Gun Kata effects to throwing weapon special attacks as long as they don't specify a ranged weapon (Plasma, pistol, etc.).

Joystick Jockey

When controlling a vehicle via Remote Uplink, you may take a Full Action to perform a Full Action or two Half Actions for the vehicle.

Keep Running!

Running away from things has become second nature to you -and for good reason. You can keep exerting yourself, without stopping, even if exhausted, while remaining in the same scene. If you would take Fatigue enough to knock you out, you are not knocked out until the scene is finished, then it all hits you immediately. The use of this feat can be extended to a maximum number of scenes equal to the character's class level, however, at the start of every consecutive scene, a Constitution and Athletics Test with a TN of 15 + 5 per successive scene must be

passed, and even if it does, the character accrues another point of Fatigue.

King of Monsters

You may use Animal Ken to use Social Attacks on non-sapient wild animals and monsters. If you manage to reduce a monster's Resolve to 0, you can begin to use Breaking Alignment (the monster's devotion being equal to it's level) to start increasing it's disposition towards you. If you manage to make a monster's Disposition reach the Fanatical Level towards you, you may spend a Hero Point to have it bond to you and act as an animal companion. You gain the monster as an Ally with dots equal to level. If it's disposition towards you ever goes lower than Friendly, you lose it as an animal companion and an Ally and must make it Fanatical towards you again before you can re-bond with it, spending another Hero Point to do so. This does not work on anything with the Elder Wyvern, Machine, or Undead traits. Monsters require the equivalent support of 5 dots in things like Followers, Backing, Wealth, or something of the sort equal to level or disposition will drop one level per day.

Leaf on the Wind

While serving as Helmsman on a ship, once per session, you may prevent the loss of crew by taking 1 point of critical damage for every point of crew that would have been lost.

Leather Laylines

To a Baller the lines and bumps on a basketball are just as magical as the runes on a wizard's staff, maybe even more. Basketballs counts as magical implements for you.

Lights, Camera, Action

Whenever you succeed on a 2-dice Stunt or greater, you may immediately cast Image or Ghost Sound with a Focus Power roll of Performer + Fellowship.

Living Plowshare Rampage

The dragon's fangs make for a nice crop, and its

other end produces fine fertilizer... but what to till the fields with? Ah, of course: Its *face*. When you choose to push a grappled opponent, the pushed distance can be up to your full move distance, and you can assign the damage dealt by the Crushing Bear feat to the opponent's head.

Lost Papers

Those cursed thieves, they stole your bag with all your identification papers! Or, at least, that's what you've learned to convince people into believing. Even if you are a known spellcaster, you can try to convince law-enforcement officers that you DO in fact belong to a far-away, obscure-though-known-to-exist order of law-approved spellcasters. You've even made the needed actions to call for their assistance. While this feat will not necessarily get you out of trouble, a Charisma + Charm/Deceive/Intimidation Test will at the very least see you not being persecuted immediately. Whether you are detained or not, depends on both the success of the opposed Test and the law of the land.

Maid's Duty

Your loyalty and duty can allow you to push yourself as far as an exalt... and if you are an exalt, that little bit further. You gain a hero point that may only be spent to activate abilities that require the spending of hero points. You may not spend it normally or burn it.

Maker

Every vehicle you construct gains 3 additional hitpoints.

Mark of Infamy

After all that you've done, it's almost a shame that anyone can recognize your jolly roger and the cutter who flies it. You have a distinctive emblem, tattoo, scar, or other device that is immediately recognizable to anyone who's heard tales of your exploits. Gain a static bonus on Charm, Command and Intimidation tests equal

to your Fame against anyone who can see your mark.

Matrixtrotter

As per Globetrotter, but you can also use it to manipulate electronics. This can be used to open or close electronic locks, shut down machinery, and anything else the SM deems dramatically appropriate.

Meld Into The Crowd

You meld into the crowd better than almost anyone else. Through clever use of body language, awareness of your environment and just plain experience at it, you can hide even when others are looking for you. You treat crowds of people as concealment to hide amongst.

Mental Map

You can make a map of your surrounding area, in your mind! Even if knocked unconscious, the map remains, and so helps you keep aware of your location at nearly all times. You can still get lost, if in an area you haven't mapped out, or if affected by external forces, or if even the location is specifically created to prevent mapping.

Mentat Machining

Every vehicle you construct gains 1 additional Resilience.

Mounted Charger

Nothing says you're a big man quite like slapping someone from the back of a moving vehicle. Your melee attacks gain a static bonus to damage equal to your vehicle's current Momentum.

Nick of Time

A Maid is no good if she cannot be where she is needed. By spending a hero point, you may arrive at any scene immediately. If it is a combat scene, they may roll initiative and arrive when their turn comes up.

Numbed Nerves

While you are on fire, increase your Resilience by an amount equal to half your level (round up).

Pass Back

As a reaction, you may make an opposed Athletics + Dexterity check to catch a thrown weapon targeted at you and throw it back. You can not perform this reaction if you're locked in melee.

Peer (Basketball Organization)

Basketball is a sport that has spread amongst most intelligent races, and a diverse set of organizations exist for the sport. When picking Peer for a basketball organization is must be a specific one, though you can pick it multiple times to get more. For example, while a crystal sphere might have one team to represent them in a wide spanning organization, within the sphere there might be small teams for planets and even regions on the planet. As a rule of thumb if you're part of a higher organization you probably won't benefit for later on taking a smaller one within your already taken organization's region.

Perfectly Elegant

You have achieved perfect grace, where you can avoid the pitfalls that many others fall into. You never suffer more than the basic effect of a failed check, no matter the degrees of failure.

Personally Involved

Like many homeowners, you enjoy being personally involved in a project. Gain a free raise to any Crafts or Tech-Use Tests made on you and your allies' Backgrounds.

Poker Face

Reading your face, allegiance or even alignment is completely impossible. Any attempts at reading your mind or figuring out your alignment or if you are lying are opposed by a Charisma + Arcana test instead of the normal –

if any. If you succeed, they cannot detect the truth. This does not mean they believe you or not, just that you scramble up their results.

Professional Insult Fighter

You are able to initiate a quick substitute for Social Combat for those poor fellows that don't have any appreciation for the finer oratory arts. To do so, you must use a half action to test Charisma + Performer against a TN equal to the Mental Defense of your target. If successful, you may make a Social Combat attack against the target to which they can, as a reaction, counter with another Social Combat test. If this attack successfully deals Resolve damage, you are considered to have 'won social combat' for the rest of the battle. However, if the target manages to initiate Social Combat and deal even one point of Resolve damage to you, then you immediately lose that benefit.

Professional Riddle-Breaker

Knowing how much people like their riddles, you have studied for a long time on how to solve such problems and proceed with your tomb rai-... err, exploring. You receive a bonus on all Tests made to understand and solve a riddle equal to your class level. If a riddle has multiple solutions, you understand HOW to solve the riddle and, depending on raises, one or more answers to the riddle.

Quip

If, the previous round, you feinted successfully and landed a successful attack with the Feint's bonuses, you may make a second Feint attempt as a free action, without interrupting abilities such as Multiple Attacks. You may only use this ability once per round.

Rapid Prototyping

You may, using parts and scrap on-hand, jury-rig a vehicle of Uncommon quality. If the parts available are entirely unsuitable, you may

perform a Tech-Use test with a TN appropriate to the jury-rigging difficulty to fabricate the needed components. This vehicle has one flaw which does not provide VP. The time required for assembly is a number of hours equal to half the constructed vehicle's size.

Rebound

Thrown weapons under the Basket Ball group return if you make a successful Athletics + Dexterity check with a TN of 15 (+2 for every enemy around you).

Redirect the Hurricane

If you would be within the effect of any Psychic Phenomena, you may spend a Resource Point and make a Focus Power test, as a free action, against a TN equal to the TN of the effect that caused it. If you succeed, you may choose where elsewhere, within 50m of you and inside your line of sight, this Psychic Phenomenon will occur. If there is another spellcaster with the same feat, they may try to oppose you, ending in Opposed Focus Power tests.

Reflexive Fury

Survival is fury. You can use Frenzy as a reaction when you take damage from an attack.

Reforging Pain

To fear Pain is to fear Life. Therefore, since you fear nothing, Pain is nothing to fear. While you are using Frenzy, any critical damage that does not cost you a body part or explicitly knock you unconscious does not affect you until the end of the battle or the scene, whichever comes first.

Retort

Using your quick, acidic wit, you are able to recover from an otherwise disadvantageous situation. By making a Charisma + Intimidation Test opposed by your target's Willpower + Scrutiny, you are able to, if successful and as a reaction, turn from your enemy having 'beaten' you in Social Combat to you having the advantage.

Reverse Thrusters

While serving as Helmsman on a ship, once per session, as an Maneuver Action you may reverse your ship's Acceleration and Maneuverability for one round.

Safety Hazard

Injuries you inflict can be relatively minor but can also be very serious or even fatal. When one of your damage dice would normally explode, you may spend a Hero Point to deal 1 point of Critical Damage instead of keeping the die.

Salt the Wound

When you take damage from an enemy, your attacks during your next turn deal extra damage equal to your level.

Screaming Meat-Shield

When you are attacked while grappling an opponent, if you are aware of the attack and in control of the grapple, you can make an opposed Strength test to interpose your held victim between yourself and the attack, causing them to become the new target.

Servant Scout

You gain Speak Language (Spirits) and can communicate with any Warp entities, even when it would be normally impossible due to language barriers or other limitations. This allows you to use social skills as normal on warp entities, and vice versa. You gain a free raise to such interactions. Also, you may double the duration of all spells with "Servant" in their name.

Servant Sight

Your ties to the beings you summon are growing. You perceive everything that your Familiar, Animal Companions, divine steed, Servants, and Herald do.

Servant Snatch

Your mastery over Warp entities is absolute. Once per scene, you may attempt to snatch a ghost, daemon, summoned servant, or other

Warp entity by making an Opposed Willpower test as a full action. The target adds their current hit points and the caster level of their caster (if applicable) as a bonus to their roll. If you win, the target behaves as if summoned with a Lesser Servant spell, vanishing once the duration expires. If the target wins, you are Stunned for one round and trigger Warp Phenomena.

Shake and Bake

You may use an Evasive Maneuvers action on an ally no more than a Half Move's distance away from you, who then receives the TN bonus you normally would.

Short Fuse

You're only a shade bit above your seething rage. You can Frenzy as a half action.

Silence the Voices

Your melee attacks gain additional rolled dice on the damage roll equal to half the rolled dice of your melee weapon, and additional kept dice equal to half the kept dice of the weapon (round down). For example, a Daiklaive (normally 4k2) would deal 6k3 damage. One of your kept dice on melee attack rolls must always be the lowest die result. If you keep a 1 on the attack roll, apply the attack against yourself instead, but halve the result of the damage roll before applying your Armor or Resilience.

Smooth Flying

On any successful Maneuver Action or Control Test, you may add 1 to your Static Defense for every raise on the Test until the start of your next turn.

Specialized Tools

A true professional never lets their tools sit in the attic collecting dust. Similar to Hammerspace, you are always considered to have the necessary tools to attempt any Skill Test.

Spell Card Crafter

Danmaku Duelists fight with magical items called Spell Cards. Spell Cards are custom weapons, built using the ranged custom weapon rules from Book 2 but with a mod limit of your Level. It requires a Crafts check equal to the TN of the Wealth check to acquire it and taking the same amount of time. These Spell Cards require a TN 20 Arcana check to reload, at whatever action the Spell Card would normally take to reload. Alternatively, an hour of meditation will also reload all Spell Cards. Spell Card attacks count as magic weapons. While Spell Cards can take many forms – from actual cards to dolls to futuristic guns – they all function similarly.

Spell Card Expert

Your expertise with Spell Cards allows you to quickly replenish their power. Reduce the amount of time it takes to reload a Spell Card either by one action, or to the next lowest action (Examples: 2 Full to Full, Full to Half, Half to Reaction).

Stop the Tide

If you would cause or be affected by Psychic Phenomena, you may spend, not burn, a Hero Point to stop them from occurring. This is on a per-case basis.

Strip the Flesh

Whenever dice explode on your melee attack, or an attack with a ranged weapon that deals X damage or has the Scatter property, that attack causes Blood Loss.

Structural Engineering

You aren't always aware of unforeseen problems...until you're opening up walls and pulling up flooring, that is. Once per session you may use your expertise to roll Crafts in place of a single Wisdom-based skill Test, describing your actions as you would a 2-die Skill Test.

Stunt Double

Whenever you succeed on a 2-Dice Stunt or greater you may immediately cast the spell Mislead with a Focus Power roll of Performer + Fellowship.

Summon Greater

When using the Conjunction spell "Greater Servant", you may spend a resource point to instead summon the Greater Servant specific to your Alignment, applying the listed changes to the summoned Servant. If you go against any of the commandments of a Servant's alignment while the spell lasts, the spell ends immediately and triggers Warp Phenomena. If this feat is taken additional times, a different Greater Servant must be chosen from within your Alignment's pantheon. Greater Servants are created by increasing three Attributes and six Skills by 1 dot, and adding 4 Resource Points and any six Traits, spells, weapons, Special Attacks, or feats available at Level 4 or lower (at the SM's discretion). Their character, actions and abilities should reflect their Alignment.

Summon Herald

Once per session, you may spend a Hero point to attempt to summon your Alignment's Herald, a daemon which serves as an avatar of your Deity's will. Doing so takes a Full Action, and a Willpower + Conjunction Focus Power Test (TN 25). If successful, the Herald appears for the duration of the scene and act under your control. In addition, the Herald must be satisfied with "payment" by taking an action that would earn a point of Resolve in the Herald's Alignment (no Resolve is gained). If a payment is not made, the Focus Power TN is 35 instead, and you are forced to make an Alignment check for your insolence. If you go against any of the ten commandments of the Herald's alignment while it is present, you automatically trigger Perils of the Warp and lose control of the Herald, who may leave or attempt to punish you. Unlike Servants, the Herald is a unique individual, and will remember all previous encounters with its summoner. Heralds are built using the Monster Creation rules, with a level

equal to the Summoner's Conjunction rank, and receive their Alignment's "Mark" Asset and the Resource Trait for free.

Superior Archaeological Awareness

So many years in the field has given you a nose for the truly Lost And Found. You can immediately tell if something is old, how old, and from what civilization it comes from. Along with possibly what it was made for. Beyond that, you have an instinctive hunch of your surroundings, probably honed from years of dodging traps and hidden doors, letting you roll Perception + Wisdom to find such things even when you're not actively looking for them.

Supreme Cleave

The true warrior fights with his feet, not his hands. Which is to say, when you follow through on your swing, you're skilled enough to step in first. When you use Cleave, you can take a Shift action before choosing the target of the new attack. You still may take only one Shift action per turn.

Taunt

Force enemy to attack the Duelist if they fail in opposed Social Combat. You test Charisma + Intimidation against your target's Willpower + Scrutiny.

Things to Consider

You can use free raises from Foresight on any Test, not just an Intelligence test

Tightrope Walker

Gain a +2k0 to any checks having to do with keeping your balance.

Time is Money

You wisely remember that if you don't have the time to do the project right, hire professionals who will. Once per session, you can spend a Hero Point to replace a single Test with a Wealth Test.

Trust the Hair

You get an uncomfortable feeling when being watched, magically or physically. When someone observes you, you are aware of it and may make a detection Test against them to find out how the detection is done (physical or magical). With a turn of focusing you can get some more clues, such as the direction or if it's focused on you or an area. Detecting a magical observation effect requires a Wisdom + Arcana Test, while a physical would need a Wisdom + Perception Test.

Trusty Sidearm

Select a weapon of Basic Weapon Proficiency, that you are proficient in and has an Availability of Common or lower. You are rarely without that weapon and, even if disarmed, you can practically always rearm yourself with it within a scene, unless specifically prevented from acting towards that goal or if such a weapon simply cannot exist within reach by that time. However, as soon as you get back to the appropriate civilization level, you can re-arm yourself with little to no issue or cost.

Unstoppable Force

Your force of will is such that it grants you an extra raise on all opposed checks as part of spells or feats that deal with spells, such as Redirect the Hurricane.

Verboten Jam

When you take this feat, choose one Jam. As a full action once per session, you may perform a Jam you have chosen. You may take this feat multiple times, each time picking a new Jam. Verboten Jams can only be used with thrown weapons. In the case of thrown weapons with an additional form of attack – like spears – it only counts if thrown. Verboten Jams cannot be used with special attacks.

Double Team – Make a standard attack and roll to hit twice; you take the highest roll.

Vampslam – Perform a standard attack, and recover one health for every two points of damage dealt.

Ghost Muscle – Gain stacking armor and aura equal to your level until the fight ends.

Showboat Jam – In addition to the normal attack rolls, make a Perform check against the target's Mental Defense. If you, the enemy is stunned for a number of turns equal to your level.

Holy Dunk – Use your thrown weapon in melee; it gains Orgone Array. If your weapon already has Orgone Array, the Warp Phenomenon roll is done at +5.

Very Fine Tuning

Every weapon on every vehicle you construct gains +0k1 damage.

Walking Library

You are a walking library of trivia, legendry and other usually-useless information. Well, useless right up until that little tidbit of who exactly defeated a Daemon three thousand years ago becomes very relevant. You count as having the Specialty 'Archaeology' in all Lores and may make Tests to remember trivia at a +2k0 bonus.

Warning Shot

You can make a shot *hurt*, but not kill. When dealing Critical Damage with a ranged attack, you may instead opt to inflict an equal amount of Fatigue.

Warp Driver

Whatever you choose to drive becomes an armored monstrosity suited to your stature.

Your bonded steed swells and broadens with suppressed power, armoring itself with plates of molten brass limned with scarlet flames lining the hooves, wheels or other drive systems. This effect causes no penalties to the steed and in fact grants it the benefits of a Light Hexagrammatic Ward.

Well Connected

Maids have been to many places and spoken to many people, you may spend a Hero point to declare that you know someone, however improbably that is. This will not instantly make them an ally...however they might be willing to talk or give up some non-sensitive information.

World-Breaker Grip

You gain a number of rolled dice equal to your level on Brawl tests made to initiate a grapple and on opposed Strength tests while you are the controller of a grapple.

World for Two

You have achieved the pinnacle of Maid-hood, the ability to tap into the maid force to slow down time itself. You may spend a Hero Point to lock yourself and up to one other person in a moment of stopped time. Neither of you may affect other things while in this state; however you may continue to affect each other. Outside of combat this can last a number of minutes equal to your Charisma, however the stress of combat causes it to only last for a single round.

