

Light Weight

Stat: DEX

Quick and nimble, lightweights find themselves learning how to weave their husks and patterns to become a faint memory in their enemies minds as soon as yesterday. They often forgo heavier equipment and hefty weapons in favor of becoming more slippery, letting the only thing harder than matching pace with a Lightweight be actually pinning them down.

Name	Prereq	Type	Cost	Effect
Setup	0	Action	1 SP	Reduce the AR of an adjacent target by 1 until your next turn. You cannot reduce a target's AR to less than 1.
Weak Spots	1	Passive	---	Your attacks may use DEX in addition to the weapon damage when attacking instead of STR.
Double Take	1	Action	---	Do two actions at a single time. Both cost their initial amount of stamina, but cost an extra 2 each when used again this turn.
Distraction	1	Reaction	1 SP	When an opponent successfully attacks or casts a single target spell on an ally that is adjacent to you, you can take this reaction to add your SKL to that ally's AR against that attack or spell.
One Handed Explorer	5	Passive	---	While Climbing, Mounting, Grappling, or Swimming, always maintain the use of single handed weapons and tools.
Feather Foot	5	Passive	---	Ignore any and all terrain effects.

Wall Runner	5	Action	1 SP	When next to a wall, add your DEX to your MOV when using MOV as long as you stay on the wall for the duration of the MOV usage. MOV used on walls may go parallel to the ground or up the wall with no penalty.
--------------------	---	--------	------	---

Free Flow

Free Flow	2	Passive	---	When you have no weapon equipped, your MOV increased by your DEX
Too Slow	3, Free Flow	Passive	---	Melee attacks made against you as reactions cannot hit you.
Hands on the Holster	3, Free Flow	Passive	---	Equipping and Dequipping weapons and tools costs 1 less Stamina
Natural Explorer	3, Free Flow	Passive	---	Effects that require at least 1 Stamina to avoid punishment by end of round now require none.
Just Adds Weight	4, Free Flow	Passive	---	Gain Stamina equal to your DEX - AR

Shade

From the Shadows	2	Passive	---	When you make an attack against a creature while you are hidden, its AR becomes 1 against that attack.
Darkened Strike	3, From the Shadows	Passive	---	While you are hidden, your attacks deal +2 Lethal Wounds.
Shadow Guide	3, From the Shadows	Passive	---	When you take the Hide action, all of your allies that are not in view of an opponent become hidden as well.

To Know One	3, From the Shadows	Passive	---	When a hidden opponent moves through a space that you can see, they are no longer hidden.
No Witness	4, From the Shadows	Passive	---	When killing an enemy from a sneak attack, you remain hidden until your next attack.
Jockey				
Jockey	2	Passive	---	When attacking a hostile creature, you may Mount them, requiring a challenged DEX stat to get you off.
Stagger	3, Jockey	Action	1 SP	While you are Mounted on a hostile creature, roll an amount of dice equal to your DEX, removing one of their successes for every one of yours.
Nice Aim	3, Jockey	Passive	---	While you are Mounted on a hostile creature, all attacks that fail to hit you damage the creature instead.
Discount Conductor	3, Jockey	Action	1 SP	While you are Mounted on a hostile creature, you may use half your move to move them. They may choose to resist, letting them roll a STR check with every success reducing the effect by 1 tile.
Up Here!	4, Jockey	Passive	---	While you are Mounted on a hostile creature, they reduce all sensory based check pools by half your DEX

Revision #2

Created 9 August 2025 15:55:35 by Captain Clubs

Updated 9 August 2025 15:56:11 by Captain Clubs