

Striker

Stat: BRV

Magic was made for bringing the down the hammer on others. Strikers get their name by their extremely straight forward approach to supplementing their combat with their Casting, taking as many moments as possible to use it to make their movements shifty, and their blows heavy. Battlefields will fall before the ash and flame of a powerful Striker, no matter the foes that await inside.

Name	Prereq	Type	Cost	Effect
Rapid Dodge	0	Reaction	1 AP	Avoid an incoming attack without rolling. Only usable if the caster can see their attacker.
Singed Hop	1	Action	1 AP	Typically cast while in the air, allows the user to jump while airborne as if they were on the ground.
Bolster Brawn	1	Modifier	1 AP	Increase your STR and all STR based attributes by 2 for its next use.
Blazing Dash	1	Action	1 AP	Double your movement for the next 5 seconds, or for your next turn.
Flaming Strike	5	Modifier	1 AP	The next successful attack made erupts into Arcane Flame, lighting the enemy on fire. This flame lasts for 3 rounds before suffocating, and can only be put out by Arcane Ash or Arcane Ice. Arcane Flame will burn through ANY MATERIAL like it is paper.

Erupt Husk	5	Action	1 AP	Explode in an inferno of Arcane Flame, covering anything within 3 meters with it. Anything covered in the flame takes 3 rounds before the flame suffocates, and may only get rid of it with Arcane Ice or Arcane Ash. Arcane Flame will burn through ANY MATERIAL like it is paper.
Blazing Charge	5	Modifier	1 AP	When taking a movement action, you may leave a trail of Arcane Flame over any tile on which you tread. This arcane flame may only be gotten rid of with arcane ice and arcane ash, and otherwise suffocates after 3 rounds. Arcane Flame will burn through ANY MATERIAL like it is paper.
Bolter				
Rattlestep	2	Passive	---	Add 3 to your AR for every Max MP sacrificed
Ride the Pain	3, Rattlestep	Reaction	1 AP	Must be used after an enemy fails an attack on you. Allows the caster to turn all damage they would have taken from an incoming attack into pure movement potential, letting them add all damage taken from the attack to their next movement action.
Skipped Steps	3, Rattlestep	Action	1 AP	Allows the caster to double their movement for the next round, or 5 seconds.

Shatter Step	3, Rattlestep	Action	2 AP	Must be cast while moving. Allows the runner to alter their physical form, letting them run through solid objects, including walls, doors, the ground, and windows. If the runner is not careful they may end up falling into the earth.
Catch Up	4, Rattlestep	Modifier	1 AP	Closes the distance on enemy, allowing the Caster to ignore any AR bonuses gained through movement. AR bonuses gained through illusions and the base AR score cannot be ignored.
Hunter				
Hunter's Spark	2	Action	1 AP	Lodge a spark into the body of a target. This spark is untraceable, undetectable, and cannot be removed by any trational means. Only one spark may be used at a time, unless stated otherwise, and using that spark causes a singing feeling to appear on the point of entry of the target.
Targeted Spark	3, Hunter's Spark	Action	1 AP	The next attack made by the caster against the holder of the Hunter's Spark cannot miss. This holds true as long as there is no structure or arcane force in the way. The target will quickly become aware of this, as hot pain will echo throughout their body.

Locate Spark	3, Hunter's Spark	Action	1 AP	Gain an instant understanding of where the casters spark is currently held, no matter the distance. This sends a burning pain through the target of the spell.
Focus Spark	3, Hunter's Spark	Action	1 AP	The caster focuses their spark into an artificial weak spot on their target, making all attacks on that area ignore 3 AR for the next round. This sends shooting pain through the target, focused on the area of weakness.
Additional Sparks	4, Hunter's Spark	Passive	---	The Hunter is able to control an additional amount of sparks equal to the amount of AP given up.

Brawler

Heavy Hitter	2	Modifier	1 AP	Must be cast before checking if an attack lands. Should it land, roll your BRV and add 1 damage for every success.
Rigged Blow	3, Heavy Hitter	Modifier	1 AP	Must be cast before checking if an attack lands. Should it land, your target is pushed back 2 tiles. If they end up hitting a wall, they take damage based on material. Wood is 2 damage, bricks are 3, and metals are 4.

Eyes on Me	3, Heavy Hitter	Action	1 AP	All enemies in a 20 tile radius must roll BRV. If their successes does not meet or exceed your BRV score, they may only attempt to do actions that effect you for their next turn.
Shattering Strike	3, Heavy Hitter	Modifier	2 AP	Must be cast before checking if an attack lands. Should it land, the enemies armor is broken.
Titan's Fury	4, Heavy Hitter	Passive	- - -	Everytime you take damage, you may decrease your Max AP by 1 in order to increase the damage of your attacks by 1. Titan's Fury is reverted as soon as you are healed.

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