

Pocket Dragon Spells : CHAPLAIN

I	II	III	IV	V
<ul style="list-style-type: none"> ○ Enchant I enchant a weapon. It becomes magic until the next short rest and allows to touch. Creatures immunized to normal weapons or dematerialized. ○ Imposition of Hands For each point of magic that I spend, I heal 2 + Wisdom hit points by imposing my hands. I can spend several magic points on the same action. 	<ul style="list-style-type: none"> ○ Memory I hold completely the content of a book, the position of a place or the appearance of a tapestry, complex enough to make a description or a specific drawing. I own up to Intelligence different memories. ○ Truth I am able to detect lies and to see the truth in the words of a person like reading the surface of his thoughts. 	<ul style="list-style-type: none"> ○ Comfort I extend an aura of comfort around me that warms or cools a room, calms the fears and anxieties, calms nerves and keeps awake. ○ Protective Seal I mark the lintel of a door of an invisible sign, which forbids magical creatures and the undead go up my next long break. 	<ul style="list-style-type: none"> ○ Circle of protection I extend a protective circle of wisdom meter radius. Malicious creatures cannot enter without my permission. The circle is fixed and held until the end of my next short rest, I am present or not. ○ Sleep In laying hands on someone, I put him into a deep sleep for several hours. This only works on creatures whose power is equal to or less my Wisdom 	<ul style="list-style-type: none"> ○ Banishment I reject or banished a creature magical-Elementary, mind, etc. which should immediately dematerialize or flee away ○ Prayer I get a miracle from the divinity that I pray, but this requires me to do a quest from her or an adequate sacrifice.
Common Level I	Level II	Level III	Level IV	Level V
<ul style="list-style-type: none"> ○ Support I grant a +4 bonus to one check, to me or companion ○ Detect Magic I detect the magic Intelligence meters ○ Minor Illusion I create a little illusion audio visual gold at sight Range ○ Light A bright light Appears That Follows me everywhere and shines like a beautiful lamp up to I turn it off ○ Message I send a short message to someone of my knowledge 	<ul style="list-style-type: none"> ○ Shield I grant a +1 bonus to defense, to myself or a companion for the duration of a fight. Each character can receive only one shield at a time, goal I can run it multiple on people if I have enough magic items ○ Dizziness One of my Opponents loses his next action. ○ Magic Missile I inflict 1d6 + Wisdom damage to a target, automatic hit ○ Opening I welded firmly open or close Any non-magical lock, without triggering traps, passing my hand over. ○ Minor Healing I give 1d6 + Wisdom hit points from an ally in sight 	<ul style="list-style-type: none"> ○ Blessing I grant a +1 bonus to all shares of my allies for the duration of a fight ○ Charm A person of my choice is very friendly to me-even if she Did not like me before. It will do me a favor, purpose will not put His life in jeopardy for my beautiful eyes. The target can make a saving throw to negate the effects of the spell ○ Counterpoison I automatically succeed saving throw against the poison. I can cast the spell just before the saving roll is Necessary ○ Invisibility I remain invisible as long as I do not do any other action that moving. ○ Darkness I create a dark area around me. Nobody can see through, including me 	<ul style="list-style-type: none"> ○ Fireball I inflicts 3d6 + Wisdom damage to all persons present in a radius equal to my Intelligence in meters. A saving throw to reduce half damage ○ Animal Form I can take the form of natural animal of my choice and benefit from normal capacity ○ Levitation I fly a few meters from the ground and can moving as fast as I could run. If I was falling, I recover myself without damage within A few feet of the ground ○ Necromancy I can speak with the dead. I get a +3 bonus to all damage Against the undead for the duration of fighting ○ Survival I resist the heat of a blaze, a blizzard cold, asphyxiation and poison. 	<ul style="list-style-type: none"> ○ Omen I ask a question to master the game about the adventure. He has to reply simply and truthfully ○ Countermagic I can immediately cancel a spell or a magical effect. ○ Invocation I invoke a spirit who Performs work for me or grant one wish. Be aware That May he cheat or take my word! Moreover, he can ask me something in exchange ... ○ Side Step I Instantly teleports me in an open area that I can See ○ Ice Storm I inflicts 2d6 + Wisdom damage to 1d6 + Intelligence enemies present on the battlefield. To save Reduces the damage by half

Pocket Dragon Spells : SCROUNGER

I	II	III	IV	V
<ul style="list-style-type: none"> ○ Smooth Talk I convince someone what I want, whatever my arguments, provided my <u>Charisma</u> is equal to or greater to its power. ○ Balance The target of the spell becomes completely insensitive to vertigo and always keeps his balance on any surface on a ledge or a wire stretched until the next short rest. 	<ul style="list-style-type: none"> ○ Disguise I quickly change my appearance General and silhouette, by modifying the shape or the color of my clothes, my general size or my approach. The disguise did not resist careful examination. ○ Silence I spread an aura of silence around me. I can act normally and even talk inside the bubble, but nobody will hear me out. 	<ul style="list-style-type: none"> ○ Neither seen nor known Nobody pays attention to my friends or me as we do normally. ○ Altered senses My senses to hear murmurs at a great distance or to see the silhouettes through a stonewall. 	<ul style="list-style-type: none"> ○ Poison I create a magical dose of poison capable of <u>instantly put asleep whoever drinks it</u> or <u>inflicting 3d6 extra damage</u> if a blade is coated. The poison remains usable until the end of my next short rest. ○ Passage in the shadows I use shadows to slip for one spot to another, including through doors or walls. 	<ul style="list-style-type: none"> ○ A thousand faces I can change my face and general appearance to resemble anyone I could observe. The effect lasts until the end of my next short rest ○ Cheat I automatically win when gambling, or get a <u>triple-6 on a roll of my choice</u> - I do not win lucky point for this.
Common Level I	Level II	Level III	Level IV	Level V
<ul style="list-style-type: none"> ○ Support I grant a <u>+4 bonus</u> to one check, to me or companion ○ Detect Magic I detect the magic Intelligence meters ○ Minor Illusion I create a little illusion audio visual gold at sight Range ○ Light A bright light Appears That Follows me everywhere and shines like a beautiful lamp up to I turn it off ○ Message I send a short message to someone of my knowledge 	<ul style="list-style-type: none"> ○ Shield I grant a <u>+1 bonus to defense</u>, to myself or a companion for the duration of a fight. Each character can receive only one shield at a time, goal I can run it multiple on people if I have enough magic items ○ Dizziness One of my Opponents loses his next action. ○ Magic Missile I inflict <u>1d6 + Wisdom damage</u> to a target, automatic hit ○ Opening I welded firmly open or close Any non-magical lock, without triggering traps, passing my hand over. ○ Minor Healing I give <u>1d6 + Wisdom hit points</u> from an ally in sight 	<ul style="list-style-type: none"> ○ Blessing I grant a <u>+1 bonus</u> to all shares of my allies for the duration of a fight ○ Charm A person of my choice is very friendly to me-even if she Did not like me before. It will do me a favor, purpose will not put His life in jeopardy for my beautiful eyes. The target can make a saving throw to negate the effects of the spell ○ Counterpoison I automatically succeed <u>saving throw against the poison</u>. I can cast the spell just before the saving roll is Necessary ○ Invisibility I remain invisible as long as I do not do any other action that moving. ○ Darkness I create a dark area around me. Nobody can see through, including me 	<ul style="list-style-type: none"> ○ Fireball I inflicts <u>3d6 + Wisdom damage</u> to all persons present in a radius equal to my Intelligence in meters. A saving throw to reduce half damage ○ Animal Form I can take the form of natural animal of my choice and benefit from normal capacity ○ Levitation I fly a few meters from the ground and can moving as fast as I could run. If I was falling, I recover myself without damage within A few feet of the ground ○ Necromancy I can speak with the dead. I get a <u>+3 bonus to all damage Against the undead</u> for the duration of fighting ○ Survival I resist the heat of a blaze, a blizzard cold, asphyxiation and poison. 	<ul style="list-style-type: none"> ○ Omen I ask a question to master the game about the adventure. He has to reply simply and truthfully ○ Countermagic I can immediately <u>cancel a spell</u> or a magical effect. ○ Invocation I invoke a spirit who Performs work for me or grant one wish. Be aware That May he cheat or take my word! Moreover, he can ask me something in exchange ... ○ Side Step I Instantly teleports me in an open area that I can See ○ Ice Storm I inflicts <u>2d6 + Wisdom damage</u> to <u>1d6 + Intelligence enemies</u> present on the battlefield. To save Reduces the damage by half

Pocket Dragon Spells : KNIGHT

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<p>War cry: I let out a war cry that make <u>lost its maneuver</u> to one of my opponents and gives an <u>extra maneuver</u> to all my allies.</p> <p>Sentinel: I do a <u>double shift</u> without additional fatigue and have time to react and to wake your companions if I'm surprised.</p>	<p>Rapid movement: I make a quick movement that takes me where I want on the battlefield, in the most favorable position for me. This spell is a maneuver and not an action</p> <p>Iron Tide: I can perform an attack on each different on each opponent in melee with me. With up to equal my Wisdom in number of targets.</p>	<p>Fortifications: I raise protections from the ground in a few minutes, giving good defenses against projectiles and a favorable tactical position for a few fighters.</p> <p>Blade of light: I create a pure energy blade, considered <u>a magic weapon and a weapon of choice</u> (+2 attack and damage)</p>	<p>Acceleration: My companions and me gain +2d6 initiative.</p> <p>Giant strength: I perform an unusual physical prowess immediately or I gain a +2 <u>Strength</u> bonus until the end of my next short rest.</p>	<p>Regeneration: I regain <u>1d6 hit points per round</u> at the end of my next short rest.</p> <p>Golem: I invoke an animated armor fighting with me. It is considered a tough opponent.</p>
Common Level I	Level II	Level III	Level IV	Level V
<ul style="list-style-type: none"> ○ Support I grant a <u>+4 bonus</u> to one check, to me or companion ○ Detect Magic I detect the magic Intelligence meters ○ Minor Illusion I create a little illusion audio visual gold at sight Range ○ Light A bright light Appears That Follows me everywhere and shines like a beautiful lamp up to I turn it off ○ Message I send a short message to someone of my knowledge 	<ul style="list-style-type: none"> ○ Shield I grant a <u>+1 bonus to defense</u>, to myself or a companion for the duration of a fight. Each character can receive only one shield at a time, goal I can run it multiple on people if I have enough magic items ○ Dizziness One of my Opponents loses his next action. ○ Magic Missile I inflict <u>1d6 + Wisdom damage</u> to a target, automatic hit ○ Opening I welded firmly open or close Any non-magical lock, without triggering traps, passing my hand over. ○ Minor Healing I give <u>1d6 + Wisdom hit points</u> from an ally in sight 	<ul style="list-style-type: none"> ○ Blessing I grant a <u>+1 bonus</u> to all shares of my allies for the duration of a fight ○ Charm A person of my choice is very friendly to me-even if she Did not like me before. It will do me a favor, purpose will not put His life in jeopardy for my beautiful eyes. . The target can make a saving throw to negate the effects of the spell ○ Counterpoison I automatically succeed <u>saving throw against the poison</u>. I can cast the spell just before the saving roll is Necessary ○ Invisibility I remain invisible as long as I do not do any other action that moving. ○ Darkness I create a dark area around me. Nobody can see through, including me 	<ul style="list-style-type: none"> ○ Fireball I inflicts <u>3d6 + Wisdom damage</u> to all persons present in a radius equal to my Intelligence in meters. A saving throw to reduce half damage ○ Animal Form I can take the form of natural animal of my choice and benefit from normal capacity ○ Levitation I fly a few meters from the ground and can moving as fast as I could run. If I was falling, I recover myself without damage within A few feet of the ground ○ Necromancy I can speak with the dead. I get a <u>+3 bonus to all damage Against the undead</u> for the duration of fighting ○ Survival I resist the heat of a blaze, a blizzard cold, asphyxiation and poison. 	<ul style="list-style-type: none"> ○ Omen I ask a question to master the game about the adventure. He has to reply simply and truthfully ○ Countermagic I can immediately <u>cancel a spell</u> or a magical effect. ○ Invocation I invoke a spirit who Performs work for me or grant one wish. Be aware That May he cheat or take my word! Moreover, he can ask me something in exchange ... ○ Side Step I Instantly teleports me in an open area that I can See ○ Ice Storm I inflicts <u>2d6 + Wisdom damage</u> to <u>1d6 + Intelligence enemies</u> present on the battlefield. To save Reduces the damage by half

Pocket Dragon Spells : BEWITCHER

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<ul style="list-style-type: none"> ○ Prediction I can cast this spell only once between each short rest. I have <u>one more action</u> that I can use whenever I want. ○ Thesaurus I instinctively know the content or plan a library. The time spent doing research is halved. 	<ul style="list-style-type: none"> ○ Elementary reading I read the ashes of a fire to know what happened in the vicinity while it was burning. I can observe the surface of a calm water body and hear what happened in the area <u>up to Wisdom days</u> before. ○ Stone Skin I cast up to Intelligence stone skins, to be divided between me and my comrades. Each skin stone cancels an <u>attack</u> and disappeared. I can cast this spell again while it remains an active stone skin. 	<ul style="list-style-type: none"> ○ Scanning I scan the surface of a small pond filled with water to observe a place remotely. I need to know the location or the appearance of people I spy. The spell does not work if my target has a power greater than my Wisdom. ○ Detection I know the approximate direction and distance of a thing or a place or a person I seek. My research has to be precise and I must have Information, name, or piece of the object. The spell lasts until the end my next short rest. 	<ul style="list-style-type: none"> ○ Modeling I shape the earth, wood and metal with my bare hands to shape, transform, stretch, give it an useful form. The work can be long because it must be done by hand, but the material has the consistency of modeling clay. ○ Portal I open a portal to a destination that I know and I visualize in my mind. The gate stays open while I focus. 	<ul style="list-style-type: none"> ○ Increase After casting this spell, I can cast another spell that has a limited number of target, and expand it to a number of targets equal to my wisdom. ○ Copy I choose any spell of any class up to level 3 and cast it.
Common Level I	Level II	Level III	Level IV	Level V
<ul style="list-style-type: none"> ○ Support I grant a <u>+4 bonus</u> to one check, to me or companion ○ Detect Magic I detect the magic Intelligence meters ○ Minor Illusion I create a little illusion audio visual gold at sight Range ○ Light A bright light Appears That Follows me everywhere and shines like a beautiful lamp up to I turn it off ○ Message I send a short message to someone of my knowledge 	<ul style="list-style-type: none"> ○ Shield I grant a <u>+1 bonus</u> to defense, to myself or a companion for the duration of a fight. Each character can receive only one shield at a time, goal I can run it multiple on people if I have enough magic items ○ Dizziness One of my Opponents loses his next action. ○ Magic Missile I inflict <u>1d6 + Wisdom damage</u> to a target, automatic hit ○ Opening I welded firmly open or close Any non-magical lock, without triggering traps, passing my hand over. ○ Minor Healing I give <u>1d6 + Wisdom hit points</u> from an ally in sight 	<ul style="list-style-type: none"> ○ Blessing I grant a <u>+1 bonus</u> to all shares of my allies for the duration of a fight ○ Charm A person of my choice is very friendly to me-even if she Did not like me before. It will do me a favor, purpose will not put His life in jeopardy for my beautiful eyes. . The target can make a saving throw to negate the effects of the spell ○ Counterpoison I automatically succeed <u>saving throw against the poison</u>. I can cast the spell just before the saving roll is Necessary ○ Invisibility I remain invisible as long as I do not do any other action that moving. ○ Darkness I create a dark area around me. Nobody can see through, including me 	<ul style="list-style-type: none"> ○ Fireball I inflicts <u>3d6 + Wisdom damage</u> to all persons present in a radius equal to my Intelligence in meters. A saving throw to reduce half damage ○ Animal Form I can take the form of natural animal of my choice and benefit from normal capacity ○ Levitation I fly a few meters from the ground and can moving as fast as I could run. If I was falling, I recover myself without damage within A few feet of the ground ○ Necromancy I can speak with the dead. I get a <u>+3 bonus to all damage Against the undead</u> for the duration of fighting ○ Survival I resist the heat of a blaze, a blizzard cold, asphyxiation and poison. 	<ul style="list-style-type: none"> ○ Omen I ask a question to master the game about the adventure. He has to reply simply and truthfully ○ Countermagic I can immediately <u>cancel a spell</u> or a magical effect. ○ Invocation I invoke a spirit who Performs work for me or grant one wish. Be aware That May he cheat or take my word! Moreover, he can ask me something in exchange ... ○ Side Step I Instantly teleports me in an open area that I can See ○ Ice Storm I inflicts <u>2d6 + Wisdom damage</u> to <u>1d6 + Intelligence</u> enemies present on the battlefield. To save Reduces the damage by half

Pocket Dragon Spells : HUNTER

I	II	III	IV	V
<ul style="list-style-type: none"> ○ Training I quickly train a small Animal that can performs a simple turn or obey my orders efficiently. ○ Passage without a trace I get along with the spirits of nature that they erase all traces of my passage and my companions. Unless a powerful magic, it is impossible to track me. 	<ul style="list-style-type: none"> ○ Anger I enter in a state of frenzy during combat. I <u>double my bonus to attack and damage in melee</u>, but I <u>ignore my Wisdom</u> bonus to my defense. ○ Hunt I know find and follow tracks even after several days and if it rained abundantly. I get to pass some useful information on my prey. The spell lasts until my next short rest or until I find my prey (whichever happens first). 	<ul style="list-style-type: none"> ○ Path By taking a little time to listen to nature, I determine the path the safest or most fast that will lead me to my destination ○ Arrow I get a +2 bonus to hit and damage to the bow until my next short rest. Furthermore, I ignore the vegetal barriers and cover when I shoot. 	<ul style="list-style-type: none"> ○ Pants Animation I control the natural movement of plants to move and blocks, for herbs to clinging on boots and nettles and sumac to whip skins. My enemies are suffering in many ways - waste of time and maneuvers, damage, etc. I choose an effect and a different target each round. ○ Water Breathing I naturally breathe under water until I come back on land. 	<ul style="list-style-type: none"> ○ Call I call to me animals that can help me, protect me, guide me, give me information, etc. Warning: their presence can reveal my position to my enemies ○ Communion I am in communion with the nature. Know the position of all sentient creatures in a radius of one kilometer per point of Wisdom. I sense places where blood was drawn recently, sources of food or water, shelters and possible hiding places. I am also protected against magical scan.
Common Level I	Level II	Level III	Level IV	Level V
<ul style="list-style-type: none"> ○ Support I grant a +4 bonus to one check, to me or companion ○ Detect Magic I detect the magic Intelligence meters ○ Minor Illusion I create a little illusion audio visual gold at sight Range ○ Light A bright light Appears That Follows me everywhere and shines like a beautiful lamp up to I turn it off ○ Message I send a short message to someone of my knowledge 	<ul style="list-style-type: none"> ○ Shield I grant a +1 bonus to defense, to myself or a companion for the duration of a fight. Each character can receive only one shield at a time, goal I can run it multiple on people if I have enough magic items ○ Dizziness One of my Opponents loses his next action. ○ Magic Missile I inflict 1d6 + Wisdom damage to a target, automatic hit ○ Opening I welded firmly open or close Any non-magical lock, without triggering traps, passing my hand over. ○ Minor Healing I give 1d6 + Wisdom hit points from an ally in sight 	<ul style="list-style-type: none"> ○ Blessing I grant a +1 bonus to all shares of my allies for the duration of a fight ○ Charm A person of my choice is very friendly to me-even if she Did not like me before. It will do me a favor, purpose will not put His life in jeopardy for my beautiful eyes. . The target can make a saving throw to negate the effects of the spell ○ Counterpoison I automatically succeed <u>saving throw against the poison</u>. I can cast the spell just before the saving roll is Necessary ○ Invisibility I remain invisible as long as I do not do any other action that moving. ○ Darkness I create a dark area around me. Nobody can see through, including me 	<ul style="list-style-type: none"> ○ Fireball I inflicts 3d6 + Wisdom damage to all persons present in a radius equal to my Intelligence in meters. A saving throw to reduce half damage ○ Animal Form I can take the form of natural animal of my choice and benefit from normal capacity ○ Levitation I fly a few meters from the ground and can moving as fast as I could run. If I was falling, I recover myself without damage within A few feet of the ground ○ Necromancy I can speak with the dead. I get a +3 bonus to all damage Against the undead for the duration of fighting ○ Survival I resist the heat of a blaze, a blizzard cold, asphyxiation and poison. 	<ul style="list-style-type: none"> ○ Omen I ask a question to master the game about the adventure. He has to reply simply and truthfully ○ Countermagic I can immediately <u>cancel a spell</u> or a magical effect. ○ Invocation I invoke a spirit who Performs work for me or grant one wish. Be aware That May he cheat or take my word! Moreover, he can ask me something in exchange ... ○ Side Step I Instantly teleports me in an open area that I can See ○ Ice Storm I inflicts 2d6 + Wisdom damage to 1d6 + Intelligence enemies present on the battlefield. To save Reduces the damage by half

Capacities Capacities with a *, can be taken several times. | Learning new capabilities costs 100XP

Common Capabilities

Backstab*: Once a fight, I double the damage I inflict in melee or distance (double the and dice and damage) Taking this capacity several time allows to use it more times.



Insolent Luck: I have two additional points of luck (after a long rest)

Heart of Lead: I can endure the most horrible visions and ignore the effects of fear and terror caused by creatures or magic

Dearly Grace: I double my dexterity bonus to the ranged damage I inflict

Rapid Reaction: I add to my initiative +1d6

Big Brute: I double my strength bonus to melee damage I inflict
Powerful Magic: I have two additional points of Magic (after a short rest)

Irresistible Magic: the difficulty of saving throws to counter my spells is Increased by 2

Animal Companion: I'm accompanied a beautiful animal - a beauty Among His kind. It Can Be of Any beast of my choice. He is smart and can-even communicate to me when we look into the eyes. It can help me in many circumstances, including in battle - Then It Gives Me 5 additional hit points and a +1 bonus to defense. I can give it one skill.

Light Walk: this power is permanent. I walk with a light step. I'm naturally fairly quiet when i move; I go where other Heavier characters couldn't. I can walk or run a long timer.

Light Sleeper: This power is permanent. I sleep with one eye open. No one can catch me in my sleep and I am always fresh and alert when i wake up

Dark Vision*: This power is permanent. I see perfectly in the dark of night or in the darkness of the caves. I can take this power again to see through magical darkness. If I am a Gnome or Sidhe, I already-have the first level of this power.

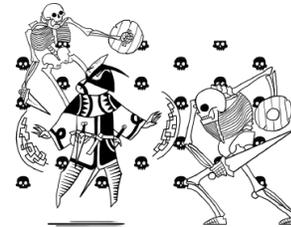
Wealthy *: I have money in wide quantities - more than enough to meet the needs of my Once entre two long rest, I can spread my munificence and make a major purchase - many horses, a small boat, a house, a big reception, sumptuous clothes, this is of great value to someone, etc.

Chaplain's capabilities

Heart of Jade: When I use a maneuver to help a comrade, I grant him a bonus equal to my wisdom instead of just +1.

Detection of malice: that power is permanent. I feel the malice in people and living things - do they want to hurt me? do they tend to lie to me or to betray me (although this is not the case in the circumstances)? I have to be careful and power will not fire when an attacker is well hidden and prepares to jump me. But I can, for example, feel the danger in seeing approaching miscreants through the crowd of a market.

Pilgrim: I wear the badge of a pilgrim of old goddess, providing me a good reception in all the temples, shrines, chapels and monasteries where I stop. It feeds me free and I can even be information or access to libraries and reliquaries if I want.



Relic: I have a divine relic, which gives me two additional points of magic.

Sacrifice: by placing my hands, I relieve a companion of his point o injury, but it is I who suffered. Nevertheless, I can bear Wisdom + Constitution wounds this way. And lose 1 hit point for each of those wounds, instead of 5.

Secret: I can protect a secret or an acquaintance. No one can steal if from me, magically, by torture or by deception

Scrounger's capabilities

Heart of Ice: Sainte Hood is always on my side when I do not play the hero. I can spend a Luck point to automatically succeed non fighting action like if got a triple-6.

Urban parkour: in town, I know how to take advantage of walls, roofs and most diverse obstacles to propel me to the speed of a galloping horse.

Prepared: I have lots of secret pockets on me and maybe a bottomless bag. I spend a magic point out something from my bag instead of spending a use.

Find Traps: This power is permanent. When a trap is triggered because I had not properly paid attention, I throw 1d6: 4 or more, I spotted the trap in time and it causes no harm to anyone.

Wardrobe: I always have the most appropriate clothing to the circumstances, whether to hide me in the sewers or compete elegance at the ball of the emperor. I then a can get a +3 circumstantial bonus.

Guild: my name is known and respected in criminal circles. Local thief guilds gladly welcome me if I do not walk on their grass or if I pay them their share. I can easily get useful information or even a refuge in times of hardship.



Knight's capabilities

Armor suit: I know put my armor correctly. I earn a +1 in defense.
Iron Heart: I used my body to resist most diverse pains. I have 10 extra hit points.



Two-Weapon Fighting: when I fight with a weapon in one hand, I can wield a second weapon instead of the shield. I then get both the +1 defense and the +3 damage bonus.
Martial training *: I have a +2 bonus to all my attack and damage rolls with my favorite weapon, (picking several allow more categories)

Noble: I was knighted in recognition of my heroic actions, unless I have inherited the title of my parents. I now received in the best circles of communities I visit and I ask audience to sovereigns with proper chance they get me.
Tenacity: if I get to 0 Hit points, I do not sink into unconsciousness and continue to act. However, each additional attack that affects me automatically inflicts a wound point

Bewitcher's capabilities

Alchemy: I can make alchemical potions or scrolls to trigger effects equivalent to magic spells of any class. Between two long rests, I have a total of spell levels equal to twice my intelligence that I can distribute between one or more alchemical items.
Heart of fire: the magical energies flowing live in me and I always give the impression of a little fever. I have 3 additional points of magic (after each short rest).

Familiar: I have a pet - a cat, a crow, an owl, a rat, a pseudo-dragon perhaps. It can act or spy for me, advice me as or deliver messages. It can take my appearance and I hers when one is in sight. Finally, it gives me two extra skills.
Battle Mage: I add 1d6 to all the damage I inflict by magic.



Magician from the high towers: I am a senior member of the magical community and am always welcomed by my peers within th alliances and towers. I find easily magical components and materials for my rituals and I have access to the best libraries.
Instant Magic: once per fight, I cast my spells at the cost of maneuver rather than an action

Hunter's capabilities

Wood heart: I talk to animals and they understand me, allowing me to charm, to dialogue, to direct - to the extent of their intelligence and their good will.
Detecting ambushes: this power is permanent. When I was ambushed because I had not properly paid attention, I throw 1d6: 4 or more, I spotted the trap in time and I can act once before everyone.

Plant empathy: I maintain some form of communication with plants. They can fade to let me pass, give me some sensory information on a past event which they could assist or guide me to find something to feed me or treat me.
Companion spirit: a spirit of nature, cheerful and playful, has taken a liking to me and accompanies me everywhere. I have two additional points of magic.
Refuge: nature spirits always seek to promote my rest. I always find places protected and safe to install my camp, with water nearby and it takes discretion. If it's useful, I have a +2 bonus to the appropriate checks.

Mount: a woodland creature serves me as mount - giant boar, horn deer, etc. It ignores all the difficult terrain and it is much less difficult to feed a normal horse, besides being amazingly loyal.

