

Skill

Each box costs 1 Skill Point. You may choose any box as long as it is accessible from a skill you already possess!

NOTE: You begin your adventure with 1 Skill Point. Choose your first profession wisely!

FURY WARRIOR
At the beginning of each combat, your scream causes your opponent to immediately lose 2 Hit Points

YOU SHALL NOT PASS
+1 permanent Defense

BLESSED WARRIOR
After each combat round, gain 1 Hit Point

BARBARIAN

SPELL: POISONED BITE
Spend 4 Magic Points to inflict 11 Damage + a Disc Spin; the enemy is paralyzed by your poison and only inflicts half of its damage during its next turn

SPELL: FULL MOON
Spend 1 Hit Point to transform into a werewolf whenever you want

SHARP CLAWS
+1 permanent Strength

LYCANTHROPE

SPELL: ILLUSION
Spend 3 Magic Points to summon an undead minion. It immediately takes your place for one or multiple rounds (it spins the disc). It has 6 Hit Points, 8 Strength, and 6 Defense. If it takes more damage than it has hit points, it disappears and you must take the remainder of the damage.

SPELL: ICE STORM
Spend 2 Magic Points to hurt an ice storm that does 14 Damage + a Disc Spin

SPELL: ALCHEMY
At any time, spend 4 Magic Points to gain 10 Gold Pieces

MAGE

SPELL: NECROMANCY
Spend 3 Magic Points to summon an undead minion. It immediately takes your place for one or multiple rounds (it spins the disc). It has 6 Hit Points, 8 Strength, and 6 Defense. If it takes more damage than it has hit points, it disappears and you must apply the remainder of the damage.

SPECTRAL SHIELD
+1 permanent Defense

DESPAIR
During combat, you may lose 1 Magic Point instead of 1 Hit Point and vice versa

SORCERER

LUCKY
If you get a 1 on a Disc Spin, spin it again

STREET THIEF
Open locked chests.

ANIMAL HUSBANDRY
You do not need to pay or spin the disc to acquire a companion; it comes directly to you (you may only have one companion)

SURVIVOR

UNLEASHED BLADE
+1 permanent Strength

HUMAN SHIELD
+1 permanent Defense

YOUNG RECRUIT
+1 permanent Strength

SOLDIER

PALADIN
When you reach a new level, immediately regain 3 Hit Points

BLESSING
When you get a 6 with the disc, immediately gain 1 Hit Point

GRACE
Gain 2 Magic Points for each successful combat, quest, and riddle

HEALER

SPELL: FIREBALL
Spend 2 Magic Points to throw a fireball that does 12 Damage + a Disc Spin

ICE ARMOR
+1 permanent Defense

SPELL: SHOCK
Spend 1 Magic Point to fire an electric arc that does 6 Damage + a Disc Spin

APPRENTICE

