

Abilities:

From this list, you may pick three Abilities to represent your character's strengths. Abilities, are not easily changed and can be learned at great cost. You can pick one (MJ) Major, (MN) Minor, and (ST) Stance ability. They don't have to be from the same Class.

A [CLOCK] means that it can be performed outside of combat as a time-consuming action.

A [BOLT] means that it can be performed before Initiative would allow it.

[[The reason I don't like classes is because they define character too much; you don't play Amalthea, you play a Wizard; you're not a street-savvy orphan, you're a Rogue. Too much of your character, statistically- and personality wise, relies solely on which class you pick. Hence the absence of classes in Grim.]]

The Gravedigger

- MJ: Honor the Fallen: When a player character dies in combat, each other character gets +2 Armor until the end of combat and attacks on this character have disadvantage. When you visit a Gravesite, if this character witnessed that death, other characters get +1 to Armor and Resolve checks until the end of the session. This bonus does not stack for visiting multiple gravesites.
- MN: Grim Resolve: You may re-roll one die in a Resolve check. You can't have disadvantage on resolve checks.
- ST: Meager Prayer: Up to two Religious characters regain 2 points of Resolve. This character cannot be one of them.

The Inquisitor

- MJ: Investigate: Any time you investigate a Grisly Scene, gain a Clue point. You can spend a Clue point to generate a Rumor, give you a literal clue on a Rumor, or automatically succeed on a Notice or Will check, including Resolve checks.
- MN: Examine: [CLOCK] You can examine a fallen enemy to learn their weaknesses. If the enemy has no vulnerabilities, your weapons deal +1 damage on attacks against them.
- ST: Challenge: Target character gets -2 on attacks against any character other than you. If you successfully hit the target, you or another character regain a point of Resolve. If you attack another character or use this ability on another character, this ability fails.

The Tactician

- MJ: Battle Tactics: At the beginning of combat, pick a tactic. You get that bonus until the end of the battle.
 - Breaking Blows: You can fill a Durability slot in your weapon in exchange for an extra d3+3 damage.
 - Terror Tactics: For each character you have killed in combat this battle, each enemy gets -1 to their Resolve Check.
 - Damage Control: Roll 3d6, and record the results. Whenever an ally takes damage, they can gain DR equal to the result of one of the d6s. If they do, remove that d6.
- MN: Second Skin: Your armor loses the Slow or Bulky keyword.
- ST: Command: [BOLT] Another character gets to use your Skill bonus instead of theirs on a Skill check. If you have no proficiency in that Skill, they get +1 on their roll.

The Sellsword

- MJ: Payback - You have DR 3 against the first attack that deals damage to you. Next round, if you hit the character that dealt damage to you, you may add damage equal to all damage you resisted last round.
- MJ: Martial Prowess - If you roll a 6 on an attack, you may add one of the following properties; Breaking, Piercing 2, Pull, Push, or Stun. If you roll double 6s, you may attack again without adding a property.
- MN: Taking Scalps: Whenever you loot enemies, the GM rolls d6+1 on the loot table.
- ST: Protect the Investment: [BOLT] Pick a character. If an attack would damage that character, you can take the damage instead at Damage Resistance 2. Having a different Armor score does not change the amount of damage taken.

The Raider

- MJ: Rage: At the beginning of a battle, you may sacrifice d6 Resolve. If you do you gain the following abilities until the end of combat:
 - You can use any weapon as if it had the Paired keyword, as long as it doesn't have the Long or Force keyword.
 - If you are only wielding one melee weapon, it gains the Long, Force, or Breaking keyword.
 - All Attribute Skills have the same value as your Passion skill. They don't change your character's Resolve or Trauma slots, but they do apply to skill checks.
- MN: Calm after the Storm: After a battle, regain d3 Resolve. If you sacrificed Resolve, regain 3 Resolve.
- ST: Dodge: Instead of using your Armor score, when an enemy attacks you

this round, you can make an Agility check against their roll. If you succeed, their attack fails. If you fail, you take damage as if you had no Armor.

The Apothecary

- MJ: Basic Healing: If you succeed on the use of a Healing Kit, the target regains d3+3 Resolve or ignores the penalty of one Trauma slot until the Fate Pool is filled and regains d3 Resolve
- MN: Quick Work: If you have First Watch on a Rest, you can perform one Ritual Spell you know, make use of a Healing Kit, or heal each character 1 point of Resolve.
- ST: Surgical Precision - You get +2 to your Action if it uses a skill you have.

The Poacher

- MJ: (ST) Hunter's Quarry: Pick an enemy you can see. Anytime you attack that enemy, your attacks have Piercing 2, Stun, or Soft. If you attack another enemy or perform an action that would take your eyes off your quarry, you lose this bonus.
- MN: Forage: Each time the Fate Pool is filled, you gain 1+d3 points of Light.
- ST: Camouflage: Add 2 to your Armor score until the end of the round. If a character successfully hits you, you lose this bonus.

The Nomad

- MJ: Exotic Proficiency: You can add your Travel or History skill to attacks with Exotic Weapons. In addition, you may start the adventure with one of the following; a Carbine, a Musket, or a Blunderbuss.
- MN: Haggle and Appraise: You can usually get items for a Silver less than it costs. You can't haggle a price below 50%. Items purchased in bulk and exotic items can get larger discounts, but only at prices such as 10 Gold and above.
- ST: Quick Repair: Temporarily restore a point of Durability to an item you have. You can only do this once per item, and it wears off when the Fate Pool is filled.

The Oracle

- MJ: Read the Cards - [CLOCK] Either reduce the number of dice in the Fate Pool by d3 or change the result of one die when the Fate Pool is rolled.
- MN: Haunting Lullaby: [CLOCK] Flip a coin and pick an even number equal to or less than 8. If you win, characters regain that much Resolve. If you fail, characters lose Resolve equal to half that number.
- ST: Seance - When you cast Summons, roll an extra d6 as if you have Advantage. This does not count as Advantage. When you stop using this stance, 6 points worth of Summoned creatures disappear.

The Beggar

- MJ: Mulligan: You can push a pushed roll once per session.
- MN: Make Do: You don't roll with disadvantage on Resolve checks for not paying a point of Light. Once per session, you can produce a Common item without paying a point of Light.
- ST: Madness: [CLOCK] Regain Resolve equal to the total damage of Traumas you have. Other characters lose a point of Resolve. If they are Religious, they lose two points of Resolve.

The Historian

- ST: Useful Parable: [CLOCK]
- Cartographer: When you return to areas you have already explored,
- MN: Hoarder - Treasure and non-equipment items have -1 Load.

More spell abilities

More individual out of combat abilities

Exploration ability

Alchemy sets for medicine users with special damage, mind-altering effects, steroids and buffers

- Snap out of it: Target ignores Traumas until the Fate Pool is filled.

The Adept

- Bargain with the Heathen Gods

The Witch Doctor (Pagan hermit)

The Infidel Brigand Highwayman Vandal

The Gambler

Irreligious

- ST: Pacifist: You disengage. If you are already disengaged, enemies can't attack you. If you or a character you control attack, you lose the benefits of this ability.
- Pilfer - STANCE - You gain one Gold Piece. Not applicable in certain situations.
- ST: Scram: You can't take an Action this round. You get +4 Armor and disengage.
- Mercy: If you don't kill any enemies, they can't kill you. GM be willing, of

course. You can apply the Soft keyword to all of your attacks.

- Cautious: When you Shift, you can also Fortify.
- Survivor: Whenever you are healed, regain an extra point of Resolve.
- Dualist: When using the Florentine stance, your extra attack does not have disadvantage.
- Battlefield Medic: When you use a healing kit, the target loses their action but may use their stance.
- First Blood: If no creature has died yet this battle, you may re-roll all damage dice.
- Natural Remedies: You can use your Nature skill instead of your Medicine skill for Healing Kits.
- Walk it Off: Stun effects don't work on you.