

# 1. Character Creation

## 1. Pick a Class

- **Fighter** – Specializes in melee combat, crowd control, and withstanding physical threats.
- **Support** – Excels at healing allies, buffing defenses, and coordinating the group.
- **Occultist** – Trades sanity for powerful spells, eldritch manipulations, and cosmic insight.

## 2. Choose a Subclass (Signature Skill)

- Each class offers several **subclasses**, each tied to a unique signature skill with **4 Tiers** (Base + 3 Levels).
- These Tiers unlock at **insanity thresholds** (base game), or however your campaign handles leveling.
- By the time you've hit your third threshold, your signature skill is at **max power** (Level 3).

## 3. Select Two Base Game Abilities

- In addition to your chosen subclass skill, pick **two** of the original CDMD skills (e.g., **Brawling, Toughness, Swiftness, Marksman, Stealth, Arcane Mastery**).
- These follow the standard CDMD rules (3 levels) as you cross each insanity threshold.

## 4. Investigator Sheet Setup

- Write down your class, subclass signature skill (Base Tier unlocked), and the two base game abilities (Level 1).
- Track your **Health, Sanity, Stress**, and any scenario-specific items or features.

This approach keeps the original spirit of *Cthulhu: Death May Die*—balancing **growing power** with **encroaching madness**—while granting each investigator a **distinct identity** via their subclass signature skill.

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## 2. Fighter Subclasses (Signature Skills)

The **Fighter** thrives in close combat, tanking blows and striking back with brute force. Choose **one** Fighter subclass:

### F2.1 Berserker (Bloodlust)

### Base (Level 0)

- **Effect:** When you **kill an enemy** on your turn, you may lose **1 Sanity** to gain **+1 die** on your **next Attack** this round.
- **Theme:** Blood-soaked fury, fueling your attacks at the cost of your mind.

### Level 1

- **Effect:** Whenever you deal **2+ Wounds** on a single Attack, **recover 1 Stress** (once per turn).

### Level 2

- **Effect:** If at **half Health or less**, you gain **+1 die** on all melee Attacks but lose **1 Sanity** the first time you Attack each turn.

### Level 3

- **Effect:** Once per round, if you **kill** an enemy, you may **immediately** make another Attack as a Free Action. If you roll **any Tentacles** on that extra Attack, lose **1 Wound**.
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## F2.2 Guardian (Shield Bash)

### Base (Level 0)

- **Effect:** When you defend in melee (roll defense dice) and get **1+ Success**, deal **1 Wound** to the attacker (once per enemy per turn).

### Level 1

- **Effect:** Once per round, if you take **0 Wounds** from an Attack, you or an ally in your space may move **1 space** for free.

### Level 2

- **Effect:** Enemies in or adjacent to your space roll **-1 die** on their **first Attack** each round.

### Level 3

- **Effect:** Once per round, **ignore all Wounds** from a single enemy Attack. Lose **1 Sanity** each time you do.
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## F2.3 Weapon Master

### Base (Level 0)

- **Effect:** Gain **+1 die** on your **first melee Attack** each turn. (If your group uses weapon types, apply this only when wielding a heavy/two-handed weapon.)

### Level 1

- **Effect:** Once per turn, you may **reroll 1 Blank** on your Attack dice.

### Level 2

- **Effect:** If you roll **3+ Successes** on a single Attack, deal **+1 Wound** total.

### Level 3

- **Effect:** Each Attack you make can convert **1 Elder Sign** into **1 Success**. Doing so costs **1 Stress** (focus strain).
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## F2.4 Juggernaut (Iron Hide)

### Base (Level 0)

- **Effect:** Once per round, **ignore 1 Wound** from a melee Attack.

### Level 1

- **Effect:** If **2+ enemies** are in your space at the start of their activation, roll **+1 defense die** against each Attack this round.

### Level 2

- **Effect:** When you **Rest**, recover **1 additional Wound** if enemies are adjacent (not fully safe).

### Level 3

- **Effect:** Once per round, if an Attack would reduce you to **0 Health**, roll 1 die. On a Success, remain at **1 Health** but lose **1 Sanity**.
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## F2.5 Grappler (Savage Grapple)

### Base (Level 0)

- **Effect:** Once per Attack, if you roll **1+ Success**, the target **cannot leave** your space on its next activation.

### Level 1

- **Effect:** If an enemy tries to **enter** your space, roll 1 die; on a Success, it fails to enter.

### Level 2

- **Effect:** When attacking a “grappled” enemy (one you forced to stay), gain **+1 die**; each Tentacle you roll costs you **1 Stress**.

### Level 3

- **Effect:** Whenever you **kill** an enemy in your space, you may make a **1-die Attack** against another enemy in your space. On a Tentacle, lose **1 Wound**.
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## F2.6 Vanguard (Relentless)

### Base (Level 0)

- **Effect:** If you **fail** an Attack (0 Successes), you may move **1 space** for free (once per turn).

### Level 1

- **Effect:** Each time you deal at least **1 Wound**, **recover 1 Stress** (once per turn).

### Level 2

- **Effect:** At the start of your turn, if no enemies are in your space, gain **+1 Action** (usable only to Run or Attack if you have a ranged option).

### Level 3

- **Effect:** If you kill an enemy this turn, you may ignore **1 Wound** from a single source before your next turn.
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# 3. Support Subclasses (Signature Skills)

The **Support** invests in healing, buffing, and safeguarding the team. Choose **one** Support subclass:

## S3.1 Field Medic

### Base (Level 0)

- **Effect:** Once per turn, you may **Patch Up** an ally (recover 1 Wound) as a **1 Action** ability. If you roll any Tentacles on your next Attack/defense, you take 1 Wound (backlash).

### Level 1

- **Effect:** If you heal an ally at **half Health** or below, they also recover **1 Stress** (once per turn).

### Level 2

- **Effect:** When you **Rest**, an ally in your space also recovers **1 Wound** (once per round).

### Level 3

- **Effect:** Once per round, you can spend **2 Actions** to let an ally in your space recover **2 Wounds and 1 Sanity**. On a Tentacle (roll 1 die), you lose 1 Sanity.
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## S3.2 Tactician

### Base (Level 0)

- **Effect:** Allies in your space gain **+1 die** on their **first Attack** each round.
- **Level 1**
  - **Effect:** Once per round, if an ally kills an enemy, you may let that ally recover **1 Stress**.
- **Level 2**
  - **Effect:** At the start of **each** ally's turn in your space, they can move **1 space** for free.
- **Level 3**

- **Effect:** Once per round, you may spend **1 Action** to let an ally in your space immediately **take 1 free Action**.
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## S3.3 Empath

### Base (Level 0)

- **Effect:** Allies in your space lose **1 less Sanity** the **first** time they roll a Tentacle each round (minimum 0 lost).
  - **Level 1**
    - **Effect:** When an ally in your space crosses an **Insanity Threshold**, they recover **1 Wound** (once per threshold).
  - **Level 2**
    - **Effect:** Once per round, if an ally in your space would lose **2+ Wounds** at once, reduce that to **1 Wound**. You take **1 Stress**.
  - **Level 3**
    - **Effect:** You may spend **3 Actions** to allow **all allies in your space** to each recover **1 Sanity**. For each ally who does so, you lose **1 Stress** (if available) or **1 Wound** (if no Stress left).
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## S3.4 Shield Warden

### Base (Level 0)

- **Effect:** Allies adjacent to you roll **+1 die** when defending (once per round each).
  - **Level 1**
    - **Effect:** If you have **2+ allies** in your space, you may ignore **1 Tentacle** result on a defense roll once per round.
  - **Level 2**
    - **Effect:** Once per turn, if an ally in your space is attacked, you may choose to take that Attack instead (before dice are rolled).
  - **Level 3**
    - **Effect:** Allies in your space **cannot** be forced to move by enemy abilities. If they have **Stealth**, they also ignore “leave triggers” for free.
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## S3.5 Miracle Worker

### Base (Level 0)

- **Effect:** You may spend **2 Actions** to remove **one** negative status from an ally in your space (e.g., on fire, stunned, or scenario-specific).
  - **Level 1**
    - **Effect:** If you remove a negative status, that ally also recovers **1 Stress**.
  - **Level 2**
    - **Effect:** Once per round, if you remove a second status from the same ally, they recover **1 Wound**.
  - **Level 3**
    - **Effect:** Spend **3 Actions**: **all** allies in your space lose one major negative status and recover **1 Wound and 1 Sanity**.
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## S3.6 Rallying Bard

### Base (Level 0)

- **Effect:** Once per turn, spend **1 Action** to let 1 ally in your space gain **+1 die** on their next Attack or Defense (their choice).
  - **Level 1**
    - **Effect:** When an ally in your space kills an enemy, you may “cheer”: that ally also recovers **1 Stress** or **1 Wound** (their choice, once per round).
  - **Level 2**
    - **Effect:** Your supportive shouts reduce **1 Tentacle** result on an ally’s roll each round (ally chooses which roll).
  - **Level 3**
    - **Effect:** Spend **2 Actions**: All allies within 1 space **recover 1 Stress** and ignore the first Tentacle they roll on their next Attack or defense.
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## 4. Occultist Subclasses (Signature Skills)

The **Occultist** harnesses forbidden powers, often sacrificing health or sanity for potent effects. Choose **one** Occultist subclass:

### O4.1 Eldritch Warlock

### Base (Level 0)

- **Effect:** You may treat **1 Elder Sign** as a **Success** on your Attack rolls. Each time you do, lose **1 Sanity**.
  - **Level 1**
    - **Effect:** If you roll **2+ Elder Signs** on a single Attack, gain **+1 total Wound** (once per Attack).
  - **Level 2**
    - **Effect:** Whenever you cross an Insanity Threshold, you may roll 2 dice; each Success = 1 Wound to an enemy in your space, each Tentacle = lose 1 Wound.
  - **Level 3**
    - **Effect:** Once per round, you can **convert all Elder Signs** you roll into **Successes** (maximum 3 dice). Each Tentacle also deals you **1 Wound**.
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## O4.2 Blood Mage

### Base (Level 0)

- **Effect:** You can **lose 1 Wound** to gain **+2 dice** on your **next Attack** or skill roll (this turn).
  - **Level 1**
    - **Effect:** If you kill an enemy with an Attack boosted by Blood Mage abilities, **recover 1 Stress**.
  - **Level 2**
    - **Effect:** Once per round, you may **ignore 1 Tentacle** on an Attack if you spend **1 additional Wound**.
  - **Level 3**
    - **Effect:** Each time you kill an enemy with a Blood Mage-boosted Attack, you **recover 1 Wound** (max once per Attack).
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## O4.3 Gateway Summoner

### Base (Level 0)

- **Effect:** Once per round, you can spend **1 Action** to “bind” an enemy within 1 space (roll 1 die; on a Success, it cannot move this turn). On a Tentacle, **lose 1 Sanity**.
- **Level 1**
  - **Effect:** When you bind an enemy, you may also pull it **1 space** closer to you (if you choose).
- **Level 2**

- **Effect:** Once per turn, if you bind or move an enemy, **another** ally in that enemy's space gains **+1 die** on their next Attack.
  - **Level 3**
    - **Effect:** You may spend **2 Actions** to attempt an advanced bind (roll 3 Black Dice): if you get **2+ Successes**, that enemy **cannot attack** or move for its next activation. Each Tentacle = lose 1 Wound.
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## O4.4 Mindshatter

### Base (Level 0)

- **Effect:** Perform a short-range mental Attack (1 space away) with **2 Black Dice**. Each Success = 1 Wound, each Tentacle = **lose 1 Sanity**.
  - **Level 1**
    - **Effect:** If you roll **3+ Successes**, the enemy also loses its next Attack (skip one Attack). You lose 1 Stress.
  - **Level 2**
    - **Effect:** Once per round, if you deal **2+ Wounds** via Mindshatter, you may also **recover 1 Stress** or **1 Wound**.
  - **Level 3**
    - **Effect:** Spend **3 Actions**: Mindshatter all enemies within 2 spaces (roll 4 Black Dice total). Each Tentacle = you lose 1 Sanity and 1 Wound.
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## O4.5 The Unbound Vessel

### Base (Level 0)

- **Effect:** You can "store" **1 Tentacle** result from an Attack (once per turn). Note this as a "Void Charge."
  - **Level 1**
    - **Effect:** You can spend **1 Void Charge** to roll **+1 die** on your next Attack. Each time you do, lose **1 Stress**.
  - **Level 2**
    - **Effect:** You can hold up to **2 Void Charges** at once. If you exceed 2, you lose 1 Wound and discard extras.
  - **Level 3**
    - **Effect:** Spend **2 Void Charges** to make an Attack rolling **+3 dice**. For each Tentacle on that Attack, lose **1 Wound and 1 Sanity**.
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## O4.6 Shadow Conspirator

### Base (Level 0)

- **Effect:** You may spend **1 Stress** to look at the **top 2 Mythos Cards** and pick which to resolve. Place the other on top or bottom of the deck.
  - **Level 1**
    - **Effect:** Once per round, if the Mythos Card you resolve contains a Summoning Symbol, you may lose 1 Stress to ignore 1 Tentacle you roll this turn.
  - **Level 2**
    - **Effect:** Whenever you discard a Mythos Card (e.g., from expansions or scenario powers), gain **1 Stress** back.
  - **Level 3**
    - **Effect:** Once per turn, you may choose to force any newly drawn Mythos Card to **affect another target** (e.g., a different area or enemy). Lose 1 Sanity each time you do.
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## 2. Class Skill Tree (Separate from Base Abilities)

In addition to the **signature ability** (which grows 3 more levels via standard insanity thresholds), each class has a **separate skill tree** featuring **unique actions** or **powers**. These do **not** replace your base game skill upgrades; instead, they're **extra** powers you unlock **after each episode** (not after each insanity threshold).

### 1. Structure

- The skill tree has **Tiers** numbered from 1 to 12 (or enough tiers to cover your entire planned campaign).
- Each Tier contains **5 possible abilities**. You can only choose **one** from that Tier when you unlock it.
- To unlock a **Tier 2** ability, you must have **2 Tier 1** abilities. To unlock a **Tier 3** ability, you must have **2 Tier 2** abilities, and so on. This ensures a branching path that gradually becomes more powerful over many episodes (e.g., 12 episodes across 4 seasons).

### 2. Unlocking a Skill Tree Tier

- **After** completing **each episode**, your investigator gains **“new insight”** and can pick **1 new ability** from the tree—provided you meet the prerequisite (e.g., you have enough Tier 1 abilities to move on to Tier 2).

- These tree abilities **do not** follow the 3-level structure of normal CDMD skills. Each is a **standalone** effect/action.
  - Example:
    - **Occultist “Disturb Spell” (Tier 1)**: Target one space with enemies; those enemies immediately turn on each other, rolling dice to attack a random other enemy in that space.
    - **Fighter “Crippling Blow” (Tier 1)**: A 2-Action attack that reduces the enemy’s movement or dice rolls until it recovers.
    - **Doctor “Triumph Over Fear” (Tier 2)**: Once per game round, remove 1 Tentacle effect from an ally in your space.
3. **Flavorful, Powerful Actions**
- Because these skills are separate from your normal base abilities, they can be **dramatically different**—adding new ways to manipulate enemies, buff allies, or break the normal game flow.
  - Over multiple episodes, you’ll accumulate a suite of special moves that reflect your growth beyond the initial skill set.

**Design Note:** Think of the **class skill tree** as your “campaign arc.” Each episode, you unlock one new ability, culminating in unstoppable (or maddened) investigators by the final season.

## General Notes on Using the Skill Tree

- **Prerequisites per Tier:** To choose from **Tier N**, you must have **at least 2 abilities** from **Tier (N-1)**. (Adjust if your group wants faster or slower progression.)
  - **Action Costs:** Keep in mind investigators have **3 actions** per turn. If an ability costs 2 or 3 actions, that’s your main move for that turn.
  - **Synergy with Base Game:** Some Passives reference existing skills like **Brawling**, **Toughness**, or other base-game elements. This encourages layering your Fighter’s new feats onto the standard CDMD progression.
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## Fighter Skill Tree

### TIER 1 (No Prerequisites)

Active Abilities (Choose up to 2)

1. Charging Blow (1 Action)

- Effect: Make a melee attack rolling your normal dice. If you move into the enemy's space immediately before this attack, gain +1 die.
  - Design: Encourages closing the distance aggressively without overwhelming damage.
2. Brace for Impact (1 Action)
- Effect: Until the start of your next turn, when attacked in melee, you may ignore 1 Tentacle result on the enemy's roll.
  - Design: Light defensive buff to mitigate early damage or sanity loss.

### Passive Abilities (Choose up to 3)

3. Armored Up
- Effect: Once per round, you can reroll 1 defense die when enemies attack you in melee.
  - Synergy: Combines well with the base game's Toughness (reroll an enemy die). This effectively gives you more staying power.
4. Physical Training
- Effect: When you Rest, you may also recover +1 Wound (once per Rest).
  - Design: Early-game survivability boost that helps you stay in the fight.
5. Close Quarters
- Effect: When you have Brawling (Level 1 or higher), add +1 Green Die the first time you attack an enemy that just moved into your space.
  - Design: If you're using the base game's Brawling skill, this passive sweetens your close-combat punch.

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## TIER 2 (Requires at least 2 Tier 1 abilities)

### Active Abilities

1. Sweeping Strike (2 Actions)
- Effect: Attack all enemies in your space with 3 Black Dice (do not add your usual 3 base dice on top—3 total). Assign hits as you choose; for each Tentacle rolled, take 1 Wound.
  - Design: Crowd control that echoes the "Brawling" concept from base game but costs 2 actions and carries a self-risk.
2. Battering Ram (1 Action + Move)
- Effect: Move 1 space; any single enemy in that space must roll 1 die. On a Blank or Tentacle, it's Knocked Down (it cannot move on its next activation).
  - Design: A positioning tool that can lock down a dangerous foe.

## Passive Abilities

3. Enduring Will
    - Effect: Once per round, ignore 1 Stress you would pay (e.g., reroll costs 0 Stress the first time).
    - Design: More rerolls = more consistent attacks; pairs nicely with offensive skills.
  4. Heightened Reflexes
    - Effect: If an enemy attempts to leave your space, you get a free 1-die attack (roll 1 Black Die for damage).
    - Design: Punishes enemies that try to escape your zone.
  5. Focused Rage
    - Effect: If you have Precise Strike (Tier 1 active) or an equivalent single-target attack, you may treat 1 Elder Sign as a Success during that attack.
    - Design: Light synergy that boosts your single-target bursts without overshadowing the game's normal dice mechanics.
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# TIER 3 (Requires at least 2 Tier 2 abilities)

## Active Abilities

1. Stunning Blow (2 Actions)
  - Effect: Perform a normal melee attack. If you deal 1+ Wound, the enemy is Stunned (skips its next activation). If you roll 2+ Tentacles, you take 1 Wound from recoil.
  - Design: High payoff with a small risk; synergy with your crowd control style.
2. Parry & Riposte (1 Action)
  - Effect: Until the start of your next turn, the first time an enemy attacks you in melee and rolls at least 1 Tentacle, immediately deal 1 Wound back to the attacker.
  - Design: Defensive swordplay feel; good for brawling builds.

## Passive Abilities

3. Shield Wall
  - Effect: Allies in your space may reroll 1 defense die each time they defend.
  - Design: Encourages team-based strategy; smaller version of advanced aura-style buffs.
4. Juggernaut

- Effect: If you have Armored Up (Tier 1) or a base Toughness skill, you may ignore 1 Tentacle result on your defense rolls each round.
  - Design: Extends your defensive synergy, making you extra tanky.
5. Adrenal Overdrive
- Effect: After you cross an Insanity Threshold (base game event), immediately recover 1 Wound and gain +1 die on your next Attack this turn.
  - Design: Encourages risk, turning near-madness into a short burst of power.
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## TIER 4 (Requires at least 2 Tier 3 abilities)

### Active Abilities

1. Overhead Smash (2 Actions)
  - Effect: Roll your normal Attack dice + 1 Green Die. For every Tentacle rolled, add +1 Wound to the total—but also lose 1 Sanity.
  - Design: A small step-up from standard attacks, balancing damage and sanity cost.
2. Unyielding Charge (3 Actions)
  - Effect: Move up to 2 spaces in a straight line, then make an Attack rolling 4 Black Dice against one target in your new space. For each Tentacle, take 1 Wound.
  - Design: A longer-range gap-closer that deals big damage if you can survive the mental strain.

### Passive Abilities

3. Guardian's Presence
  - Effect: If an enemy starts its activation in your space, it rolls -1 die on its attack.
  - Design: Encourages you to stand your ground, punishing enemies for staying near you.
4. Expert Grappler
  - Effect: If you have Heightened Reflexes (Tier 2 passive) or Brawling (Level 2), enemies that try to move away roll 2 dice instead of 1 for that free strike. For each Success, you deal 1 Wound.
  - Design: Upgrades your “opportunity attack,” making escape more dangerous.
5. Rallying Toughness
  - Effect: Once per round, when you Rest, one ally in your space may recover 1 Wound as well.
  - Design: Minor party utility, gives you a supportive edge.

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## TIER 5 (Requires at least 2 Tier 4 abilities)

### Active Abilities

1. Sweeping Cleave (2 Actions)
  - Effect: Attack all enemies in your space with 4 Black Dice. For each Tentacle, you take 1 Wound and 1 Stress.
  - Design: Upgraded version of Sweeping Strike—hits harder but hits your resources too.
2. Crippling Strike (1 Action)
  - Effect: Make an Attack using your normal dice. If you deal 2+ Wounds to one enemy, that enemy's attacks roll -1 die until the end of its next activation.
  - Design: Single-target debuff for big foes.

### Passive Abilities

3. Ferocious Resilience
  - Effect: Once per round, when you would lose 1 Wound, you may lose 2 Stress instead (if you have enough Stress).
  - Design: Provides a unique “trade health for stress” defense.
4. Savage Momentum
  - Effect: After you kill an enemy, your next Attack this turn gains +1 Green Die.
  - Design: Snowball effect for clearing multiple weak enemies in quick succession.
5. Iron Focus
  - Effect: If you have Precise Strike or any 1-action single-target Attack, you may treat 1 Blank result as a Success once per Attack.
  - Design: Modest dice manipulation that pairs well with smaller but frequent attacks.

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## TIER 6 (Requires at least 2 Tier 5 abilities)

### Active Abilities

1. Rampage (3 Actions)
  - Effect: You may move 1 space and attack. If you kill at least 1 enemy, move 1 more space and attack again (using the same dice). Each step can continue as long as you kill at least 1 enemy.
  - Design: Potentially chain multiple kills if enemies are spaced just right; big payoff if used carefully.
2. Heroic Stand (2 Actions)
  - Effect: Until the end of the round, any ally in your space or an adjacent space who is attacked may shift 1 Wound to you (once per ally).
  - Design: Self-sacrifice ability that can preserve allies in crucial moments.

### Passive Abilities

3. Brutal Efficiency
    - Effect: When you roll 2+ Elder Signs on a single Attack, you may convert 1 Elder Sign into 1 additional Wound.
    - Design: Mild synergy with base game's Arcane Mastery or leftover dice results, adding a small damage bonus for lucky rolls.
  4. Relentless
    - Effect: If you have Sweeping Strike or Sweeping Cleave, once per round you may reroll 1 die when making that area-attack.
    - Design: Increases reliability for your crowd-control attacks.
  5. Never Outnumbered
    - Effect: Gain +1 defense die if 2+ enemies are in your space.
    - Design: Builds on your role as a tanky fighter who stands ground against mobs.
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## TIER 7 (Requires at least 2 Tier 6 abilities)

### Active Abilities

1. Shield Bash (1 Action)
  - Effect: Make a simple Attack rolling 2 Black Dice (no additions). If you get 1+ Success, the target cannot make a Retaliation Attack this round (if that's a factor in your scenario) or it simply can't move if your group isn't using retaliation.
  - Design: Quick strike that trades big damage for utility.
2. Decisive Blow (2 Actions)
  - Effect: Attack with your normal dice + 2 Green Dice, but for each Tentacle, lose 1 Sanity. If you roll 3+ Tentacles, also lose 1 Wound.
  - Design: High-risk, high-reward single-target burst.

## Passive Abilities

3. Steeled Mind
    - Effect: You cannot be forced to Flee (e.g., an enemy effect that pushes you out of a space). If you have any effect that grants “Ignore forced movement,” you also ignore 1 additional Tentacle each time you defend.
    - Design: Stacking synergy with the base game or earlier passives that reduce forced movement.
  4. Seasoned Veteran
    - Effect: Whenever you cross an Insanity Threshold, you may immediately recover 2 Stress.
    - Design: Offsets the stress usage from repeated rerolls, good for late-game tension.
  5. Revenge Strike
    - Effect: If an enemy wounds you for 2+ in one attack, your next Attack against that same enemy this round rolls +1 Green Die.
    - Design: Encourages payback—strong synergy if you can react swiftly.
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# TIER 8 (Requires at least 2 Tier 7 abilities)

## Active Abilities

1. Ferocious Slam (2 Actions)
  - Effect: Choose one enemy in your space and roll 4 Black Dice. If you deal 3+ Wounds to that enemy, all other enemies in your space also take 1 Wound.
  - Design: Single-target nuke with splash damage potential.
2. Whirlwind Defense (3 Actions)
  - Effect: Until your next turn, whenever an enemy in your space attempts to attack, it must first roll 1 die; on a Tentacle, it loses the attack (cancels entirely).
  - Design: Large group defense to help hold a choke point.

## Passive Abilities

3. Iron Will
  - Effect: If you have Enduring Will (Tier 2) or similar stress-management skill, gain an additional “ignore 1 Stress cost” each round (2 total).
  - Design: Stacks your stress economy advantage for big rerolls or abilities.
4. Battle-Ready

- Effect: At the start of each Mythos Phase, if an enemy is in your space, you immediately gain 1 free Attack rolling 2 Black Dice.
  - Design: Light “opportunity strike” that keeps pressure on enemies who linger with you.
5. Bloodied but Unbroken
- Effect: If you are at half Health or below, gain +1 defense die.
  - Design: Gritty survival trait reminiscent of base game’s “Toughness” synergy.
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## TIER 9 (Requires at least 2 Tier 8 abilities)

### Active Abilities

1. Savage Onslaught (2 Actions)
  - Effect: Roll 5 Black Dice (no normal 3 dice—just these 5). For each Tentacle, lose 1 Sanity. Assign hits freely among enemies in your space.
  - Design: Very high dice count but hits your sanity. A big leap in damage potential.
2. Defiant Charge (1 Action)
  - Effect: Move 1 space. If you end in a space with 2+ enemies, immediately deal 1 Wound to one of those enemies (no roll).
  - Design: A simpler, guaranteed ping to chip away at multiple foes, combos with your crowd-control style.

### Passive Abilities

3. Frenzied Counter
    - Effect: If an enemy attacks you and deals no Wounds (due to defense or luck), immediately roll 1 die. On a Success, deal 1 Wound to that enemy.
    - Design: Rewards strong defense with a slight “free damage” chance.
  4. Tireless Fighter
    - Effect: Once per round, you may convert 1 Blank result on an Attack into 1 Success.
    - Design: Straightforward buff to reliability, ensures you rarely “completely whiff.”
  5. Roaring Challenge
    - Effect: When an enemy moves into your space, it must roll 1 die; on a Tentacle or Blank, it gains –1 die to its next Attack (fear or hesitation).
    - Design: Another crowd-control “tax” for foes entering your domain.
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# TIER 10 (Requires at least 2 Tier 9 abilities)

## Active Abilities

1. Executioner's Strike (2 Actions)
  - Effect: Roll your normal Attack dice + 2 Green Dice. If you roll 4+ total Successes, deal +2 Wounds.
  - Design: Potential for a big spike in damage, bridging the gap to truly monstrous hits.
2. Punishing Blow (1 Action)
  - Effect: Perform a basic Attack (3 Black Dice). If you kill at least one enemy, regain 1 Stress.
  - Design: Minor resource sustain to keep your momentum.

## Passive Abilities

3. Dauntless
    - Effect: You cannot be Stunned or forced to skip an activation. If a Mythos effect would cause you to lose an action, you lose only 1 instead of all.
    - Design: Good synergy with expansions or advanced scenarios that inflict negative effects.
  4. Inexorable Advance
    - Effect: If you have Gravity Flux or any effect that increases movement cost against you, ignore it entirely. Also, when you Run, you may move +1 extra space once per turn.
    - Design: Overcomes advanced environmental or aura-based slow effects.
  5. Wound for Wound
    - Effect: Each time you take 2+ Wounds from a single attack, the enemy that dealt it (if still in your space) also takes 1 Wound.
    - Design: Late-game reflection damage, pairing well with your tanky approach.
- 

# TIER 11 (Requires at least 2 Tier 10 abilities)

## Active Abilities

1. Storm of Blows (3 Actions)
  - Effect: Make 2 consecutive Attacks (each with your normal 3 black dice + any usual modifiers). You do not get to move between these attacks unless another skill allows it.
  - Design: Doubles your main offensive action in one turn, huge for finishing big targets.
2. Berserker Rage (2 Actions)
  - Effect: Until the end of your next turn, add +2 Green Dice to your melee Attacks, but you lose 1 Sanity each time you attack. You also cannot Rest during this period.
  - Design: Classic risk-reward for massive damage over 2 turns.

### Passive Abilities

3. Undying Spirit
    - Effect: If you would be reduced to 0 Health, you may roll 1 die. On a Success, remain at 1 Health instead (once per episode).
    - Design: Clutch survival mechanic that fits a heroic Fighter's narrative.
  4. Commanding Presence
    - Effect: Allies in your space gain +1 die on their first Attack each round.
    - Design: A potent buff that cements your role as front-line leader.
  5. Gladiator's Poise
    - Effect: If you have at least 3 Active abilities from prior tiers, each of those abilities now gains "reroll 1 die once per use."
    - Design: Retroactively buffs your chosen actives, letting you refine your style (crowd control, single-target, or defensive stances).
- 

## TIER 12 (Requires at least 2 Tier 11 abilities)

Here we reach the pinnacle of the Fighter's might, suitable for a final scenario or end-of-campaign boss fight.

### Active Abilities

1. Devastating Finale (3 Actions)
  - Effect: Roll 6 Black Dice + 2 Green Dice for a single melee Attack. Total your Successes, then double that number for Wounds.
  - Balancing: On each Tentacle, lose 1 Sanity. If you roll 4+ Tentacles, you also take 2 Wounds from the horrific strain.

- Potential Damage: If you roll well, hitting 6–8 successes can easily yield 12–16 damage, enough to threaten even Eldritch horrors. With extremely lucky dice, 24+ damage is possible.
2. Last Stand (2 Actions)
    - Effect: Until the start of your next turn, you cannot be reduced below 1 Health (ignoring all damage). At the end of your next turn, if you are still at 1 Health, you automatically lose 1 additional Health (and may die).
    - Design: A heroic “impossible survival” move that can buy just enough time to deliver the finishing blow.

## Passive Abilities

3. Battlelord
  - Effect: Once per round, after an ally in your space makes an Attack, you can let them reroll any 1 die (friend or foe).
  - Design: A small leadership buff that can tip the scales in crucial moments.
4. Titanic Resilience
  - Effect: If you have Juggernaut, Iron Will, or Bloodied but Unbroken, you now gain an additional layer: once per round, ignore all Wounds from a single source.
  - Design: The ultimate tank passive, reminiscent of advanced Toughness (Level 3 in base game).
5. Overwhelming Might
  - Effect: Each time you kill an enemy, recover 1 Stress and 1 Sanity (once per kill, max 2 per round).
  - Design: In endgame battles with swarms of enemies, you become self-sustaining, fueling your unstoppable spree.

# Support Skill Tree

## TIER 1 (No Prerequisites)

### Active Abilities (2)

1. Encouraging Word (1 Action)
  - Effect: Target an ally within 1 space. They may recover 1 Stress or gain +1 defense die on their next defense before the end of this round (their choice).
  - Design: Low-level, modest buff to keep an ally going under pressure.

## 2. Patch Up (1 Action)

- Effect: Target an ally in your space. They recover 1 Wound. If you roll any Tentacles on your next defense (before your next turn), you take 1 Wound (minor backlash).
- Design: A small, low-risk heal for bodily harm. No sanity healing yet.

## Passive Abilities (3)

### 3. Field Training

- Effect: When you Rest, you can also let one ally in your space recover 1 Stress (once per Rest).
- Design: Very mild stress relief to bolster group stamina.

### 4. Steady Hands

- Effect: Once per round, you can ignore 1 Tentacle on a support action roll (i.e., your next Active ability, if it involves rolling dice or triggers a risk).
- Design: Slight mitigation of backfire for your healing/buff attempts.

### 5. Team Coordination

- Effect: If you have the base game skill Swiftess (Level 1+), each ally in your space gets +1 free move if they start their turn in your space.
- Design: Encourages synergy with Swiftess, helping the party reposition quickly.

---

# TIER 2 (Requires $\geq 2$ Tier 1 abilities)

## Active Abilities (2)

### 1. Rally (2 Actions)

- Effect: All allies in your space recover 1 Stress and gain +1 die on their next Attack before your next turn.
- Design: A small AoE morale boost, focusing on offense rather than sanity or big healing.

### 2. Safe Passage (1 Action + Move)

- Effect: You and one ally in your space may move 1 space together (ignoring enemy "leave" triggers if it's just 1 enemy).
- Design: Encourages rescuing or repositioning a vulnerable ally under mild enemy threat.

## Passive Abilities (3)

### 3. Protective Instinct

- Effect: Once per round, if an enemy in your space attacks an ally, you may take 1 Wound in their place (ally chooses how many Wounds to shift, up to 1).

- Design: Low-level “bodyguard” effect that helps keep allies alive in a pinch.
  - 4. Efficient Medic
    - Effect: If you have Patch Up (Tier 1) or a similar low-tier heal, it now recovers +1 additional Wound if the target has less than half their max Health.
    - Design: Slightly better healing in emergencies without overshadowing future big heals.
  - 5. Guiding Presence
    - Effect: Allies in your space ignore the first Blank result they roll on an Attack once per round (treat it as a reroll or a single Success, your choice).
    - Design: Minor dice manipulation that pairs well with base game Attack mechanics.
- 

## TIER 3 (Requires $\geq 2$ Tier 2 abilities)

*Here we introduce the first small sanity healing, but it's minimal and costs multiple actions.*

### Active Abilities (2)

1. Soothing Mind (2 Actions)
  - Effect: Target an ally in your space. They recover 1 Sanity, but you lose 1 Stress (if available) or 1 Sanity (if no Stress available).
  - Design: Very modest sanity heal—requires a personal trade-off (Stress or your own sanity).
2. Bolster Resolve (3 Actions)
  - Effect: All allies (including you) in your space may ignore 1 Tentacle result on their next Attack or defense (once each).
  - Design: Large group buff that costs your entire turn, offsetting dangerous Tentacle outcomes.

### Passive Abilities (3)

3. Caretaker's Focus
  - Effect: Whenever you use Patch Up or any 1-action healing skill, you may move 1 space before or after using it (without triggering enemy attacks if it's just 1 enemy).
  - Design: Adds mobility to your healing, reminiscent of Safe Passage synergy.
4. Inspiring Fortitude
  - Effect: If you have Toughness (Level 1+ from base game), once per round you may ignore 1 Wound from an attack if at least one ally is in your space.
  - Design: Synergizes with base game's damage mitigation skill, encouraging you to stay near allies.

5. Ready Aid
    - Effect: If your Stress is at 0, you gain +1 free reaction that can only be used on a supportive action (e.g., Safe Passage, Protecting an ally, etc.).
    - Design: Encourages you to manage Stress carefully, unlocking an extra defensive or movement reaction.
- 

## TIER 4 (Requires $\geq 2$ Tier 3 abilities)

### Active Abilities (2)

1. Healing Surge (2 Actions)
  - Effect: Target 1 ally in your space. They recover 2 Wounds. If you roll any Tentacles before your next turn (on Attack or defense), you take 1 Wound per Tentacle (max 2).
  - Design: More potent single-target heal, with a bigger risk if you roll poorly soon after.
2. Blessed Barricade (1 Action + Zone)
  - Effect: Place a “barricade” token in your space for 1 round. Enemies must spend +1 move to enter this space, and allies in this space roll +1 defense die.
  - Design: Defensive zone control that helps hold a choke point or protect a key ally.

### Passive Abilities (3)

3. Morale Boost
    - Effect: Once per round, if an ally in your space kills an enemy, they may recover 1 Stress.
    - Design: Encourages synergy with damage-dealers—small but useful for resource management.
  4. Calming Presence
    - Effect: Allies in your space lose 1 less Sanity the first time they roll a Tentacle each round (minimum 0).
    - Design: “Mini sanity buffer” for your entire group, but it’s not direct healing—just prevention.
  5. Lighten the Load
    - Effect: If you have Swiftiness (Level 2) or Team Coordination (Tier 1 Passive), you may let one ally in your space move +1 space once per round without using an action.
    - Design: Upgraded mobility synergy that helps the team position optimally.
-

# TIER 5 (Requires $\geq 2$ Tier 4 abilities)

## Active Abilities (2)

1. Rallying Anthem (2 Actions)
  - Effect: All allies within 1 space (including you) recover 1 Stress and gain +1 die to their next defense.
  - Design: Larger AoE morale + defense buff, stronger than Tier 2 Rally but still limited in scope.
2. Dampen Terror (3 Actions)
  - Effect: Choose up to 2 allies in your space. Each recovers 1 Sanity if they are below half their max sanity.
  - Design: Limited sanity restoration, multiple actions, and only helps severely distressed allies.

## Passive Abilities (3)

3. Shared Determination
    - Effect: If you have Morale Boost or a similar effect granting Stress recovery on kills, you also recover 1 Stress whenever an ally in your space kills an enemy.
    - Design: Encourages you to stay near combat heavies, fueling your own ability to do more supportive moves.
  4. Fortifying Bond
    - Effect: If you have Protective Instinct (Tier 2) or a base game skill that lets you share damage, you can shift up to 2 Wounds once per round instead of 1.
    - Design: More robust bodyguard function for your allies.
  5. Healing Empathy
    - Effect: Whenever you use Healing Surge or Patch Up on an ally who is at full Stress, reduce their Stress by 1 (they calm down, trusting your skill).
    - Design: Niche synergy for situations where an ally's Stress is maxed out.
- 

# TIER 6 (Requires $\geq 2$ Tier 5 abilities)

## Active Abilities (2)

1. Rejuvenating Chant (2 Actions)
  - Effect: You and one ally in your space each recover 1 Wound. If either of you roll a Tentacle on your next Attack, the other also loses 1 Sanity.
  - Design: Cooperative healing with a risk—if one person triggers a Tentacle, it hurts the other's mind.

## 2. Nullify Threat (1 Action)

- Effect: Target 1 enemy in your space. Roll 1 die: on a Success, that enemy cannot attack until the end of its next activation. On a Tentacle, you lose 1 Sanity.
- Design: Low-cost single-enemy shut-down tool to protect the group.

## Passive Abilities (3)

### 3. Quick Mending

- Effect: Once per round, you may perform a 1-Action heal (like Patch Up) as a Free Action if you start your turn in an enemy-free space.
- Design: Good reward for staying out of direct combat, letting you do a quick heal without using your normal actions.

### 4. Protective Aegis

- Effect: If you have Blessed Barricade (Tier 4) or a similar zone effect, allies in that space also ignore 1 Tentacle result on their first defense each round.
- Design: Upgrades your barricade approach to further shield allies from mental strain.

### 5. Soothed Nerves

- Effect: If you heal an ally's Wounds (via Patch Up, Healing Surge, or Rejuvenating Chant), they also ignore the first Blank result on their next Attack (treat it as a Success).
- Design: Encourages a "heal → buff" synergy that fosters more offense from your teammates.

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# TIER 7 (Requires $\geq 2$ Tier 6 abilities)

## Active Abilities (2)

### 1. Bolster Minds (3 Actions)

- Effect: All allies within 1 space may roll 1 die; on a Success, they recover 1 Sanity, on a Tentacle, nothing happens.
- Design: A group-wide partial sanity restoration but costs all your actions and is not guaranteed.

### 2. Commanding Presence (2 Actions)

- Effect: Until the end of your next turn, allies in your space or adjacent spaces roll +1 die on their first Attack each round.
- Design: Broad offensive buff to multiple allies, helps dispatch clusters of enemies.

## Passive Abilities (3)

3. Purifying Intent
    - Effect: If you have Calming Presence (Tier 4) or an equivalent sanity-prevention skill, you can now prevent 2 sanity loss per round instead of 1 (still one per ally).
    - Design: Scales up your mild sanity protection for the group.
  4. Guardian Angel
    - Effect: Once per round, if an ally in your space would lose 2+ Wounds at once, reduce that to 1 Wound. You take 1 Stress if you do so.
    - Design: Powerful life-saving effect that costs you Stress, balancing out the advantage.
  5. Moral Support
    - Effect: Whenever an ally in your space fails an Attack (no hits at all), you may allow them to reroll 1 die (once per round).
    - Design: Encourages close-proximity synergy, helps mitigate unlucky rolls.
- 

## TIER 8 (Requires $\geq 2$ Tier 7 abilities)

### Active Abilities (2)

1. Miraculous Cure (2 Actions)
  - Effect: Target one ally in your space. They recover 3 Wounds. If you roll a Tentacle on your next Attack, you lose 1 Wound (backlash).
  - Design: A bigger jump in healing power—still some risk if you fight soon after.
2. Restore Composure (3 Actions)
  - Effect: Remove 1 negative status (e.g., on-fire, stunned, or scenario-specific effect) from each ally in your space. Those allies also recover 1 Stress.
  - Design: High-cost, major utility skill to free the group from devastating conditions.

### Passive Abilities (3)

3. Calm & Collected
  - Effect: If you start your turn at full Sanity (haven't lost any), you gain +1 free reaction that can only be used to help an ally (body block, or synergy with Protective Instinct).
  - Design: Encourages good sanity management, rewarding you with extra protective ability.
4. Shared Restoration
  - Effect: Whenever you use Miraculous Cure or another 2-action healing skill on an ally, you also recover 1 Wound (if you have any Wounds).
  - Design: Encourages you to use your big heals, sustaining yourself in the process.
5. Band Together

- Effect: If an ally in your space has the base game skill Brawling or Marksman, they roll +1 die on their first Attack each round. If they kill at least one enemy, you recover 1 Stress.
  - Design: Reward for pairing up with a strong attacker, fueling your own stress economy.
- 

## TIER 9 (Requires $\geq 2$ Tier 8 abilities)

### Active Abilities (2)

1. Sanity Ward (2 Actions)
  - Effect: Place a ward in your space for 1 round. Allies in this space who roll Tentacles on Attack or defense reduce the sanity loss by 1 (minimum 0).
  - Design: A temporary “buffer zone” preventing mental breaks for the group.
2. Renewed Vigor (1 Action)
  - Effect: Target ally in your space. They immediately gain +1 Action this turn (but can't exceed 3 total actions normally—this effectively gives them a 4th).
  - Design: Very potent, but it's locked in Tier 9, so not available early game.

### Passive Abilities (3)

3. Tranquil Heart
    - Effect: If you have Soothing Mind or Bolster Minds, when you use them on an ally at half sanity or lower, that ally may also recover 1 Stress.
    - Design: Enhances your existing sanity recovery abilities to also address Stress.
  4. Resilient Soul
    - Effect: Once per round, if you lose 2+ Sanity at once, reduce that by 1 (minimum 1).
    - Design: Protects you from big psychic hits, letting you remain standing in the face of cosmic dread.
  5. Nurturing Aura
    - Effect: Each ally who Rests in your space recovers +1 Stress or +1 Wound (their choice).
    - Design: Buff to group resting synergy, encouraging you to create safe havens.
- 

## TIER 10 (Requires $\geq 2$ Tier 9 abilities)

## Active Abilities (2)

1. Serenity Now (3 Actions)
  - Effect: Each ally within 1 space (including you) recovers 2 Stress. Anyone at max Stress cannot benefit further. If you roll any Tentacles on your next Attack, you lose 2 Stress from mental strain.
  - Design: Powerful group stress relief with a big cost.
2. Greater Restoration (2 Actions)
  - Effect: Target ally in your space recovers 2 Wounds and 1 Sanity. If they are at half Health or less, they recover 3 Wounds instead.
  - Design: A mid-to-late game strong healing, bridging you toward near-ultimate support powers.

## Passive Abilities (3)

3. Force of Will
    - Effect: If you have Resilient Soul or a similar sanity-protecting skill, you may also ignore 1 Tentacle each time you roll an Attack/defense while at half Sanity or below.
    - Design: Encourages you to fight on through mania, synergy with your advanced self-protection.
  4. Guiding Light
    - Effect: If you have Restore Composure (Tier 8) or remove a negative status from an ally, that ally also gains +1 die on their next Attack.
    - Design: Offsets the action cost of removing statuses, giving a nice offensive payoff.
  5. Everlasting Calm
    - Effect: Allies in your space cannot be forced to move by enemy abilities. If they have a base game skill like Stealth, they also ignore all “leave” triggers for free.
    - Design: Prevents forced displacement, letting your group hold key positions.
- 

# TIER 11 (Requires $\geq 2$ Tier 10 abilities)

## Active Abilities (2)

1. Mass Healing Wave (3 Actions)
  - Effect: All allies within 2 spaces recover 2 Wounds. For each ally who recovers at least 1 Wound, you gain 1 Stress (the psychic drain on you).
  - Design: Major area heal, balanced by personal stress gain.
2. Enlighten (2 Actions)

- Effect: Choose up to 2 allies in your space. Each recovers 1 Sanity and is immune to Fear or similar statuses until the end of their next turn.
- Design: Powerful mid-tier sanity restoration and protective effect.

### Passive Abilities (3)

3. Clearminded
    - Effect: Whenever you or an ally in your space crosses an Insanity Threshold, you may let them recover 1 Wound (once per threshold).
    - Design: Softens the blow of leveling up via insanity, giving a small cushion.
  4. Strength in Unity
    - Effect: If you end your turn with 2+ allies in your space, you automatically recover 1 Stress.
    - Design: Encourages group play, offsetting your high-stress usage as a top-tier Support.
  5. Unshakable Composure
    - Effect: Once per round, ignore all sanity loss from a single Tentacle result.
    - Design: Helps you remain the stable anchor of the party, crucial in high-tier cosmic madness.
- 

## TIER 12 (Requires $\geq 2$ Tier 11 abilities)

Here is your ultimate tier, where you can perform near-miraculous feats of support.

### Active Abilities (2)

1. Miracle of Clarity (3 Actions)
  - Effect: All allies within 2 spaces recover 3 Wounds and 1 Sanity. Then, roll 3 dice: for each Tentacle, you lose 1 Wound and 1 Sanity (max 3).
  - Design: A game-changing mass heal that can save the entire team. The cost is severe if you roll poorly.
2. Divine Intervention (2 Actions)
  - Effect: Choose an ally in your space. They may take an immediate extra turn (3 actions), but you immediately lose 2 Health and 2 Stress if you have it (or 2 Sanity if no Stress remains).
  - Design: Incredibly powerful—granting a full extra turn at a painful cost to you.

### Passive Abilities (3)

3. Haven of Reprieve

- Effect: If you have a zone-based or barricade skill (e.g., Blessed Barricade, Tier 4), that area now also grants –1 die to enemy attacks against allies inside it.
  - Design: The ultimate protective zone, stacking your defensive synergy to heroic levels.
4. Absolute Resolve
- Effect: Once per round, you or one ally in your space can treat all Blanks as Successes for a single Attack or defense.
  - Design: A monstrous boost to reliability, reflecting your near-supernatural ability to inspire success.
5. Eternal Light
- Effect: At the end of each round, if you have used Miracle of Clarity or Mass Healing Wave this round, you (and any ally in your space) recover 1 Stress.
  - Design: Sustains your epic healing spree by regenerating precious Stress, letting you keep the momentum through the final horrors.

## Occultist Skill Tree

### TIER 1 (No Prerequisites)

#### Active Abilities (2)

1. Dark Whispers (1 Action)
  - Effect: Roll 2 Black Dice against an enemy in your space or 1 space away. Each Success deals 1 Wound. For each Tentacle, lose 1 Sanity.
  - Design: A low-tier ranged or adjacent space attack. Mirrors base game “Arcane Mastery” style, but always costs sanity risk.
2. Blood Offering (1 Action)
  - Effect: Spend 1 Wound (deal it to yourself) to gain +2 dice on your next Attack or skill roll this turn. If you don’t use it before your turn ends, the bonus is lost.
  - Design: Early self-sacrifice tool for a quick power spike; synergy with short-burst damage.

#### Passive Abilities (3)

3. Forbidden Study
  - Effect: Once per round, you may treat 1 Elder Sign (★) on your Attack or skill check as a Success—but each time you do, lose 1 Sanity.
  - Design: Encourages an Elder Sign = power approach, at a cost.
4. Occult Insight

- Effect: If you have the base game skill Arcane Mastery, you can ignore the first Tentacle you roll on an Occult Attack each round (still keep the successes, just no sanity loss).
  - Design: Light synergy that slightly offsets risk.
5. Unnerving Presence
- Effect: Enemies in your space roll -1 die if they attack you when your Sanity is at or below half.
  - Design: Ties your precarious mental state into a slight defensive advantage.
- 

## TIER 2 (Requires $\geq 2$ Tier 1 abilities)

### Active Abilities (2)

1. Soul Leech (2 Actions)
  - Effect: Choose an enemy within 2 spaces. Roll 3 Black Dice; each Success deals 1 Wound, and for every 2 total Successes, you recover 1 Wound. For each Tentacle, lose 1 Sanity.
  - Design: Adds a bit of sustain while damaging foes from short range.
2. Warp Reality (1 Action)
  - Effect: Pick 1 enemy in your space or adjacent space; that enemy can't move until the end of its next activation. On a Tentacle result (roll 1 die), you lose 1 Sanity.
  - Design: Simple battlefield control—locking enemies in place with minimal cost.

### Passive Abilities (3)

3. Eldritch Senses
  - Effect: Whenever you draw a Mythos Card, if it has a Summoning Symbol, you may lose 1 Stress instead of 1 Stress or 1 Wound (if any effect instructs you to pay it).
  - Design: A subtle benefit to mitigate scenario-related stress, tying your knowledge to the summoning symbols.
4. Ritual Dabbler
  - Effect: If you use a multi-action ability (2 or 3 actions in a single turn), you may reroll 1 die once during that ability's resolution.
  - Design: Rewards bigger spells or abilities with a bit of extra reliability.
5. Cursed Resilience
  - Effect: Once per round, if you lose 2+ Wounds at once, reduce that total by 1. You also lose 1 additional Sanity each time this triggers (the curse transforms physical harm into mental strain).
  - Design: Good synergy with Blood Offering or self-damaging spells.

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## TIER 3 (Requires $\geq 2$ Tier 2 abilities)

### Active Abilities (2)

1. Occult Volley (1 Action)
  - Effect: Roll your normal Attack dice +1 Green Die at an enemy up to 2 spaces away. For each Tentacle, lose 1 Sanity. If you roll 3+ Successes, deal +1 Wound.
  - Design: A stronger short-ranged “spell attack,” bridging into mid-game damage.
2. Blood Bind (2 Actions)
  - Effect: Target 1 enemy in your space. Roll 2 Black Dice; if you get at least 1 Success, the enemy is Bound (cannot move or attack) until the end of its next activation. For each Tentacle, lose 1 Wound.
  - Design: Heavier crowd control with a personal blood cost.

### Passive Abilities (3)

3. Arcane Affinity
  - Effect: If you have Forbidden Study (Tier 1) or base Arcane Mastery, each time you turn an Elder Sign into a Success, recover 1 Stress (max once per turn).
  - Design: Encourages you to use your Elder Sign conversion frequently.
4. Dark Sustenance
  - Effect: If your current Sanity is  $<$  half, your Attacks deal +1 total Wound if you roll at least 1 Success.
  - Design: Risky synergy with low sanity, boosting damage.
5. Growing Dread
  - Effect: Enemies that spawn within 1 space of you must roll 1 die; on a Tentacle, they take 1 Wound.
  - Design: A mild area-of-denial effect, tying in the concept of an ominous aura.

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## TIER 4 (Requires $\geq 2$ Tier 3 abilities)

*Here we introduce passives that help increase or manage sanity limits, enabling bigger rituals.*

### Active Abilities (2)

1. Channel Eldritch Power (3 Actions)

- Effect: Roll 4 Black Dice. For each Success, you deal 1 Wound to an enemy in your space or within 1 space. You may split hits among multiple enemies. For each Tentacle, lose 1 Sanity and 1 Stress.
  - Design: High-damage area-limited nuke, but heavy cost in sanity/stress.
2. Mind Spike (1 Action)
- Effect: Target 1 enemy within 3 spaces. Roll 2 Black Dice + 1 Green Die. Each Success deals 1 Wound, each Tentacle = lose 1 Sanity. If you kill the enemy, recover 1 Stress.
  - Design: A sniper-like single-target spell with moderate risk.

### Passive Abilities (3)

3. Unholy Fortitude
- Effect: Your maximum Sanity increases by 1. Additionally, once per episode, you may “push” your sanity limit: if you are at max, you can go 1 point above that until your next rest phase.
  - Design: The first direct max Sanity boost, enabling bigger “spend sanity” abilities.
4. Dark Assimilation
- Effect: Once per round, when an enemy in your space dies, you may lose 1 Stress or 1 Wound to recover 1 Sanity.
  - Design: Macabre synergy—using enemy deaths to replenish your mind at a physical cost.
5. Ritual Apprentice
- Effect: When you use a multi-turn ritual (introduced in later tiers), reduce the total number of actions needed by 1 (minimum 1).
  - Design: Lays groundwork for advanced ritual mechanics, a small improvement.

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## TIER 5 (Requires $\geq 2$ Tier 4 abilities)

### Active Abilities (2)

1. Bloodstorm (2 Actions)
- Effect: Attack all enemies in your space with 3 Black Dice. For each Tentacle, you lose 1 Wound and 1 Sanity. Any leftover successes can be distributed among enemies.
  - Design: Devastating AoE, but you bleed physically and mentally on bad rolls.
2. Entrall (1 Action)
- Effect: Choose 1 enemy in your space; roll 1 die. On Success, that enemy does not attack you or move this round. On a Tentacle, you lose 2 Sanity from the backlash.
  - Design: A cheaper but riskier mind-control effect.

## Passive Abilities (3)

3. Maddening Secrets
    - Effect: Each time you cross an Insanity Threshold, you may immediately roll 2 dice. For each Success, deal 1 Wound to an enemy in your space; for each Tentacle, lose 1 Wound.
    - Design: Ties leveling up via insanity to an instant offensive/defensive trade-off.
  4. Ritual Efficiency
    - Effect: If you have Ritual Apprentice (Tier 4) or you begin a multi-turn ritual, you ignore 1 Tentacle result each turn of that ritual (reduce sanity drain by 1).
    - Design: Ensures big rituals are less self-destructive.
  5. Disciple of the Abyss
    - Effect: Your maximum Sanity increases by 1 again (stacks with Unholy Fortitude).
    - Design: Another small but crucial boost to allow deeper spells.
- 

# TIER 6 (Requires $\geq 2$ Tier 5 abilities)

## Active Abilities (2)

1. Eldritch Barrage (2 Actions)
  - Effect: Roll 5 Black Dice, but do not add your normal base attack dice. For each Tentacle, lose 1 Sanity. Assign hits to one or multiple enemies within 2 spaces.
  - Design: Big dice count for mid-range devastation, but harsh sanity cost.
2. Drain Life (1 Action)
  - Effect: Target an enemy in your space. Roll 2 Black Dice. Each Success deals 1 Wound, and for every 2 total Successes, recover 1 Wound. Each Tentacle = lose 1 Sanity.
  - Design: More efficient self-heal, building on Soul Leech's concept.

## Passive Abilities (3)

3. Tainted Blood
  - Effect: If you have Blood Offering (Tier 1) or self-damaging abilities, reduce the Wound you inflict on yourself by 1 once per round (minimum 1 total if it was more than 1).
  - Design: Softens your self-inflicted harm, letting you cast more safely.
4. Abyssal Presence
  - Effect: Enemies in your space roll 1 fewer die on their Attack if your current Sanity is below half. This stacks with Unnerving Presence if you had it.
  - Design: A stronger version of your "fear aura" synergy when you're near mental collapse.

5. Twisted Defiance
    - Effect: Once per round, if you would lose 2+ Sanity at once, you can choose to lose 1 Wound instead of 1 point of that sanity.
    - Design: Helps manage big mental hits in the late game, swapping mental damage for physical damage.
- 

## TIER 7 (Requires $\geq 2$ Tier 6 abilities)

### Active Abilities (2)

1. Call of the Void (3 Actions)
  - Effect: Target up to 3 enemies within 2 spaces. Roll 4 Black Dice total (not per enemy). Distribute hits as you see fit. For each Tentacle, lose 1 Sanity. If you kill at least 2 enemies, recover 1 Stress.
  - Design: High-level multi-target nuke, with mental risk.
2. Devour Hope (1 Action)
  - Effect: Pick 1 enemy in your space; that enemy automatically takes 1 Wound if it has at least half its Health left. If it is below half, it takes 2 Wounds instead. You lose 1 Sanity if you deal 2 Wounds.
  - Design: Guaranteed partial finishing move, scaling with enemy's condition.

### Passive Abilities (3)

3. Arcane Catalyst
    - Effect: If you roll 2+ Elder Signs on a single Attack, you may convert 1 Elder Sign into +1 Wound (total). You also lose 1 Sanity each time this triggers.
    - Design: Another big synergy with Elder Sign-based builds.
  4. Ritual Channeler
    - Effect: You can attempt multi-turn rituals 2 spaces away from the target or effect, if line of sight is unobstructed.
    - Design: Extends your ritual range, letting you do it from a safer vantage.
  5. Malevolent Renewal
    - Effect: Once per round, if you kill an enemy using an Occult Attack, you may lose 1 Stress to recover 1 Wound (or vice versa).
    - Design: Another slight self-sustain hooking into your offensive kills.
- 

## TIER 8 (Requires $\geq 2$ Tier 7 abilities)

## Active Abilities (2)

1. Ravenous Shadows (2 Actions)
  - Effect: Choose a 2x2 area (or up to 4 contiguous spaces) within 2 spaces. Roll 3 Black Dice total. Each Success deals 1 Wound to enemies in those spaces; each Tentacle = you lose 1 Sanity.
  - Design: Large area effect, though not extremely high damage. Great for dealing with clusters.
2. Conduit of Pain (1 Action)
  - Effect: Until the start of your next turn, each time you take 1+ Wounds from an enemy, that enemy also loses 1 Wound (max once per enemy).
  - Design: Reactive pain feedback—turn your suffering into shared punishment.

## Passive Abilities (3)

3. Expanded Mind
    - Effect: Your maximum Sanity increases by 1 more (now potentially +3 total from prior passives).
    - Design: Vital for big-tier spells and self-damage synergy.
  4. Ritual Specialist
    - Effect: When performing a multi-turn ritual, once per ritual you may ignore all Tentacle results for that turn.
    - Design: A major quality-of-life improvement for advanced rituals, letting you avoid catastrophic meltdown once per big ritual.
  5. Mad Resolve
    - Effect: If you are at 1 Sanity or less, your Attack rolls gain +1 Green Die for your next Attack each turn.
    - Design: Very risky synergy that can pay off in lethal strikes.
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# TIER 9 (Requires $\geq 2$ Tier 8 abilities)

## Active Abilities (2)

1. Eldritch Storm (3 Actions)
  - Effect: Roll 5 Black Dice and distribute hits among any enemies within 3 spaces. Each Tentacle = lose 1 Sanity. If you kill 3+ enemies, recover 1 Wound.
  - Design: Large radius, major damage potential, big sanity cost.
2. Abyssal Reach (1 Action)
  - Effect: Choose 1 enemy within 4 spaces (line of sight needed). Roll 3 dice (2 Black, 1 Green). Each Success = 1 Wound, each Tentacle = lose 1 Sanity.
  - Design: A longer-range sniper spell for bigger boards or expansions.

## Passive Abilities (3)

3. Denizen of Nightmares
    - Effect: Enemies in your space cannot benefit from any aura or buff an elite enemy grants (e.g., from expansions or advanced rules).
    - Design: You sever them from supportive energies, reflecting your mastery of horrors.
  4. Blood for Power
    - Effect: Once per turn, you may inflict 1 Wound on yourself to add +1 die to your Attack roll or skill check.
    - Design: A more flexible, repeated version of Blood Offering, great for high-tier synergy.
  5. Ritual of Binding
    - Effect: When performing a multi-turn ritual that prevents or restricts the Elder One or a major boss, reduce the total required actions by 2 (minimum 1 action each turn).
    - Design: Key for advanced banishing or binding rituals introduced in Tiers 10–12.
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# TIER 10 (Requires $\geq 2$ Tier 9 abilities)

## Active Abilities (2)

1. Eldritch Aura (2 Actions)
  - Effect: Until the start of your next turn, enemies in your space roll  $-2$  dice on attacks against you. For each enemy that attempts to attack and fails (rolls no successes), you lose 1 Sanity (the aura feeds on your mind).
  - Design: A strong defensive stance offset by mental drain.
2. Soul Rend (1 Action)
  - Effect: Target 1 enemy in your space. Roll 4 dice (3 Black, 1 Green). Each Success = 1 Wound, each Tentacle = lose 1 Sanity. If you roll 4+ Successes, deal +2 Wounds.
  - Design: Big single-target spike, matching your advanced damage tier.

## Passive Abilities (3)

3. Blood & Shadows
  - Effect: If you have Conduit of Pain or any “when you take Wounds, reflect damage” skill, you may reflect 2 Wounds once per round instead of 1.
  - Design: Amplifies your reactive damage approach.
4. Arcane Reservoir
  - Effect: Your maximum Sanity increases by 1 again (potentially +4 total).

- Design: Another crucial bump to handle the final cosmic horrors.
5. Ritual Mastery
- Effect: Multi-turn rituals you initiate now require 1 fewer turn to complete (minimum 1 turn). This stacks with your prior ritual passives.
  - Design: You become extremely efficient at performing multi-turn rituals.
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## TIER 11 (Requires $\geq 2$ Tier 10 abilities)

### Active Abilities (2)

1. Mass Devastation (3 Actions)
  - Effect: Roll 6 Black Dice, distributing hits among enemies within 2 spaces. For each Tentacle, lose 1 Sanity. If you kill 4+ enemies, each ally in your space recovers 1 Stress.
  - Design: Enormous AoE damage, signature advanced nuke.
2. Ritual of Cataclysm (Multi-Turn)
  - Effect: Requires 2 consecutive turns using all your actions (3 per turn). If uninterrupted:
    - On completion, roll 6 dice. For every Success, deal 1 Wound to the Elder One. For every Tentacle, you lose 1 Wound and 1 Sanity.
  - Design: A big, multi-turn ritual specifically to weaken or push the Elder One to final stage. Stacks with your ritual-lowering passives.

### Passive Abilities (3)

3. Underworld Pact
    - Effect: Once per round, you may lose 1 Wound to ignore 1 Tentacle result on an Attack or skill check.
    - Design: Another damage-for-sanity trade, letting you push big spells safely.
  4. Piercing Gaze
    - Effect: If an enemy has 5 or fewer Wounds left, you roll +1 Green Die against it when attacking.
    - Design: Helps you finish off near-dead but still-dangerous foes.
  5. Forbidden Resilience
    - Effect: Once per episode, if you would die due to Sanity reaching 0, you can instead stay at 1 Sanity and immediately lose 2 Wounds.
    - Design: A “one-time” cheat death for the mind at the cost of your flesh.
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# TIER 12 (Requires $\geq 2$ Tier 11 abilities)

The pinnacle of your Occult mastery—where cosmic forces bend to your will. These abilities allow near-apocalyptic blasts or banishing the Elder One entirely, at massive personal risk.

## Active Abilities (2)

1. Abyssal Eradication (3 Actions)
  - Effect: Roll 8 Black Dice (no base Attack dice). Each Success deals 1 Wound to one or more enemies in range 3 (distribute freely). Each Tentacle = lose 1 Sanity.
  - Potential Damage: With good rolling, you can easily exceed 10–12 Wounds.
  - Design: The ultimate area devastation—at huge sanity cost.
2. Ultimate Banishment (Multi-Turn)
  - Effect: Requires 3 consecutive turns (all 3 actions each turn). If completed without interruption:
    - Banishing Roll: Roll 8 dice. For each Success, if the Elder One has taken damage equal to or exceeding its final stage threshold, it is banished (instant game-win condition). Each Tentacle you roll deals 1 Wound and 2 Sanity loss to you.
  - Design: The ultimate ritual—incredibly risky but can outright remove the Elder One from the game if conditions (Elder One partially wounded, you remain uninterrupted) are met.

## Passive Abilities (3)

3. Transcend Flesh
    - Effect: Once per round, you can ignore all Wounds from a single source, but lose 2 Sanity. If you do not have enough Sanity, you die from mental collapse.
    - Design: Your body becomes ephemeral, but your mind pays the price.
  4. Wellspring of Madness
    - Effect: Your maximum Sanity is increased by 2 at Tier 12 (stacking with all prior boosts). This can push your final Sanity quite high (potentially +6 or more from all passives).
    - Design: Ensures you can attempt the ultimate spells/banishments without automatically hitting zero sanity.
  5. Devour the Void
    - Effect: Each time you kill an enemy with an Occult Attack, you may lose 1 Wound to recover 2 Sanity.
    - Design: A twisted, high-risk form of sustaining your mind by sacrificing your body in epic endgame scenarios.
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## 3. Aura of the Arcane (Difficulty Scaling)

A powerful way to ramp up difficulty in your **Death May Die** campaign is through **Aura of the Arcane** cards. These are special effects that layer on top of normal Mythos Card draws, forcing investigators to contend with additional threats each round.

### 1. Setup

- Create (or shuffle) a small deck of **12 Aura of the Arcane** cards. At the start of the episode (or upon a specific trigger), draw **1** of these cards.
- The drawn Aura **remains in play** for the entire episode (or until replaced).

### 2. Trigger

- **Each time** a Mythos Card is drawn, apply the **active Aura's effect**.
- You may introduce **multiple Auras** over the course of a scenario, especially if you're playing a high-level or late-campaign episode.

### 3. Examples of Auras

- **Twisted Mists**: Each time a Mythos Card summons enemies, **summon +1 additional** enemy of the same type.
- **Unnatural Resilience**: At the end of each round, **all enemies recover 1 Wound**.
- **Warped Reality**: Whenever investigators roll dice for an Attack, **Blank** results count as **Tentacles** instead.
- ...and many more, each introducing a thematic challenge—from increased sanity loss, boosted monster healing, or faster Elder One advancement.

### 4. Scaling with Investigator Progress

- If your investigators are at higher levels or deeper in their class trees, **draw 2 Auras** at once or **replace** existing Auras with more punishing versions.
- You can also grant elite monsters synergy with specific Auras, making them heal faster (Unnatural Resilience) or swarm more aggressively (Twisted Mists).

### 5. Optional Aura Duration

- **Permanent (Default)**: The Aura effect lasts the entire episode.
- **Timed**: You can rotate it out after a set number of Mythos draws, or when the Elder One advances.

**Auras:**

#### 1. Twisted Mists

**Effect:** Whenever a Mythos Card **summons** enemies, **summon +1 additional** enemy of the same type if available.

**Flavor:** "From the churning fog, new shapes emerge, more numerous than anyone dared expect."

## 2. Unnatural Resilience

**Effect:** At the end of each round, all enemies recover 1 Wound.

**Flavor:** “A vile energy weaves through their flesh, stitching wounds as quickly as they’re inflicted.”

## 3. Warped Reality

**Effect:** Whenever an investigator makes an Attack roll, Blank results on the dice are instead treated as Tentacles.

**Flavor:** “In this twisted dimension, the absence of hope is as maddening as abject terror.”

## 4. Accursed Eclipse

**Effect:** Each time a Mythos Card is drawn, each investigator rolls 1 die. On a Tentacle, that investigator loses 1 Sanity.

**Flavor:** “A shadow across the moon gnaws at your mind, draining your resolve with every omen.”

## 5. Blood Moon Omen

**Effect:** Whenever an investigator kills an enemy, they roll 1 die. On a Tentacle, they take 1 Wound (the price of bloodshed).

**Flavor:** “The crimson moon demands sacrifice for every life ended under its baleful gaze.”

## 6. Arcane Distortion

**Effect:** Whenever an investigator spends Stress to reroll dice, the cost is increased by 1 Stress (e.g., if they spend 1, it now costs 2).

**Flavor:** “The very fabric of chance resists your meddling, exacting a steep toll.”

## 7. Psychic Feedback

**Effect:** Whenever an investigator rolls an Elder Sign (★) on an Attack, they lose 1 Sanity in addition to any normal effects (e.g., Arcane Mastery).

**Flavor:** “Even a glimpse of cosmic favor sears your psyche, punishing mortal minds for reaching beyond.”

## 8. Gravity Flux

**Effect:** All investigator movement requires 1 additional space per Move action. (Moving 2 spaces now costs 2 actions, etc.) Enemies move normally.

**Flavor:** “Something warps the pull of gravity, shackling your feet as you flee the horrors.”

## 9. Eclipsing Terror

**Effect:** Investigators **cannot Rest** in a space that contains **any fire token**.

**Flavor:** “Smothering dread clings to the flames, robbing you of the solace you desperately need.”

## 10. Eldritch Convergence

**Effect:** If the Mythos Card drawn has a **Summoning Symbol**, advance the Elder One if you roll a sanity on a black dice.

**Flavor:** “The cosmic alignment hastens doom, pulling the Great Old One through the veil with horrifying speed.”

## 11. Chaotic Reflection

**Effect:** Each time an investigator is **attacked** by an enemy, if the **enemy’s dice** show **any Tentacles**, the investigator **loses 1 Sanity** (in addition to normal damage).

**Flavor:** “One glimpse of your assailant’s aberrant form in the corner of your eye is enough to rattle your soul.”

## 12. Corrupting Pulse

**Effect:** At the **start of each Mythos phase**, **all investigators** must choose to **lose 1 Wound** or **lose 1 Sanity**.

**Flavor:** “A wave of malignant force washes over you, demanding its toll in body or mind.”