

JOB: Cowboy

| Name | Requirement | IP Cost | Activations | Check | Success |
|-------------------------|---------------------------------|---------|-------------|--------------------|---|
| Move | N/A | 1 | 1 | Automatic | Move up to your Speed |
| Hustle | N/A | 3 | 1 | Automatic | Move up to your Speed+1 |
| Run | N/A | 6 | 1 | Automatic | Move up to your Speed+2 |
| Ranged Attack | N/A | 1 | 2 | Agility vs Defense | Weapon Attack |
| Melee Attack | N/A | 1 | 2 | Might vs Defense | Weapon Attack |
| Short Recovery | N/A | 5 | 1 | Sense vs 7 | Self: Remove 1 Short Effect |
| Long Recovery | Short Recovery | 5 | 1 | Sense vs 9 | Self: Remove 1 Long Effect |
| Easy Short Recovery | N/A | 8 | 1 | Sense vs 5 | Self: Remove 1 Short Effect |
| Easy Long Recovery | Easy Short Recovery | 8 | 1 | Sense vs 7 | Self: Remove 1 Long Effect |
| Improved Short Recovery | Short Recovery | 8 | 1 | Sense vs 7 | Self: Remove 2 Short Effects |
| Improved Long Recovery | Long Recovery | 8 | 1 | Sense vs 9 | Self: Remove 2 Long Effects |
| Split Recovery | Short Recovery and Long Recover | 8 | 1 | Sense vs 8 | Self: Remove 1 Short Effect and 1 Long Effect |
| Basic Speed Training | Speed is 8 or less | 5 | N/A | Passive | +1 Speed |
| Basic Might Training | Might is -1 or less | 5 | N/A | Passive | +1 Might |
| Might Training | N/A | 10 | N/A | Passive | +1 Might |
| Breather | N/A | 5 | 2 | Might vs 4 | Self: Heal 4 Hitpoints |
| Whiskey Drop | N/A | 5 | 2 | Sense vs 4 | Self: Heal 4 Hitpoints |
| Moment of Courage | N/A | 5 | 2 | Bravery vs 4 | Self: Heal 4 Hitpoints |
| Hunker Down | N/A | 5 | 2 | Automatic | Self: Apply Short Effect: +2 Defense |
| Lockpick | N/A | 2 | 2 | Agility vs Sheriff | Unlock object |
| Silver Tongue | N/A | 2 | 2 | Sense vs 8 | Downgrade 1 Tier slot for 3 slots of lower Tier |
| Climb | N/A | 2 | 2 | Might vs Sheriff | Climb object |
| Focus Target | N/A | 1 | 0 | Sense vs 9 | Ignore Threat |

JOB: Doctor

| Name | Requirement | IP Cost | Activations | Check | Success |
|------------------------------|-------------|---------|-------------|-------------|--|
| Healing Dart | N/A | 2 | 1 | Sense vs 3 | Ally within 5 sq: Heal 2 Hitpoints |
| | | 3 | 1 | Sense vs 4 | Ally within 5 sq: Heal 4 Hitpoints |
| | | 5 | 1 | Sense vs 5 | Ally within 5 sq: Heal 6 Hitpoints |
| | | 5 | 1 | Sense vs 6 | Ally within 5 sq: Heal 8 Hitpoints |
| | | 10 | 2 | Sense vs 7 | Ally within 5 sq: Heal 10 Hitpoints |
| | | 10 | 2 | Sense vs 8 | Ally within 5 sq: Heal 12 Hitpoints |
| | | 10 | 4 | Sense vs 9 | Ally within 5 sq: Heal all Hitpoints |
| | | 10 | 4 | Sense vs 9 | Ally within 5 sq: Heal 1D12 Hitpoints |
| Healing Beam | N/A | 3 | 1 | Sense vs 6 | Ally within 10 sq: Heal 4 Hitpoints |
| | | 5 | 1 | Sense vs 8 | Ally within 10 sq: Heal 8 Hitpoints |
| | | 10 | 2 | Sense vs 10 | Ally within 10 sq: Heal 12 Hitpoints |
| Instant Regenerative Product | N/A | | | Sense vs 4 | Other Ally within 1 sq: Heal 6 Hitpoints |

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|----------------|---|---|--------------------|--|--|
| Doctor's Bag | | | | | Ally within 5 sq: Remove 1 Short Effect |
| Regeneration | 5 | 3 | Sense vs 7 | | Ally within 5 sq: Remove 1 Long Effect |
| Rebuff | | | | | Ally within 1 sq: Remove 1 Short Effect and heal 4 Hitpoints |
| Medical Misuse | | | Sense vs Defense | | Ally within 1 sq: Apply Long Effect: Heal 2 |
| Anatomy Strike | | | Sense+2 vs Defense | | Ally within 5 sq: Apply Short Effect: Heal 2 |
| | | | | | Ally within 5 sq: Apply Short Effect: Heal 4 if hit |
| | | | | | Ally within 5 sq: Heal 6 Hitpoints if target below half HP |
| | | | | | Attack: 5 DP |
| | | | | | Attack: 4 DP, apply Short Effect Bleed 2 |

JOB: Shaman

| Name | Requirement | IP Cost | Activations | Check | Success |
|------------------|-------------------------|---------|-------------|------------|--|
| Meditate | 4 or more Shaman Skills | 5 | 1 | Might vs 5 | Self: Heal 1D12+5 Hitpoints |
| Dedicated Shaman | 4 or more Shaman Skills | 10 | N/A | Passive | +1 to all Shaman Skill Check rolls |
| Channel Life | N/A | 2 | 1 | Might vs 3 | Ally: Transfer 3 Hitpoints |
| | | | | | Transfer any number of Hitpoints |
| | | | | | Transfer 1 Hitpoints and remove 1 Short Effect |
| | | | | | Transfer 2 Hitpoints and remove 1 Long Effect |
| | | | | | Self and Other Ally: Remove 1 Short Effect |

JOB: Preacher

| Name | Requirement | IP Cost | Activations | Check | Success |
|--------------------|---------------------------|---------|-------------|----------------|---|
| Sermon | N/A | 5 | 1 | Sense vs 6 | Ally: Apply Short Effect Resist 2 |
| Lasting Rant | | | | | Ally: Apply Long Effect Resist 1 |
| Just Listen | | | | | Ally: Resist 8 and Retaliate 2 against next attack |
| Powerful Speech | | | | | Ally: Apply Short Effect: Cap 5 (max 5 damage per enemy attack) |
| Reversal | | | | | Ally: Next enemy attack converts to Heal |
| At the Gates | | | | | Ally: Heal 4 Hitpoints per Short Effect |
| Well Versed | 3 or more Preacher Skills | | N/A | Passive | Ally: Resist 1 per enemy within 3 sq |
| Guardian | | | | | +1 to any Resist effects we apply |
| Brimstone | 2 or more Preacher Skills | 5 | | Sense vs Sense | Next enemy attack misses if to-hit roll was 10+ |
| Improved Brimstone | Brimstone | 10 | | Sense vs Sense | 4 DP attack |
| Finest Brimstone | Improved Brimstone | 10 | | Sense vs Sense | 6 DP attack |
| Hopeful Speech | | | | | 8 DP attack |
| Protective Words | | | | | Ally: Heal 1 Hitpoint per 2 missing |
| Bond | | | | | Ally: Per 1 Hitpoint missing apply Short Effect: Resist 1 |
| Wishful Speed | | | | | Apply Long Effect: When hit Preacher takes damage instead |
| | | | | | Ally: Gain 1 Resist per 2 Speed |
| | | | | | Ally: Gain 1 Resist per 2 Defense |
| The High Tower | 3 or more Preacher Skills | | N/A | Passive | Self: +1 Resist |
| | | | | | Resist 3, or Heal 2 and Resist 5 if Hitpoints below half |

JOB: Musician

| Name | Requirement | IP Cost | Activations | Check | Success |
|------------------|---------------------------|---------|-------------|------------|---|
| Inspiring Song | N/A | 5 | 1 | Sense vs 6 | All Other Allies within 6 sq: Heal 4 Hitpoints |
| Sound Check | N/A | | | | Self: Heal 3 Hitpoints for every Other Ally within 4 sq |
| Many Instruments | 3 or more Musician Skills | 5 | N/A | Passive | +1 Sense |
| Lonely Song | | | | | Heal 4 Hitpoints, 6 if no ally adjacent to target |

JOB: Bruiser

| Name | Requirement | IP Cost | Activations | Check | Success |
|----------------|----------------------|---------|-------------|--------------------|--|
| Heavy Swing | Using a melee weapon | 5 | 2 | Might-1 vs Defense | Weapon Attack: +2 DP |
| Reckless Swing | Using a melee weapon | | | Might vs Defense | Weapon Attack: +2 DP, apply Short Effect: -1 Defense to Self |
| Tiring Swing | | | | | Weapon Attack: +1 DP, Critical on 11+, apply Short Effect Fumble |
| Big Swing | | | 3 | Might vs Defense | Weapon Attack: +4 DP |

JOB: Barber

| Name | Requirement | IP Cost | Activations | Check | Success |
|-----------------|-------------------------|---------|-------------|--------------------|--|
| Quick Swing | Using a melee weapon | 5 | 1 | Might vs Defense | Weapon Attack: -2 DP |
| Multistab | | | 2 | Might vs Defense | Weapon Attack: Apply flat damage to all adjacent enemies |
| Accurate Swing | | | | Might+1 vs Defense | Weapon Attack: -1 DP |
| Razor Knowledge | 2 or more Barber skills | | N/A | Passive | +1 DP with Pierce or Stab weapons |

JOB: Sharpshooter

| Name | Requirement | IP Cost | Activations | Check | Success |
|---------------|---------------|---------|-------------|--------------------|---|
| Headshot | Using a Rifle | 5 | 2 | Agility vs Defense | Attack: Critical on 11+ |
| Hold Breath | N/A | | 1 | Agility vs 5 | Self: +2 to-hit on next Attack |
| Powerful Shot | Using a Rifle | | 2 | Agility vs Defense | Attack: Add 1 square to the end of the Line |
| Far Shot | Using a Rifle | | | Agility vs Defense | Attack: Ideal Distance is +2 squares |
| Sight In | Using a Rifle | | | Agility vs 5 | Self: Apply Short Effect: +1 Agility |

JOB: Gunslinger

| Name | Requirement | IP Cost | Activations | Check | Success |
|----------------|----------------|---------|-------------|--------------------|--|
| Fan the Hammer | Using a Pistol | 5 | 2 | Agility vs Defense | Weapon Attack: +2 DP, Push 1 sq, apply Short Effect Fumble |
| Quickshot | N/A | | 1 | Agility vs Defense | Weapon Attack: -2 Damage Pool |

JOB: Industrialist

| Name | Requirement | IP Cost | Activations | Check | Success |
|------------|-------------|---------|-------------|------------------|-------------------------------|
| Eviction | N/A | 5 | 2 | Sense vs Defense | Attack: 2 DP, force move 5 sq |
| Stakeline | N/A | | | Sense vs 5 | Enemy: Force move 2 sq |
| Land Grant | N/A | | | Sense vs 4 | Other Ally: Force move 4 sq |

JOB: Miner

| Name | Requirement | IP Cost | Activations | Check | Success |
|-----------------|------------------------|---------|-------------|-------------|--|
| Tough Life | 2 or more Miner Skills | 5 | N/A | Passive | +1 Defense |
| Slow and Steady | | | | | Apply Short Effect +2 Defense, -1 Speed |
| Dig Deep | | | | Might vs 4 | Self: Lose 2 Hitpoints to apply Short Effect: +3 Defense |
| | | | | Might vs 5 | Self: Lose 2 Hitpoints to apply Short Effect: +4 Defense |
| | | | | Might vs 6 | Self: Lose 3 Hitpoints to apply Short Effect: +5 Defense |
| | | | | Might vs 7 | Self: Lose 3 Hitpoints to apply Short Effect: +6 Defense |
| | | | | Might vs 9 | Self: Lose 4 Hitpoints to apply Short Effect: +7 Defense |
| Dig In | | | | Might vs 4 | Self: Apply Short Effect: +1 Defense |
| | | | | Might vs 5 | Self: Apply Short Effect: +2 Defense |
| | | | | Might vs 6 | Self: Apply Short Effect: +3 Defense |
| | | | | Might vs 7 | Self: Apply Short Effect: +4 Defense |
| | | | | Might vs 8 | Self: Apply Short Effect: +5 Defense |
| | | | | Might vs 9 | Self: Apply Short Effect: +6 Defense |
| Steady | | | 3 | Might vs 7 | Self: Apply Long Effect: +1 Defense |
| | | | 3 | Might vs 10 | Self: Apply Long Effect: +2 Defense |
| | | | 4 | Might vs 12 | Self: Apply Long Effect: +3 Defense |
| Intimidation | Defense is 8 or more | | N/A | Passive | Self: Choose to generate Threat |

JOB: Laborer

| Name | Requirement | IP Cost | Activations | Check | Success |
|------------------|----------------------------|---------|-------------|------------|---|
| Prickly Exterior | N/A | | | Might vs 5 | Self: Apply Short Effect: +1 Defense, Retaliate 1 |
| | | | | Might vs 6 | Self: Apply Short Effect: +2 Defense, Retaliate 1 |
| Staredown | Has Short Effect Retaliate | | N/A | Passive | Self: Choose to generate Threat |

JOB: Pioneer

| Name | Requirement | IP Cost | Activations | Check | Success |
|-------------|-------------------|---------|-------------|------------|--|
| Endurance | N/A | | | Might vs 4 | Self: Apply Short Effect: +1 Grit |
| Over Here | Grit is 8 or more | | N/A | Passive | Self: Choose to generate Threat |
| Tough Luck | Grit is 6 or more | | 3 | Might vs 7 | Self: Apply Long Effect: Enemy re-roll 1 flexible damage |
| Ignore Pain | | | | | Self: Apply Short Effect: Resist 1 |