

<b>Job Schema:</b>	Brave Knight, Defender of Revalia			
<b>Description:</b>	Revalian Knights mastered sword and shield to defend the lands from evil. None shall be harmed under their watchful gaze ever again.			
<b>Skill Increases:</b>	+4			
	+3	Armor	Melee	
	+2	Perception	Physique	
	+1	Provoke	Willpower	
<b>Special Ability(s):</b>	<b>Deadly Blade (Melee)</b> — +2 to Attack with Melee vs a foe who has hurt a friend or innocent during this Scene.			
<b>[ ] Improve:</b>	Increase Melee or Armor by 1 more Rank if you save a Life.			

<b>Job Schema:</b>	Spry Archer, Hunter of Beasts			
<b>Description:</b>	Students of the ancient art of Archery master Revalian compound bows of legendary strength and accuracy to hunt their prey.			
<b>Skill Increases:</b>	+4			
	+3	Agility	Ranged	
	+2	Perception	Survival	
	+1	Intellect	Physique	
<b>Special Ability(s):</b>	<b>Trained Shot (Ranged)</b> — Double any Free Invokes or Boosts gained from Creating Advantages related to aiming with Ranged.			
<b>[ ] Improve:</b>	Increase Ranged or Agility by 1 more Rank if you fell a mighty beast.			

<b>Job Schema:</b>	Arkane Mage, Seeker of Truths			
<b>Description:</b>	Mages wield the fearsome power of the elements with grace and mastery, but must sacrifice their health and strength for such abilities.			
<b>Skill Increases:</b>	+4	Magick		
	+3	Intellect		
	+2	Resistance	Willpower	
	+1	Agility	Perception	
<b>Special Ability(s):</b>	<b>Arkane Magicka (Magick)</b> — Gain Mana Pool equal to your Intellect + 1. Spend 1 Mana to use the Magick Skill; spend an extra point to re-roll 2 dice on any Magick Skill action.			
<b>[ ] Improve:</b>	Increase Magick or Intellect by 1 more Rank if you learn an ancient secret.			

<b>Job Schema:</b>	Devout Priest, Servant of Gell			
<b>Description:</b>	Priests of Gell must live in secrecy, for the Anarxos forbid his worship. Nonetheless, the God of Revalia yet blesses the truly loyal in subtle ways.			
<b>Skill Increases:</b>	+4	Holy		
	+3	Intellect		
	+2	Charisma	Empathy	
	+1	Agility	Willpower	
<b>Special Ability(s):</b>	<b>Holy Magicka (Holy)</b> — Gain Mana Pool equal to your Intellect +1. Spend 1 Mana to use the Holy Skill; spend an extra point to roll 2 extra dice on any Holy Skill action.			
<b>[ ] Improve:</b>	Increase Holy or Intellect by 1 more Rank if you serve Gell loyally.			

<b>Job Schema:</b>	Sly Thief, Acquirer of Goods			
<b>Description:</b>	Thieves may well be the oldest Job Schema of all, and wherever there are valuable things, so there are those who wish to take them...			
<b>Skill Increases:</b>	+4			
	+3	Agility	Stealth	
	+2	Intellect	Ranged	
	+1	Charisma	Survival	
<b>Special Ability(s):</b>	<b>Combat Steal (STL)</b> — +2 to Create an Advantage related to stealing something useful from a foe during a Conflict.			
<b>[ ] Improve:</b>	Increase Agility or Stealth by 1 more Rank if you steal something rare.			

<b>Job Schema:</b>	Crafty Artificer, Builder of Wonders			
<b>Description:</b>	Once, before the Anarxos came, Revalian Artificers filled the kingdom with joyful inventions. Now they must build weapons of war, instead.			
<b>Skill Increases:</b>	+4			
	+3	Operate	Technologie	
	+2	Armor	Ranged	
	+1	Intellect	Physique	
<b>Special Ability(s):</b>	<b>Tri-Bot (Technologie)</b> — You have a robot with 3 Skills at +1 and 2 Stress Boxes. Overcome vs 2 Difficulty with Technologie to change 1 Skill permanently or improve 1 Skill by +1 for the rest of the Scene.			
<b>[ ] Improve:</b>	Increase Operate or Technologie by 1 more Rank if you repair an artifact.			

<b>Job Schema:</b>	Deadly Ninja, Taker of Lives			
<b>Description:</b>	Stealthy, silent Ninjas have become the terror of the Anarxos here in Revalia, fighting their power in the dead of night and vanishing by dawn.			
<b>Skill Increases:</b>	+4			
	+3	Melee	Stealth	
	+2	Agility	Ranged	
	+1	Perception	Physique	
<b>Special Ability(s):</b>	<b>Backstab (STL)</b> — Attack a Foe with Stealth at +1 so long as an Ally has already hit them this Exchange or if you have successfully Created an Advantage related to Stealth that they have not overcome.			
<b>[ ] Improve:</b>	Increase Stealth or Melee by 1 more Rank if you wound the Empire.			

<b>Job Schema:</b>	Brilliant Sage, Master of Magicka			
<b>Description:</b>	Some few souls possess a natural talent for Arkane and Holy Magicka alike. Their power is truly legendary—one hasn't been seen in years.			
<b>Skill Increases:</b>	+4	Intellect		
	+3	Holy	Magick	
	+2	Willpower		
	+1	Agility	Empathy	
<b>Special Ability(s):</b>	<b>True Magicka (Intellect)</b> — Gain Mana Pool equal to your Intellect +1. Spend 1 Mana to use the Magick or Holy Skills; spend an extra point to re-roll a die or roll another die entirely when using either.			
<b>[ ] Improve:</b>	Increase Holy or Magick by 1 more if you uncover a hidden tome.			

<b>Job Schema:</b>	Dashing Gunslinger, Wanderer of Paths			
<b>Description:</b>	As guns are forbidden to Revalians by the Anarxos, those brave—or mad—enough to defiantly wield them possess an extraordinary mystique.			
<b>Skill Increases:</b>	+4			
	+3	Perception	Ranged	
	+2	Agility	Charisma	
	+1	Operate	Provoke	
<b>Special Ability(s):</b>	<b>Lead-Storm (Ranged)</b> — Pay 1 Fate Point: Perform a Ranged Attack vs all foes within 1 Zone without splitting the roll, once per Conflict.			
<b>[ ] Improve:</b>	Increase Perception or Ranged by 1 more Rank if you tempt fate itself.			

<b>Job Schema:</b>	Fearsome Spellblade, Wielder of Flame			
<b>Description:</b>	Masters of spell and sword alike, the ancient Spellblades once kept the borderlands safe with wit and bravery. Now they are all but extinct.			
<b>Skill Increases:</b>	+4			
	+3	Magick	Melee	
	+2	Agility	Intellect	
	+1	Physique	Resistance	
<b>Special Ability(s):</b>	<b>Arkane Magicka (Magick)</b> — Gain Mana Pool equal to your Intellect + 1. Spend 1 Mana to use the Magick Skill <i>or</i> to re-roll 2 dice on a Melee Attack. <b>Spell Dance (Melee)</b> — On success with style on a Melee Attack, gain 1 point of Mana (can exceed maximum, but resets at the end of the Scene).			
<b>[ ] Improve:</b>	Increase Magick or Melee by 1 more if you blaze a path forward.			

<b>Job Schema:</b>	Drunken Monk, Guardian of Dulwoon			
<b>Description:</b>	The Monks of Dulwoon meditate with the aid of powerful distilled spirits. Once roused to action, their inebriation belies their incredible skills.			
<b>Skill Increases:</b>	+4			
	+3	Agility	Melee	
	+2	Empathy	Willpower	
	+1	Perception	Physique	
<b>Special Ability(s):</b>	<b>Stumbling Stance (Agility)</b> — On a Success with Style to Defend with Agility, deal a 2-Stress Physical hit to your foe instead of gaining a Boost.			
<b>[ ] Improve:</b>	Increase Agility or Melee by 1 more Rank if you imbibe a potent new spirit.			

<b>Job Schema:</b>	Mirthful Bard, Weaver of Tales			
<b>Description:</b>	Some say all true legends arose from bards' clever songs. Perhaps that is why so many of Revalia's greatest and bravest heroes are bards!			
<b>Skill Increases:</b>	+4			
	+3	Agility	Charisma	
	+2	Empathy	Intellect	
	+1	Ranged	Resistance	
<b>Special Ability(s):</b>	<b>Rousing Song (Charisma)</b> — For every Shift of Success when Creating Advantages with Charisma to inspire, one extra Ally gets a Free Invoke.			
<b>[ ] Improve:</b>	Increase Agility or Charisma by 1 more Rank if you pen a famed song.			