

Character Classes

Your character class is your occupation. It is your training to establish your starting class abilities and features, and determines how those abilities will improve and grow as you gain character levels. Classes available are fighter, wizard, and rogue.

Non-player characters generally do not have classes. They are common folk with general professions. Only exceptional people have a class, which enables them to rise from common folk to great heroes.

Each class description will have the following:

Ability Bonus: When choosing this class, you get to add a bonus to the listed ability score.

Armor Prof: Which types of armor the class can use.

Weapon Prof: Which types of weapons the class can use.

Class features: Bonus abilities the class gets when it reaches certain levels.

Hit Die: The die type you would roll every time you gain a level, and add the result to your maximum and current hit point total. Note that all 1st level character begin with the maximum result.

Attack Bonus: The bonus you would apply to attack rolls.

Fighters

A sweep of an axe splitting the skull of a zombie, the raised shield blocking the strike of an orc, and the ability to keep fighting after taking wound after wound, these are the skills of warriors. They are frontline in the battle, protecting the more squishy classes behind them, as no other classes are better suited for this task.

Fighters are possibly the most common fantasy archetype depicted in literature and media. This broad group encompasses those who use arms and armor, and martial skills to perform heroic deeds. From the common foot soldier, to the samurai, to the knight in shining armor, to the



wilderness scout, are all part of this warrior group. They are tough, and skilled in the use of all weapons.

Ability Bonus: +1 to either STR, DEX, or CON

Armor Prof: All

Weapon Prof: All

Hit Die: d8

Attack Bonus: +1 per level

Class Features

Weapon Skill (1st level): The fighter is exceptionally trained with weapons, gaining a +1 bonus to damage.

Cannon Fodder (2nd level): If the fighter spends their action to attack creatures of 1HD or less, they will have a number of attacks equal to their level that they can spread out among all 1HD or less creatures within 10ft of the fighter.

Weapon Specialization (3rd level): Upon reaching 3rd level, the fighter becomes so specialized in



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weapon use, that whenever you initially roll a natural 1 on the damage die, you can reroll damage, taking the new roll even if it's a 1.

Defensive Stalwart (4th level): The fighter has learned to use their armor more effectively. Whenever wearing armor, they will receive a +1 bonus to their AC.

Extra Attacks (5th level): At 5th level, whenever the fighter attacks with a weapon or natural attack, they can make one extra bonus attack on their turn. This attack can be split up between moving, but must be made during the same turn. At 10th level an additional attack is also gained, for a total of 3. It does not stack with the *Cannon Fodder* feature above.

Athlete (6th level): The fighter gains a +3 bonus to all STR, DEX, and CON checks.

Resilient (6th level): Whenever the fighter fails an ability check, they can attempt to reroll another attempt. This can be used twice a day at 6th level and three times a day at 9th level.

Weapon Mastery (7th level): When 7th level is reached, the fighter's weapon specialization is further improved. The fighter will now use a d8 for the base damage die for all weapon attacks.

Protector (8th level): At 8th level, when wielding a shield or off-hand weapon and within 5ft of an ally, the fighter can once per round impose a -4 penalty to attack rolls coming from an opponent that is attacking said ally. This must be declared immediately after the opponent attacks an ally before damage is determined.

Followers (9th level): When reaching 9th level, the fighter's deeds will have become so well known that they will attract a series of followers if they have established a keep or stronghold. They must pay the mercenaries and guards to keep peace in a 25 mile radius, but are able to tax the residents within this area. After costs (stronghold upkeep, retainer costs, etc), this gross profit will typically result in one copper piece per month per resident.

Rogues

Rogues are heroes that don't always act like a traditional hero. They don't feel constrained by the laws, especially if they feel they are unjust, and often have made partnerships with less than scrupulous contacts. That doesn't mean a rogue is evil, just that the rogue has had to get by on their cunning and agility more often than not, and have learned certain skills because of that.

All rogues have a set of abilities unique to them, as is described in the *Rogue Skill Table* below. These are both special bonuses the rogue gets to certain ability checks, but also additional and/or enhancements to those ability checks as described below.

Ability Bonus: +1 to DEX

Armor Prof: leather

Weapon Prof: dagger, dart, staff, club, short sword, short bow, javelin, spears, scimitar, hand axe, sling, whip, rapier, hand and light crossbow

Hit Dice: d6

Attack Bonus: +1 at level 2, 4, 6, 8, and 10

Rogue Skill Table

Skill	Ability Check Bonus
Climb Walls (dexterity)	2
Find Traps (wisdom)	1
Hear Noise (wisdom)	1
Open Locks (dexterity)	2
Perception (intelligence)	1
Pick Pockets (dexterity)	2
Read Languages (intelligence)	0
Remove Traps (dexterity)	1
Stealth (dexterity)	1

The *Ability Check Bonus* is the modifier you would apply to any ability check using that ability.

Unless otherwise noted, each attempt at a skill takes the character's full action during their turn.

Climb Walls: Anyone can make a dexterity ability check to climb a rough rock face, but only the rogue can manage to climb brick walls or other vertical surfaces that have little footholds. A skill check must be made at the start of every turn the rogue starts to climb, and the rate of climbing is half of the character's base rate, rounded up.



Pick Pockets: This skill includes any sleight of hand skill, not just limited to actual picking of pockets, but also actions such as slipping powder into a drink, or attempting the shell game. If you fail by 5 or higher, then the potential victim notices that attempt. This skill is also one of the few that is impacted by the level of the victim. For every level higher the victim is above the PC, a -1 penalty is enforced. I.e., if a 7th level rogue is attempting to pick the pocket of a 10th level target (or 10 HD creature), then a -3 penalty to the roll would be enforced and applied with any other modifiers.

Read Languages: Rogues are experts at forgery and code deciphering, which translates into their ability to translate various languages. A successful skill check means the rogue has deciphered enough of one page of text to be able to roughly translate it. Failure means the rogue will never understand the language unless they progress a level, where they can attempt the check once more. This check requires 1d4 turns of time to attempt.

Stealth: A successful skill check allows the character to move at their full movement rate completely silent and unnoticed. It is most often used to sneak up on a target for surprise. A new roll is needed every round that the PC moves during their turn. Whereas anyone can attempt to move silently by making a dexterity ability check, a successful stealth check means the rogue is effective against all forms of detection including infravision and smell.

Class Features

Skill Advancement (1st level): The rogue begins with the bonuses for certain ability checks as described above. For every level above 1st, the rogue will gain 6 discretionary points to add to the bonuses already given, with no more than 1 point being able to allocated to any one skill.

Backstabbing (1st level): If the rogue has surprised the target, their first attack in the first round of combat will inflict double damage after all bonuses and modifiers are applied. This bonus damage is also applied if the rogue is successfully

Find/Remove Traps: A separate roll is needed to find traps, and one to actually remove the trap. Success to remove a trap by more than 5 means the PC has been able to recover the materials for the trap without ruining any of the mechanisms. If the attempt fails by 5 or more, the trap has been set off.

Hear Noise: The PC has learned to tune out all surrounding noises to focus on a specific sound or sounds. This is most often used when listening at doors or wall, or when trying to focus on a conversation in a crowd. A successful check means the character is able to make out details that other characters wouldn't be able to make out.

Open Locks: This skill can only be attempted if the PC has an appropriate lock picks or thieves' tools, and can only be attempted on the same lock once per hour if initial checks fail.

Perception: Rogues are not only good at remaining unseen, but also for noticing details around them. This skill is typically used when trying to find secret doors or passages, to notice something amiss about a creature or object, or other details that may be obscured by others.

hidden from the target when they make their attack roll. This bonus damage applies to both melee and ranged weapon attacks by the rogue. At 5th level, the damage is tripled. At 9th level it is quadrupled.

Thieves Cant (1st level): Rogues have their own secret language they can use to communicate with other rogues. It is a combination of secret hand signs with slang terms.

Lucky (2nd level): Whenever a rogue accidentally sets off a trap, or if a trap is set off that impacts the rogue and forces the rogue to make a dexterity ability check, if the check is successful, then the effect of the trap is completely ignored, and if it fails, then only half damage is applied.

Escape (3rd level): At 3rd level, when the rogue suffers damage from a melee attack, they can move up to half of their movement rate immediately and avoid the damage. This can be used once per day per dexterity modifier (min of 1) of the rogue.

Dual Weapon Defense (4th level): When wielding a weapon in each hand, the rogue gains a +1 bonus to their AC. At 8th level, the AC bonus becomes +2.

Acrobatics (6th level): The jumping distance of a rogue is doubled. Additionally, any dexterity ability check that relates to an athletic or acrobatic move (including grappling, avoiding tripping, etc) will gain a +3 bonus to the ability check roll.

Fall (7th level): At 7th level, the rogue can fall up to 10' per level as long as they are within 5' of a vertical surface and suffer no damage.

Magic Scroll (10th level): Upon reaching 10th level, the rogue can attempt to read a magical scroll and put into effective use. Wizard spell scrolls can be attempted, but because of the risky nature and lack of expertise of the rogue, there is a 25% chance that the spell will fail.

Wizard

Wizards are one of the most flexible of the classes, having broad spell choices, and the flexibility to switch between which spells they have prepared. They keep their spells they collect in spell books (or prayer books for those who get their magic from divine sources), which they must study every time they want to learn a spell that has previously been cast, or to replace a currently memorized spell with a new one. Wizards are weak at first, and should try to avoid direct combat, but as they grow in experience, they can wield extremely powerful magic.

Ability Bonus: +1 to INT

Armor Prof: none

Weapon Prof: dagger, dart, staff, club, sling

Hit Die: d4

Attack Bonus: +1 at level 3, 6, and 9

Preparing Spells

A wizard can prepare a number of spells equal to their level, adjusted by their intelligence modifier. Thus, a 4th level wizard with an intelligence of 15 (+2) can prepare up to 6 spells at any given time. Each spell takes 10 minutes per spell level to prepare and memorize, and will remain in the wizard's memory until replaced by a new spell (or some other effect causes the spell to be lost).

For example, if a 4th level wizard who can memorize a total of 6 spells wants to memorize 4 first level spells and 2 second level spells, they would have to spend $(4 \times 10) + (2 \times 20) = 80$ minutes to memorize them all.

Casting Spells

Unless otherwise noted, it takes the PC's action to cast a spell. Spells will have one or more of the following requirements: verbal (V), somatic (S), and material (M) components. If a spell requires a spell component such as bat dung, a somatic component like a hand gesture, and a verbal component such as utterance of magic incantations, then in order to cast the spell all three would be necessary. If any of them are missing, the spell cannot be cast.

Spells are a risky endeavor, and can be interrupted. If you are casting a spell and have not completed it yet (it hasn't been your turn yet) and you take damage or are bound, then the spell is interrupted and wasted. This is a key reason (along with weak AC and hit points) that most wizards avoid combat and stay in the rear where it's safer.

In order to determine how many spells a wizard can cast per day (an 8 hour rest is needed between adventuring days to recover these spent slots), reference the below chart:

Spells Per Level

Wiz Lvl	Spell lvl 1	Spell lvl 2	Spell lvl 3	Spell lvl 4	Spell lvl 5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	4	2	1	-	-
6	4	2	2	-	-
7	4	3	2	1	-
8	4	3	3	2	-
9	4	3	3	2	1
10	4	4	3	2	2

Referencing the chart above, a 1st level wizard can cast one 1st level spell per day, and will need to rest before being able to cast another spell. A 7th level wizard can cast four 1st,

three 2nd, two 3rd, and one 4th level spell per day. Note that this is different from the number of spells a wizard can prepare (see above). This chart also advises you of the limit of the spell level you can cast. Thus, you cannot cast a 2nd level spell until you reach 3rd level.

Learning and Adding Spells

Many of the spells wizards gain are found from scrolls or spell books in their adventures. Before the wizard can learn that spell (allowing it to be prepared and cast), they will need to make an intelligence ability check. If you are successful in your attempt, you can inscribe the spell into your spellbook for your own use in the future. If you fail, then you are not able to learn the spell until you gain a level, at which point a new attempt can be made.

Wizards begin play with 4 spells in their spellbook: *read magic*, one offensive spell, one defensive spell, and one additional spell of your choice. New spells can be acquired by finding scrolls or spell books in your adventures, or for purchase at certain places.

Class Features

Spellcasting (1st level): The wizard knows how to learn and cast arcane spells from the wizard spell list (see *Spells* section hereafter).

Wizard Specialty (1st level): The wizard can choose to specialize in a particular spell. This spell must be one the wizard is able to cast. When chosen, this spell is always considered prepared and doesn't take up a slot to prepare it. Additionally, the wizard can choose one of the following:

- * extra 1 point of damage per level of the wizard
- * range is doubled
- * duration is doubled
- * any ability check to resist the effects suffers a -2 penalty.
- * maximum hit points healed for healing spells

When the wizard advances a level, they can replace their specialized spell with another.

Arcane Boost (2nd level): The wizard can scrap together additional mental reserves to cast a spell without spending a spell slot. The spell



must be prepared already, and can only be a level 1 spell. This can be done once per day. At 4th level this can be a level 2 spell, and at level 8 a third level spell.

Distracted Casting (4th level): When the wizard reaches 4th level, they can make a standard constitution ability check to avoid having their spells being ruined when taking damage or being grappled before they can get their spell off. At 8th level, the wizard gains a +4 bonus to this check.

Lore (4th level): Also at fourth level, the wizard becomes so attuned to magical energies that they can attempt to identify magical items without expending a spell slot. The wizard can cast the *identify* spell once per day without expending a spell slot or needing to prepare it.

Craft Scrolls (6th level): At 6th level, the wizard can create spell scrolls. The materials cost 100gp per level of the spell to be scribed, and it takes an hour per level of the spell to create the scroll. A wizard can create a number of scrolls with spell levels equal to or less than their wizard level at any given time. Thus, a 9th level wizard could have created a 4th level spell scroll, two 2nd level spell scrolls, and three 1st level spell scrolls.

Alignment

Alignment is the general moral compass of your character. While it's simple and easy to say all orcs or goblins are inherently evil (it makes a convenient way to massacre them without moral quandaries and is a legitimate tyle of play if that's what you prefer), that may not always be the case and this game doesn't automatically designate them as such.

Therefore, no intelligent mundane humanoid (including creatures like orcs and goblins, but excluding fiends and undead) in this game will have a default alignment. Rather, that will be determined by the GM based on the localized culture of the group.

Law, Neutrality, and Chaos

People are complex, and often deviate between true good or orderly, and disorganization or dubious. Therefore, it is of my opinion that rigid alignments are more restricting than broad groups, and thus the system herein will reflect that leeway.

In *Chromatic Dungeons*, there are cosmic forces that take note of characters and how they generally behave. These are forces of *Law, Neutrality, and Chaos*. Benevolent deities might be lawful, while demons and fiends would be heavily influenced by chaos.

Lawful

Characters who are lawful alignment generally want to help others, and have a sense of justice and drive for fairness and equality. They won't commit harm needlessly, or engage in actions that repeatedly harm others either physically or emotionally. Some characters will use the system to enact a greater good, while others will work outside of the system, as long as the goal is good and just. Courage, sense of justice, and kindness are all traits of good people.

Neutral

Neutral characters don't go out of their way to help others, or hurt them. They believe in global balance, and objective facts over ideals such as greed, or altruism. They like to think they see the bigger picture, and if that means innocent people suffer in order to reach the bigger goal, that is acceptable, if regrettable.

Chaotic

Chaotic characters tend to be selfish, willing to exploit the system or completely work outside of the system to further their own gains, even at the expense of others. While many evil people will commit horrendous crimes such as murder, that isn't necessary to be considered chaotic. Stealing from others, bullying, and chronic lying can all be considered chaotic acts as well. Cowardice, cheating, and brutality are also all traits of chaotic people.