

characters make it that far or continue campaigns past that point. This game follows what is commonly referred to as a zero to hero model. I.e., 1st level characters are still relatively fragile, being only marginally better than common folk around them. However, after only a few levels, they become heroic, doing actions no common person could hope to achieve. To reinforce this idea, you'll notice that leveling is much slower than what you may be used to in modern editions. It's about the journey, not the destination (end game).

Creating a Character

The first step in creating a character is to get your inspiration. The rules herein should offer several options to allow you to mold and build your character into the archetype that you envision, as the vision is the most important thing.

Perhaps you're inspired by a fictional character, or a miniature you saw, or perhaps a persona of your own design. Doesn't matter where it comes from, as long as it is a character that you think you'll have fun playing.

At first it may seem daunting to see just how many rules and figures and categories there are in a character sheet, but don't fear; it will all come to you soon enough with experience. The provided walkthrough will also help.

Let's look at Alex, who is creating their very first character, and is anxious to get started on adventure. Alex sits down with this book, a character sheet (or any piece of paper large enough), pencil, and dice. So many different characters flash through Alex's mind: an elven warrior with dashing good looks and a penchant for good food and wine? A human wizard as if Santa Claus had a sudden fascination with casting fireballs?

After giving it some thought, Alex always had an admiration and fascination with the sailors of Carthage. Alex's maternal side has been Tunisian for as long as anyone could remember, so Alex likes to believe they have ties to the Carthaginian Empire, and felt creating a sailor warrior as a character would be extremely fun to play.

That's the hardest part of creating a character; the rest is simple bookkeeping, and Alex dived right in. Alex named their character "Faridah" and moved on to generating their ability scores.

Generating Ability Scores

There are four methods to generate your character's ability scores: point buy, array, 3d6 twelve times, or 4d6 drop the lowest six times.

Point Buy

Start with a pool of 27 available points in which you can spend towards ability scores, and start each ability score with a base value of 8. For each point you raise an ability score by, deduct an appropriate number of points in accordance with the below table. No ability score can be raised above 15 in this method.

Ability Score	Point cost
9-13	1 point for each point raised
14-15	2 points for each point 14 or higher

For example, raising an ability from 8 to 13 would cost 5 total points from your available pool, and raising an ability from 8 to 15 would cost 9 total points from your available pool.

Standard Array

Rather than do the math of a point buy system, or if you're in a hurry, you can use the standard array method. These are predetermined values that you may assign in any order you choose to your ability scores. These values are: 15, 14, 13, 12, 10, 8.

3d6 Twelve Times

The oldest and original method is to roll 3d6. Originally you would roll 3d6 and tally the result for each ability score in order of how the ability scores are presented. Feel free to use this method if you want a true old school method, but this is by far the most challenging. It also might not be the most fun, as since you don't choose which ability uses what score, you may end up with your warrior with a low strength and higher intelligence. Not unplayable by any means, and in fact may be fun, but generally most players might not prefer this.



Instead, with this method roll 3d6 and tally the results, doing this twelve times for a total of twelve scores. Then assign the best six scores in any order you choose.

4d6 Drop Lowest

Possibly the most common method of ability score generation, you would roll 4d6, drop the lowest value, and tally the remaining three. You would repeat for a total of six scores. Then assign them in any order you choose.

While tempting to risk it, Alex decides to go with the standard array method. They assign the values as follows:

Strength: 15

Intelligence: 12

Wisdom: 10

Dexterity: 14

Constitution: 13

Charisma: 8

These values align with their vision of Faridah being strong, agile, yet not very charismatic being a foul mouthed sailor.

Ancestry

Next you must choose your ancestry. Core ancestries included in this book are human, elf, dwarf, halfling, and gnome. Each of these will be described in the Ancestry section of the book.

After looking at the various ancestries, Alex decides to go with a human, and notes down the abilities and

features that the human ancestry grants, and selects the coastal and nomadic heritages. They choose a +1 bonus to constitution, and note the traits from those heritages.

Class

You must also choose your class at this point. Several options are presented, which are described in further detail under the Class section.

Going along with the warrior theme for Faridah, Alex chooses fighter as their class. They note all the features of the class, including starting HP and money, as well as noting Saving Throws and the bonus to attack rolls. Alex also chooses to increase Faridah's strength score by 1.

OPTIONAL CLASS RULE: Each class will have a hit die type in which you determine your hit points. For example, a 1st level fighter would roll 1d10 and assign the result as their starting hit points (adjusting for any constitution modifiers as applicable). As an optional rule, you may forgo this for first level only, instead starting at maximum hit points for that class type. In this case, you would start with the full 10 hit points at first level, and then roll for hit points at every level thereafter.

Equipment

Once starting money is determined, go to the Equipment section and choose the appropriate gear that you want for your character. Keep in mind which items your character can use, based on class.

Keeping true to their theme, Alex decides to arm Faridah with lighter more mobile armor (studded leather), a shield, a cutlass, light crossbow, dagger, and adventuring gear. Alex notes their character sheet with final values for quick and easy reference.

You're all ready go to! Explore dungeons, meet interesting and exotic monsters. Kill them and take their stuff!



Player Name: _____ Character Name: Faridah
 Class: Fighter Ancestry: Human
 Level: 1 Alignment: good XP: 0 (1000 needed)
 Heritage: nomadic, coastal

Character Sketch



16 STR ADJ: +2

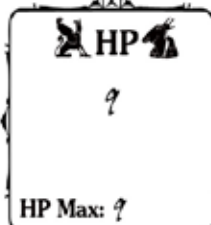
9 INT ADJ: -1

9 WIS ADJ: -1

13 DEX ADJ: +1

14 CON ADJ: +1

7 CHA ADJ: -2



Treasure

11 gp
8 sp

Special Abilities

Move: 35 (human+nomad)
 +1 dmg rolls (fighter)
 hold breath 2x, +5 nav checks
 Speak common, dwarf
 +1 to attack per level (fighter)

Weapon Type: <u>cutlass</u>	TH: <u>+2</u> Dmg: <u>1d6+3</u>
Weapon Type: <u>light crossbow</u>	TH: <u>+2</u> Dmg: <u>1d6+3</u>
Weapon Type: <u>dagger</u>	TH: <u>+2</u> Dmg: <u>1d6+3</u>
Weapon Type: _____	TH: _____ Dmg: _____
Weapon Type: _____	TH: _____ Dmg: _____

Equipment and Gear

cloak	50ft rope
pack	extra clothes
7 days rations	leather armor
2 waterskins	shield
1 flask/oil	blanket
6 torches	medical kit
tinder box	whetstone



Ability Scores

There are six ability scores that help make up your character, to represent six core aspects in a numerical progression. Each score will normally range from 3 to 18, however rarely there may be a scenario where an ability score is increased above 18, such as via magical means or ancestry/class modifiers. The charts below have ability scores that go to 25, but anything 20 or higher is considered supernatural, and most humanoid will never be able to achieve these levels without some outside magical assistance.

As previously detailed, you have four methods to choose from when you create your character that determines which values each of these attributes will be.

Strength

Strength is a measure of physical power, lifting and carrying capacity, endurance, and brute force. It is an important attribute for those melee classes and those who want to wear heavy armors. If using the encumbrance rules hereafter, each point of strength will increase the unencumbered allowance by 10 pounds.

Strength Table

Ability Score	Hit Adj	Damage Adj	Carrying Capacity (in lbs)
3	-3	-3	20
4-5	-2	-2	30
6-7	-1	-1	50
8-9	n/a	n/a	70
10-11	n/a	n/a	100
12-13	n/a	+1	125
14-15	+1	+1	150
16	+2	+2	200
17	+3	+3	250
18	+4	+4	300
19	+5	+5	400
20	+6	+6	500
21	+7	+7	750
22	+8	+8	1500
23	+9	+10	3000
24	+10	+12	10,000
25	+11	+15	25,000

Hit Adjustment: This is the bonus to all attack rolls you would make when using melee attacks (including unarmed attacks).

Damage Adjustment: This is the bonus or penalty you would apply to each melee attack you successfully make (including unarmed attacks).

Carrying Capacity: This is the maximum weight the character can carry. Reference *Encumbrance* rules to see how this may modify movement rates.

Intelligence

Intelligence measures the learning potential of a person, and capacity to process complex inputs of information. How well a person notices if someone is lying, or their chance to learn a language or spell, or ability to recall information is all tied to intelligence. Intelligence is very important to spell casters, in particular magic users.

Intelligence Table

Ability Score	# of Languages	Max Spells per Level	Max Spell Level
3-5	0	0	0
6-8	1	1	2
9	1	6	4
10-12	2	7	5
13-14	3	9	6
15-16	4	11	7
17	5	14	8
18	6	18	9
19	7	all	9
20	8	all	9
21	9	all	9
22+*	12	all	9

* Creatures with an intelligence score of 22 or higher are immune to illusions of 5th level or lower. Creatures with a 25 intelligence are immune to all illusions.

of Languages: The starting number of languages that the characters knows.

Max Spells Per Level: The maximum number of spells the character can learn and keep in their spellbook for each spell level.

Max Spell Level: The maximum level of spells the character can learn.

NOTE: When trying to learn a new spell, an intelligence check is required. See the *wizard* class for additional detail.

Wisdom

While intelligence is book smarts, wisdom focuses on common sense. There is an old adage: Intelligence lets you know that a tomato is a fruit, but wisdom tells you not to put it in a fruit salad. In addition to be common sense, wisdom also includes your willpower, intuitiveness, judgment, and ability to resist certain mental attacks. It is a key attribute for divine characters.

Wisdom Table

Ability Score	ST Adj	Spell Bonus	Chance of Spell Failure	Perception Modifier
3	-3	n/a	75%	-4
4	-2	n/a	50%	-3
5-7	-1	n/a	35%	-2
8-9	0	n/a	20%	-1
10	0	n/a	15%	0
11	0	n/a	10%	0
12	0	n/a	5%	0
13	0	One 1st level	0%	0
14	0	One 1st level	0%	1
15	+1	One 2nd level	0%	1
16	+2	One 2nd level	0%	2
17*	+3	One 3rd level	0%	2
18**	+4	One 3rd level	0%	3
19	+5	One 4th level	0%	4
20	+5	One 4th level	0%	5
21	+6	One 5th level	0%	6
22	+7	One 5th level	0%	8
23	+8	One 6th level	0%	10
24	+9	One 6th level	0%	12
25	+10	One 7th level	0%	15

* Minimum WIS needed to cast level 6 divine spells

** Minimum WIS needed to cast level 7 divine spells

ST Adj: The adjustment made to saving throws that impact mental resistance, such as *charming*, *beguiling*, *fear*, *hypnosis*, *illusion*, *magic jarring*, *mass charming*, *phantasmal forces*, *possession*, *suggestion*, *telepathic attack*, etc.



Spell Bonus: The bonus number of spells the character can cast of a certain spell level. These are cumulative, and the character must be a high enough level to cast at least one spell of that level in order to receive the bonus. For example, a 3rd level cleric with a wisdom of 17 can cast an additional 2ea level 1 spells, and 2ea level 2 spells per day. Upon reaching 5th level, they can cast an additional 3rd level spell per day.

Chance of Spell Failure: Every time the character casts a divine spell, they must roll to see if the spell fails, if applicable with the value in the table above.

Perception: The penalty applied to creatures' stealth checks when trying to remain stealthy from the PC. Use the highest modifier for the whole party who can reasonably detect the creature only, as they are not cumulative penalties. This value is only used if you are using the optional stealth rules. See *Stealth* section for a greater explanation.

Dexterity

Dexterity measures the physical agility and nimbleness of the character. It factors in hand-eye coordination, precision, balance, and reflexes. It is the key attribute to rogue characters, although every character can benefit from a high score, as it impacts initiative and helps with AC.

Dexterity Table

Ability Score	Initiative Adj	Agility Adj
3	-3	-4
4	-2	-3
5	-1	-2
6	0	-1
7-13	0	0
14-15	+1	+1
16	+2	+2
17	+3	+3
18	+4	+4
19	+4	+5
20	+5	+5
21	+5	+6
22	+6	+7
23	+6	+8
24	+7	+9
25	+8	+10

Initiative Adj: The modifier you would apply to your initiative roll. Initiative can never go below 1.

Agility Adj: The modifier you apply to your final Armor Class, attack rolls with ranged weapons, and your reflex saving throws.

Constitution

Constitution measures overall health, endurance, and resistance. It affects the hit points of the character, the chances of being raised from the dead, the ability to resist major traumatic damage, and the ability to resist poison, venom, and disease Saving Throws. It is an important attribute for all characters, but especially for those who find themselves on the front line of combat as the recipient of frequent attacks.

Constitution is also important as the original value determines the maximum number of times your PC can be raised from the dead. Additionally, each time a character is risen from the dead or resurrected, their constitution score will permanently be reduced by 1 point.



Constitution Table

Ability Score	HP Adj	System Shock Survival	Resurrection Survival
3	-2	35%	40%
4	-1	40%	45%
5	-1	45%	50%
6	-1	50%	55%
7	0	55%	60%
8	0	60%	65%
9	0	65%	70%
10	0	70%	75%
11	0	75%	80%
12	0	80%	85%
13	+1	85%	90%
14	+1	88%	92%
15	+1	91%	94%
16	+2	95%	96%
17	+3*	97%	98%
18	+4*	99%	100%
19	+5*	100%	100%
20	+6*	100%	100%
21	+7*	100%	100%
22	+8*	100%	100%
23	+9*	100%	100%
24	+10**	100%	100%
25	+12**	100%	100%

* The maximum HP adjustment for non-Warrior classes is +2 HP per level. Only warrior classes will benefit from the additional HP bonus above +2.

** Creatures with a constitution score of 24 will regenerate 1 hp per turn. Creatures with a constitution score of 25 will regenerate 1 hp per round.

HP Adj: The adjustment you would apply to your hit point roll for every level gained, as well as the modifier you would apply to your HP total at 1st level. For example, a 4th level fighter with a constitution of 16 would have 12 HP at first level, and gain 1d10+2 HP at level 2, 3, and again at level 4. Note that HP gained can never be below 1 at level 1, or when gaining levels. This is also the modifier you would apply to your rolls when attempting poison, venom, or disease saving throws.

System Shock Survival: Many spells and other forms of magical attacks can cause a traumatic change in

the character's body. These include instant aging (from a ghost for example), being polymorphed into a different form, or being turned to stone or back to flesh. This value is the percentage chance you have of surviving such a radical change. A failed roll results in the character's death.

Resurrection Survival: If your character were to die and someone cast a *raise dead*, *resurrection*, or other similar spell on them, this value is the chance of success they have of coming back to life. Failure results in permanent character death.

Charisma

Charisma captures the overall likeability and chemistry others feel towards your character. It encompasses physical attractiveness, persuasiveness, and personal magnetism. This ability is key to leadership and thus is a determining factor in how many hirelings a PC may have, and the loyalty thereof.

Charisma Table

Ability Score	Max # Henchpeople	Morale ADJ
3	1	-5
4	1	-4
5	2	-3
6	2	-2
7	3	-1
8	3	-1
9-11	4	0
12	5	+1
13	5	+1
14	6	+2
15	7	+3
16	8	+3
17	10	+4
18	15	+5
19	20	+6
20+	n/a	+7

Max # Henchpeople: This states the number of non-player characters who will serve on a permanent basis for the character. It does not include mercenary soldiers, men-at-arms, or other similar persons.

Moral Adj: This is the modifier you would apply to the base morale rating of any henchpeople your character would employ.

Ability Checks

Often throughout the game, you may be called upon to make an ability check. This most often occurs when you want to attempt something that is not part of a special ability or spell that grants automatic success. When called upon to make this check, the GM will advise you which ability score to use, and if there are any penalties or bonuses to be applied (as determined by the GM). Roll 1d20, and if the result is at or below your ability score for that specified ability, then it is a success. A result higher than your ability score is a failure.

Note that all bonuses or penalties are applied to your ability score value as a temporary modifier for that check only. That is, if you get suffer a -4 penalty to detect a secret door due to darkness, your wisdom score would be treated as if it were 4 points less when it comes to determining if your check was a success or not.

Sample Types of Ability Checks

Type of Check	Ability Score Used
Acrobatics	Dexterity
Avoiding an area of effect spell or ability	Dexterity
Busting down a locked door	Strength
Detecting secret door	Wisdom
Grappling	Strength OR dexterity (whichever is higher)
Identifying/solving puzzle	Intelligence
Intimidating someone	Strength OR charisma (whichever is higher)
Jumping	Strength
Lying	Charisma
Persuading someone of something	Charisma
Recalling lore or a historical event	Intelligence
Resisting a mental spell	Wisdom
Resisting an undead's special attack	Constitution
Resisting poison or disease	Constitution
Stealth	Dexterity
Wilderness survival	Wisdom

Guideline for Difficulty Modifiers

Task	Modifier Applied
Easy	+5
Moderate	0
Difficult	-5
Very Difficult	-10
Near Impossible	-15

The above difficulty categories are determined by the GM. For example, picking a pocket from a sleeping target might be ruled an easy task, while trying to convince a dragon of something it doesn't want might be near impossible.

Example 1

Belk wants to cross a river. The river is 30ft across, a foot deep, and pretty swift, so the GM determines there is a risk of failure or something bad happening. The GM tells the player of Belk to make a dexterity check in order to cross safely. Belk has a dexterity score of 12, and his player rolls a d20, resulting in a die roll of 5. Belk succeeded by 7, so he easily crosses the river without issue.

Example 2

Faridah is keeping an eye out for anything unusual while exploring a cave tunnel. The GM has them make a wisdom ability check to see how perceptive they are. Faridah rolls a 3, which is far below their wisdom score of 12. The GM determines that the dim light would impart a -5 penalty. Even considering that penalty (making Faridah's wisdom effectively 7 for this check), the 3 is still below that value, so Faridah is able to detect that there is a secret door as they pass by it.

Automatic Failure or Success

Naturally when rolling a d20, there will be situations where you may have enough modifiers to never be able to succeed, or to never be able to fail. In the spirit of the game, there is always a chance of failure or success. This is reflected in natural rolls of a 1 or 20. For ability checks, if you roll a natural 1, regardless of any modifiers, you succeed with minimal success. If you roll a natural 20, you will just miss enough to fail, regardless of bonuses you may have had.

OPTIONAL RULE: Player Skill

Originally, there were no codified rules about how to handle skill or ability checks. You just role-played it out in the moment with the player describing what they were doing, and the GM making a determination as to whether it was a success or not, and narrating the result. This style of play has its benefits, and its drawbacks, depending on the preference/skill/experience of the players. Some people prefer this and to avoid rolling dice to determine results when possible. Others don't feel comfortable role-playing out each scenario. After all, the character might be more skilled than the player at something, and thus the die roll reflects that. If you prefer the former, and want to role play out scenarios rather than use ability checks, then by all means feel free to ignore the above rules and just go with what feels right for your table.



Ancestry

Your ancestry is the genetic lineage of your character. These include humans, elves, dwarves, halflings, and gnomes, with many of those having distinct cultures within that ancestry (described in the *Heritage* section hereafter). Rules for additional alternative ancestries, such as orcs, goblins, or centaurs will also follow at the end of this section.

Each selection of ancestry will grant you some key features of that ancestry that are inherent to their physiology. Only inherent physical traits are determined by your ancestry choice, as other traits are more influenced by heritage or culture. For example, most high elves may have resistance to certain magic based on the culture of the high elf city/state/kingdom. A non-elf creature who grew up in the same culture might gain the same benefits even if they are of a different ancestry. For example, a human who grew up in a high elven city would have been exposed to the inherent magical energies from that city to grant them the same resistances to magic that native high elves have.

Dwarf

Dwarves are generally short and stout, solidly built and down to earth, quite literally. Most dwarves have beards regardless of gender or lack thereof, and wear them with pride. The most common cultures of dwarves include but are not limited to mountain, hill, and deep dwarves. Every dwarf has the following characteristics:

- Solid build. Bludgeoning damage taken is reduced by 1 point
- Speaks the dwarven and common languages
- Stands between 4' and 5' in height and weighs 150-300 lbs
- Live up to 300 years of age
- Infravision 60ft
- Base 30ft movement speed

Hill dwarves are possibly the most common dwarves typically encountered by other people, as they make their homes above ground and are active with trading and building alliances with other peoples. They typically are a bit taller than other dwarves, standing close to 5ft in height.

Mountain dwarves are more reclusive, making their homes in fortresses and citadels deep within mountain passes or the within the mountain itself.

They are between 4 and 5ft in height, but a bit stockier than their hill dwarf cousins.

Deep dwarves are the shortest dwarves, standing no more than 4ft in height on average, and live deep in subterranean communities. Often, a deep dwarf will never see the sun or the surface for their entire lifespan. Their skin tone covers various shades of grey, and their eyes and ears are slightly enlarged compared to other dwarven proportions. Like most dwarves, they have beards, although their hair is almost always white or a light shade of grey.



Elf

Elves are generally graceful and lithe, with a haughty beauty and love for the natural world. There are many different cultures of elves, with the most common being high elves, wood elves, and deep elves. All elves have the following features:

- Speak elven and common languages
- Stand 5'-5'5" tall and weigh 125-175lbs
- Live up to 500 years old
- Base movement of 35ft
- Infravision 60ft
- Do not require sleep

High elves are the most "civilized" and magical of all the elves, utilizing magic in all aspects of their culture. These are the most common type of elf that is typically encountered as they are the most likely to establish contact with other ancestry. Their skin tone ranges from a pale sand color to a golden hue, with silky hair of gold, lavender, or silver color. High elves have the longest ears of all elves, with the tips



reaching as high as the top of their heads. Their features are chiseled, and skin blemish free.

Making their homes deep within the forests and woodlands far away from civilized areas, wood elves have a natural affinity for nature, going so far as to craft their homes to appear as natural extensions of trees and natural rock formations. It is for these reasons they are rarer to encounter among the various peoples, but it is not unknown for them to become adventurers, especially if their forest is threatened. Wood elves rarely are taller than 5ft in height, with ruddy brown skin tones, and hair various shades of brown. They are slightly more robust in build than their high elf cousins, with bodies well suited for living in the wilds.

The history behind deep elves is still largely a mystery. Some believe they were surface elves that eons ago fled to the deep underground caverns for many rumored reasons, such as plague, or having made a pact with evil deities and were driven underground. Others think they were normal elves who were victims of dark and alien forces that evolved them into what they are now. And others believe they were just groups of elves who got lost or trapped deep underground and formed their new life there.

Regardless of their history, current deep elves make their homes in cities deep underground in huge caverns, most never seeing the surface world for their entire lives. Their cities are heavily influenced by magic and alien influences, and thus reflect that to any outsider visiting them. Due to their isolation and

environment where they are surrounded by deadly creatures, many deep elves tend to be xenophobic and mistrusting of other ancestry.

Having generations live deep underground, deep elves have taken on several evolutionary traits. Their natural skin color ranges from porcelain white to a shades of blue or pale purple, and they have extra large almond shaped eyes and traditional elven ears to enhance their senses. Many who have encountered deep elves underground assume they have dark skin, almost black, because they have a natural ability to shift the pigment in their skin to reflect basic colors of the terrain around them, which being underground is almost always dark stone. This grants a bonus +2 to all stealth checks.

Gnome

Gnomes are diminutive in nature, and inquisitive of mind. Often confused with halflings by those of a more ignorant nature, gnomes are their own ancestry with several different cultures within that larger group, with urban and forest gnomes being the most common. Because of their short stature, all gnomes are prohibited from wielding normal two handed weapons. What would be a one handed weapon for a human would be a two handed weapon for a gnome. Thus, a gnome would not be able to wield a maul or two handed sword, but could wield a long sword in two hands. They would also be limited to short bows and light crossbows, as long bows and heavy crossbows are too large. Additionally, while they do have pole arms, they are gnome sized versions and would inflict 1d8 points of damage rather than the 1d10 that pole arms normally have.



All gnomes have the following features:

- Speaks gnomish, common, and two additional languages
- Stands between 2'-4' in height and weigh 30-60lbs
- Live to be almost 200 years old
- Base movement of 25ft
- Infravision 30ft
- Magic Resistance 5% (see *How to Play*)

Urban gnomes prefer to live in cities (of any ancestry) or if living in their own cities, carved out of mountains and hills similar to dwarves. They are inquisitive and keen of mind and have a driving curiosity. Most urban gnomes have skin tones that range a gamut as varied as humans, but all have disproportionately large facial features compared to humans. They stand between 3 and 4ft in height on average, and many have a tendency to speak a bit faster than most other ancestries.

Contrary to urban gnomes, forest gnomes avoid cities or populated areas as much as possible, preferring to live in small villages deep within the forest that are near impossible to find from other ancestries. They have a high reverence for nature and respect for natural wildlife. Smaller than urban gnomes, forest gnomes are very short; standing between 2 and 3ft in height. Their skin ranges from pale peach (in cold snowy regions) to dark brown (in hot climates), and they tend to wear clothing that matches the region in which they live. Like urban gnomes, their facial features are larger in proportion than a human, but have sharper features compared to the more rounded features of urban gnomes.

Halfling



Halflings are small plump humanoids, roughly half the size of humans which child-like features, who prefer to live in small villages, building their homes in the sides of hills. They enjoy the pleasures of life: good food, good stories, good friends, and the comforts of home. It is not unusual, however, for a halfling to take on the role of an adventurer, as they are very adaptable and can be found in communities all over the world. All halflings will have the following features:

- Once per day can cast *animal friendship* as per the spell as a natural ability
- Speaks halfling and common
- Stands between 3'-4' in height, and weighing between 50-75lbs
- Live to be over 100 years old
- Base movement of 25ft
- Infravision 30ft

Human



Humans are the most common and most versatile ancestry, being the most prolific and the most common all over the world. They can be found in the hottest deserts to the coldest mountains, scratching out a survival where no other special would reside. All humans get the following features:

- +1 bonus to any ability score of your choice
- Speaks common and one additional language of your choice
- Stands between 5'-7' in height, and weight between 125-300lbs
- Lives to be around 80 years or longer
- Base movement of 30ft

Alternative Ancestries

If you're familiar with TSR era fantasy games, you may have notices that "half" ancestries are not included here, like the half elf or half orc. To be frank, there is no justifiable reason why there would be those two mixed ancestries but no other mixed ancestry. The only reason is tradition, and that's not a strong enough argument compared to the baggage and inferred issues that each brings to the game. As a general rule, if you want to have an ancestry of mixed parentage, than choose features from one or the other parent as the dominate ancestry and run with it.

Additionally, because this is a fantasy game, you should feel free to choose nearly any humanoid ancestry you want to play, as long as everyone at your table and the GM are OK with it. In the words of the late Gary Gygax, "You can play a dragon if you really want, just start at level 1."

Below you will find a list of common humanoid ancestries for you, along with typical features of that ancestry. Just be forewarned, in most campaigns, these are considered adversarial ancestries, so your character might not have a pleasant reception travelling the lands. Unless noted, each ancestry speaks its native tongue and any additional languages in accordance with their intelligence score.



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Alternative Ancestry Table

Ancestry	Standard Features
Bugbear	+2 to stealth checks, base move 30ft, infravision 60ft
Bullyfrog	Base move 30ft, swim 20ft, jump 30ft, infravision 30ft
Centaur	Base move 45ft, hoof melee attack (1d6 base damage, can be made as an extra attack per round on the character's turn)
Gnoll	Base move 30ft, infravision 60ft, Frenzy (+1 damage to melee attacks if target is wounded)
Goblin	Disengaging does not cost an action (see <i>Combat</i>), base move 25ft, infravision 60ft
Hobgoblin	Base move 30ft, infravision 30ft, +1 to attack rolls if an ally is within 5ft
Kobold	+5 bonus to reflex saving throws, base move 25ft, infravision 60ft
Lizardman	Base move 30ft, swim 20ft, bite or tail melee attack (1d6 base damage), infravision 60ft
Minotaur	Base move 35ft, gore melee attack (1d8 base damage, if charging 20ft before attack, double damage), infravision 60ft, double carrying capacity, infravision 30ft
Orc	Base move 30ft, infravision 30ft, +5 bonus to all constitution checks

Heritage

Ancestry is not the same as culture, as members of the same ancestry or species can be found all over in many different regions with unique cultures and heritage. Just like humans, a group of orcs might be aggressive, war-like, and hostile to any other culture around it in one area, while another group of orcs in a different region might be traders and farmers. If you prefer all monstrous humanoids to be evil as they are described in a traditional sense, feel free to do so; it's your game, and doing so does make it easier to play without facing moral quandaries. However, they are not described that way in this game, as the approach here is that all intelligent mundane species can have cultures and heritages as varied as we have in real life. The power and decision lies in your hands as the GM.

After selecting your ancestry, you will then select two heritage options from the list below, and note each of the traits associated with those heritages. These represent your character's background and general culture or region in which your character has grown up in.

Heritage	Trait
Arcane Conduit	Choose one first level spell from the Wizard list. Cast this spell once per day per intelligence modifier
Arcane Resistance	+3 to wisdom checks to resist magical effects or spells.
Arctic/Mountain	Cold resistance. Immune to cold exposure and take half damage from cold attacks
Artisan	+5 checks to craft and repair items. Can also make masterwork items
Exceptional Size	Double carrying capacity
Blessed	Choose one first level spell from the cleric or druid list. Cast this spell once per day per wisdom modifier
Coastal	+5 to navigation checks, can hold breath twice as long as normal.
Combat Dancing	+1 bonus to AC
Combat Specialist	Reroll natural 1s on the d20 for attack rolls
Desert	Immune to heat exposure, half damage from fire damage
Diminutive	+2 AC when attacked by large or larger sized creatures.
Endurance Training	+5 constitution checks when attempting an endurance task (swimming, marching, etc)
Enlightenment	immune to magical fear
Entertainer	+4 Charisma checks, earn 1d10 sp per day in town or larger sized community
Equestrian	+10 mount movement rate, +3 to ability checks when mount is called to make one while being ridden
Fairie	Immune to paralysis
Fey	Immune to <i>sleep</i> and <i>charm</i> spells
Forest	+2 stealth checks, +3 wilderness survival checks
Hunter	+2 stealth checks, +1 to attack rolls with ranged weapons
Medical Training	Double healing from medical kits, +1 hit points healed from your spells
Monastic	Undead and fiends suffer a -2 penalty to their saving throws when resisting your spells
Monster Hunter	Choose one monster category type (Beast, Fey, etc). +1 bonus to attack and damage rolls against these creatures
Necromantic	Constitution check to avoid effects of undead attacks
Noble	Start with maximum gold, +3 additional henchpeople limit, +2 to charisma checks

Nomadic	+5 to base movement rate
Pit Fighter	Proficient in all weapons. If a warrior class, gain a +1 to damage with one weapon type
Robust Immune System	+3 to checks when resisting poison, venom, or disease
Rustic/Hermit	+1 HP per level
Scavenger	Once per day make an Wisdom check to find a useful item
Scholar	Act as a sage (see <i>Hirelings</i> section)
Soldier	Once per day when reduced to 0 or fewer HP, instead go to 1 HP
Subterranean	+60ft darkvision
Swamp/Jungle	Half damage/effects from poison, venom, and disease
Urban	25% discount on all purchased items
Urchin	+2 to stealth, sleight of hand, and open locks checks
Well Rounded	+1 to all ability checks
Zoology	+3 wisdom checks for animal handling. Intelligence check to identify monsters (detail of revealed info based on level of success)

Gaining in Levels

As your character gains experience, they will gain in levels. When this happens, you will gain additional hit points and possibly gain some additional class abilities. The table below will tell you how many experience points are needed to gain each level. For example, in order to advance to level 2, you would need 1000 experience points.

Experience points are gained by defeating (which includes bypassing or sneaking by) monsters, gaining treasure, or GM discretion for good ideas, role-playing, accomplishing key goals, or other reasons. Note that the maximum level a character can achieve is 20.

Experience Table

Character Level	Experience Points Needed
1	0
2	1000
3	2000
4	4000
5	10,000
6	20,000
7	40,000
8	100,000
9	200,000
10*	400,000

* 200,000 experience points are required to gain each level after 10th.

Character Classes

Your character class is your occupation. It describes your training to establish your starting class abilities and features, and determines how those abilities will improve and grow as you gain character levels. In most cases, your class will be the only class your character has for their entire adventuring career. However, in some rare cases, you may choose to multiclass. The rules for this will follow at the end of this section.

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 will be assigned under a broader class group: divine, warrior, rogue, or arcane. Experience tables, hit dice, saving throws, and attack bonuses will all be determined by this class group as shown below, with each individual class offering additional features.

Divine

The divine class group includes those classes where the spellcasting characters gain their magical abilities from divine sources. Either from gods, demi-gods, archdevils, or the natural earth spirits in the world. The cleric and the druid are considered divine classes, the cleric gaining powers from their deity, while druids tend to get their powers from the nature spirits around them. In all cases, the

character is beholden to the tenants of their deity, and must act in accordance to their deity's wishes or risk having their spell casting abilities fail. If a PC routinely works against the wishes of their deity, they may be stripped of all their powers until they can make amends. Typically the PC will have plenty of warning before this happens. A minor spell may fail at first, or they may receive a communication in a dream.

Divine Level Table

Level	Hit Die	To Hit Bonus	Spells Per Level**						
			1	2	3	4	5	6	7
1	1d8	0	1	-	-	-	-	-	-
2	2d8	0	2	-	-	-	-	-	-
3	3d8	1	2	1	-	-	-	-	-
4	4d8	1	3	2	-	-	-	-	-
5	5d8	2	3	3	1	-	-	-	-
6	6d8	2	3	3	2	-	-	-	-
7	7d6	3	3	3	2	1	-	-	-
8	8d8	3	3	3	3	2	-	-	-
9	9d8	4	4	4	3	2	1	-	-
10	9d8+2*	4	4	4	3	3	2	-	-
11	9d8+4	5	5	4	4	3	2	1	-
12	9d8+6	5	6	5	5	3	2	2	-
13	9d8+8	6	6	6	6	4	2	2	-
14	9d8+10	6	6	6	6	5	3	2	-
15	9d8+12	7	7	7	7	5	4	2	-
16	9d8+14	7	7	7	7	6	5	3	1
17	9d8+16	8	8	8	8	6	5	3	1
18	9d8+18	8	8	8	8	7	6	4	1
19	9d8+20	9	9	9	9	7	6	4	2
20	9d8+22	9	9	9	9	8	7	5	2

* After 9th level, constitution bonuses and additional hit die are no longer rolled or added. Instead, an additional +2 HP per level are gained.

** The table dictates how many spells you can cast per adventuring day. An adventuring day is reset after an 8 hour rest.

To Hit Bonus is the bonus you would apply to all attack rolls.



Divine Saving Throw Table

Level	Reflex	Poison/ Venom/ Disease	Creature Ability	Magic Item or Spell
1-3	14	10	13	15
4-6	13	9	12	14
7-9	11	7	10	12
10-12	10	6	9	11
13-15	9	5	8	10
16-18	8	4	7	9
19-20	6	2	5	7

The exact details of the duties of the cleric are determined by the GM, but they should have several lower level acolytes and followers arrive to worship at the temple.

Minimum Scores: WIS 10, CHA 9
 Ability Bonus: +1 WIS
 Alignment: Any
 Armor Prof: All
 Weapon Prof: Bludgeoning only (club, mace, flail, hammer, oil, staff, sling, etc)

Cleric

Clerics are more holy than warrior, focusing on dedication to their deity and devotion to that deity's ideals. They are spiritual leaders, the voice of the gods, and interpreters of omens. While trained in combat, their primary skill is the use of divine magic, either through channeling spells, or channeling direct magical effects such as turning undead. Most clerics focus on support and healing magic, but they are quite capable of casting destructive magic and holding their own on the front line of combat.

When a cleric has reached 9th level, they have attained enough divine favor and renown to establish their own temple dedicated to their deity.

Class Abilities

Spell casting (1st level): Clerics may prepare and cast clerical spells in accordance with the spell casting table above. They channel their power through their holy symbol. This will be explained in greater detail under the *Spellcasting* section of the book.

Turn Undead (1st level): Clerics can present their holy symbol to invoke their power to turn undead, or outright destroy them if the cleric's power is strong enough. This ability also allows cleric of good to turn cleric of evil, and vice versa. Clerics of evil alignment will turn undead into allies for a short time (24 hours), rather than destroy them.

Turn Undead Table

Type of Undead	Example	Character Level										
		1	2	3	4	5	6	7	8	9-13	14-18	19-20
Type 1	skeleton	10	7	4	T	T	D	D	D	D	D	D
Type 2	zombie	13	10	7	T	T	D	D	D	D	D	D
Type 3	ghoul	16	13	10	4	T	T	D	D	D	D	D
Type 4	shadow	19	13	13	7	4	T	T	D	D	D	D
Type 5	wight	20	19	16	10	7	4	T	T	D	D	D
Type 6	ghast	-	20	19	13	10	7	4	T	T	D	D
Type 7	wraith	-	-	20	16	13	10	7	4	T	T	D
Type 8	mummy	-	-	-	19	13	13	10	7	4	T	D
Type 9	specter	-	-	-	20	19	16	13	10	7	T	T
Type 10	Vampire	-	-	-	-	20	19	16	13	10	7	4
Type 11	Ghost	-	-	-	-	-	20	19	16	13	10	7
Type 12	Lich	-	-	-	-	-	-	20	19	16	13	10
Type 13	Fiend	-	-	-	-	-	-	-	20	19	16	13

If the number on the die is equal to or greater than the value on the chart, the undead is turned and will flee for the next hour.

If the value on the table is a "T", then the undead is automatically turned and will flee for the next hour

If the value on the table is a "D", then the undead is automatically destroyed (Evil clerics will turn them into allies for 24 hours instead of destroying)

If turning a cleric or paladin, treat level 1-2 as Type 8, level 2-4 as Type 9, level 5-6 as Type 10, level 7-8 as Type 11, level 9-10 as Type 12, and levels 11+ as Type 13.

Deity (1st level): Every cleric worships some form of supreme power, whether a god, demi-god, arch devil, or some powerful primordial power. This being is what grants the cleric their powers, and each being has a primary ethos and dogma that must be followed. Ares would be a god of war for example. When creating your cleric, choose one of the following spheres of influence that your cleric worships:

* **Adventuring:** It should be no surprise that many adventurers would be drawn to a deity that encourages and preaches the thrill of the adventure. As a cleric of this deity, you gain certain benefits, the first being a +1 bonus to all saving throw rolls. Secondly, by presenting your holy symbol in a tavern or inn, you can get a discount of 25% on all goods and services. You also gain a +1 bonus to all ability checks when trying to find secret doors, traps, or hidden items. You may also cast the *create food and water* spell as a first level spell once per day.

* **Knowledge:** Libraries are your church. You may not wear any metal armor, but you gain other benefits. Firstly, you may prepare *locate object* as a 1st level spell, *commune* as a 3rd level spell, and you have access to learn the following wizard spells (of the same level): *comprehend languages*, *erase*, *find familiar*, *unseen servant*, *write*, *detect invisibility*, *wizard lock*, *explosive runes*, *tongues*, *enchant weapon*, and *contact other plane*. Additionally, you learn 2 additional languages of your choice, and may casts *identify* at-will without spending a spell slot.



* **Life:** Your teachings focus on healing and nurturing the wounded. You may only use a staff or sling for weapons, and only in self defense or in the defense of others. Your healing spells are more potent however, allowing you to treat all 1s and 2s rolled to be treated as 3 instead. You may cast *cure disease* and *neutralize poison* once per day without spending a spell slot. Additionally, you may prepare the *raise dead* spell as a 4th level spell, rather than the 5th level spell it normally is.

* **Nature:** You have an affinity for nature, and will do anything to protect it. Unlike druids, who get their powers from rituals and spirits, you worship an actual entity from whom you get your powers. You gain proficiency in the battle axe, hand axe, shortbow, longbow, and spear, but cannot wear metal armor. One spell slot of each spell level that you prepare can be from the druid spell list. I.e., if you can prepare three 1st level and two 2nd-level spells, one 1st and one 2nd can be from the druid spell list.

* **Necromancy:** You prefer the company of graveyards and corpses to those of crowds of the living. Most avoid you at best, and some treat you as an aberration. You may prepare the *animate dead* spell as a 2nd level spell, but if you cast it as a 3rd level spell, the target corpse will be a ghoul, and if you cast it as a 4th level spell, it will be a ghast.

* **Protection:** Protecting yourself and others are your primary ethos. You can learn any spell from the abjuration school, regardless of class spell list. Additionally, you may take your action to take up a divine protection stance. While in this stance, an aura surrounds you in a 10ft radius, emanating from your holy symbol. Any ally that is within this radius will gain a +2 bonus to their AC and saving throws. You may enact this once per day, and it will last up to one round per cleric level. You may move and take actions while maintaining this stance, but cannot cast spells while doing so.

* **War:** You have practiced combat alongside the warriors during your religious training. You will use the warrior combat table when determining your attack roll bonus. You also gain proficiency with all weapons. When you reach 7th level, you may take an additional attack per round. You can split your attacks up between moving and actions, but they must both be in the same round.

Druid

While clerics worship deities, druids get their powers from the spirits of nature. They do not need to form temples or other holy structures, but will make use of groves or other magical circles. Druids also do not employ a holy symbol like clerics do, but may use a twig or wand to accomplish their spellcasting.

Unlike clerics, there can only be a certain number of high level druids in the world at the same time.

These limits are:

- 12th level—no more than 3
- 13th level—no more than 2
- 14th level—no more than a single druid.

If the character receives enough experience points to rise to one of these levels and no vacancies exist, then the druid must challenge the existing druid. The losing druid will lose a number of experience points to be at the minimum needed for the level below the one they challenged for.

Minimum Scores: WIS 12, CHA 15

Ability Bonus: +1 CHA

Armor Prof: Leather only, wooden shields only

Weapon Prof: Club, dagger, dart, hammer, oil, scimitar, sling, spear, staff

Class Abilities

Druids' Cant (1st level): All druids speak a unique language that cannot be learned or understood by non druids.

Saving Throw Bonus (1st level): All druids gain a +2 bonus to saving throws against fire and lightning attacks.

Spell Casting (1st level): Druids cast druid spells using their focus (twig, wand, or oak leaves) as per the spell chart above.

Aspect of the Beast (2nd level): The druid can subtly change their appearance to take on a more bestial appearance. Choose one of the following effects, which last 1 turn, and can be invoked once per day per druid level:

- * Enhanced senses (+4 to perception rolls)
- * Natural weapons (base damage 1d6)
- * Swim speed 30ft
- * Climb speed 30ft

Druid's Knowledge (2nd level): At second level, the druid learns to identify all plants and animal types, and can determine when water is safe and pure.

Aspect of the Beast II (4th level): The natural attack damage from *aspect of the beast* is increased to a d8, and is considered magical for purposes of overcoming weapon resistance.

Wilderness Movement (4th level): At fourth level, the druid learns how to move through any natural undergrowth while leaving no trace and suffering no penalty to movement.

Charm Immunity (6th level): At sixth level, the druid is now immune to all charm effects from fey creatures.

Shapeshift (8th level): At eighth level, the druid may change their form up to 3 times per day. The form must be from the *beast* category, from size tiny to huge. This ability also heals 1d6 (+2 HP per druid level) each time it is used. This ability lasts for one hour or until the druid reverts back to natural form. While shapechanged, the druid retains their intelligence, wisdom, and hit points, but otherwise take on all the attributes of the form they chose.



Warriors

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.

Warriors 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 footsoldier, to the mercenary, 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 weapons.

Subclasses within this group include the venerable fighter, the mighty berserker, holy paladin, and skilled ranger. The fighter and berserker rely solely on marital skills, while the paladin and ranger incorporate limited spellcasting ability into their classes.



Warrior Experience Table

Level	Hit Die	To Hit Bonus
1	1d10	1
2	2d10	2
3	3d10	3
4	4d10	4
5	5d10	5
6	6d10	6
7	7d10	7
8	8d10	8
9	9d10	9
10	9d10+3*	10
11	9d10+6	11

* Warriors max out at 9d10 + CON bonuses. At 10th level and each level thereafter, additional hit dice and CON bonuses no longer apply. Instead, the warrior gains 3 hit points per level for each level above 9th.

Hit Die is the type and number of dice used to determine hit points before any modifiers are applied. For example, a 2nd level fighter will have a total of 2d10 hit points.

To Hit Bonus is the bonus you would apply to all attack rolls. You would receive an additional +1 to attack rolls for every level gained beyond 11.

Warrior Saving Throw Table

Level	Reflex	Poison/ Disease	Creature Ability	Magic Item or Spell
0*	18	16	17	19
1-2	16	14	15	17
3-4	15	13	14	16
5-6	13	11	12	14
7-8	12	19	11	13
9-10	10	8	9	11
11-12	9	7	8	10
13-14	7	5	6	8
15-16	6	4	5	7
17-18	5	3	4	6
19-20	4	2	3	5

* Zero level NPCs are considered normal people without a class

Fighter

Fighters are the broadest class that needs to encompass the most archetypes. While paladins, berserkers, and rangers point to a handful of inspirational archetypes in fantasy literature and media, the fighter has to cover every other one, including but not limited to: farmer turned to warrior, soldier, gladiator, mercenary, knight, swashbuckler, and guard. This does tend to make the fighter class seem generic, but they are not without their own special features that make them a solid choice for both beginners and experienced players alike.

Minimum Scores: STR 9, CON 9
Ability Bonus: +1 to either STR, DEX, or CON
Armor Prof: All
Weapon Prof: All

Class Features

Weapon Skill (1st level): The fighter is exceptionally trained with weapons, gaining a +1 bonus to damage. If using the optional speed factor rules, all weapons will have an effective speed factor addition of 1 when wielded by a fighter character.

Zero Level Opponents (2nd level): Whenever a fighter is fighting a 0 level creature, or a creature with 1 HD or less, the fighter has a number of attacks equal to their level against that creature or other “zero” level creatures within reach of their weapon during the fighter’s turn.

Weapon Specialization (3rd level): Upon reaching 3rd level, the fighter becomes so specialized in 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. This bonus is increased to +2 at 11th level.

Extra Attacks (5th level): At 5th level, whenever the fighter attacks with a weapon or natural attack, they may 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 and at 15th level an additional attack is also gained.



Precision Attacks (6th level): The fighter will gain a +1 bonus to all damage rolls. Additionally, any attempts by the target to resist a disarm or tripping attack from the fighter will suffer a -2 penalty to their ability check roll (See *Combat* section).

Resilient (6th level): Whenever the fighter fails an ability check or Saving Throw, they may attempt to reroll another attempt. This can be used twice a day at 6th level, three times a day at 9th level, and four times a day at 12th level.

Weapon Mastery (7th level): When 7th level is reached, the fighter’s weapon specialization is further improved. The fighter will gain an additional +1 to hit and damage when fighting with weapons or unarmed attacks. At 13th level, the fighter can reroll any 1s or 2s on the weapon damage dice, taking the new roll even if it’s a 1 or 2.

Protector (8th level): At 8th level, when wielding a shield or off-hand weapon and within 5ft of an ally, the fighter may 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 tallied.

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 silver piece per month per resident.

Berserker

Berserkers are the savage warriors from less hospitable and more brutal untamed regions. Their lack of technology and refined methods of crafting weapons and armor compared to their urban counterparts is offset by their sheer toughness and survival skills.

Minimum Scores:	STR 10, CON 10
Ability Bonus:	+1 CON
Armor Prof:	Leather, mail, shield
Weapon Prof:	All



Class Features

Toughness (1st level): Berserkers are tougher than most, gaining a bonus +1 HP per level

Intimidate (1st level): Whenever rolling an ability check to intimidate, the berserker will gain a +2 bonus.

Rage (2nd level): At 2nd level, the berserker channels their rage into combat effectiveness. This rage lasts 1 turn or until there are no enemies the berserker can attack that round. While raging, the berserker adds a +2 bonus to melee damage rolls, and gains a +2 bonus to all mind affecting saving throws. A berserker can rage a number of times per day equal to their constitution hit point modifier (minimum 1). The melee damage bonus is increased to +3 at 5th level, and +4 at 9th level.

Mobility (3rd level): Growing up in the wilds grant the berserker a climbing speed of 20ft rather than 10ft per round, and an additional 5ft jump distance. At 9th level, an additional 10ft is added to the berserker's base movement rate and 5ft to their jump distance. Additionally at 9th level, whenever making a strength, dexterity, or constitution ability check, they will receive a +2 bonus to the die roll result for that check.

Damage Resistance (4th level): Upon reaching 4th level, the berserker gains damage resistance to all physical attacks, reducing the damage from each attack by 2 points. This is increased to 3 points at 7th level, 4 points at 10th level, and 5 points at 13th level.

Bonus Attack (6th level): When the berserker reaches 6th level, they gain an additional attack per turn. It can be split between moving, but must be taken during the same turn the berserker acts. At 12th level, they gain an additional attack, for a total of three per round.

Brutal Weapons (8th level): Upon reaching 8th level, the berserker uses their weapons to brutal effect, increasing the base damage die by one category (maximum d20). Thus a weapon with a d4 damage would now use a d6. A weapon with a 2d6 damage die would now use 2d8, etc.

Survival (11th level): At 11th level, the berserker is used to harsh conditions, and will be immune to exhaustion and exposure effects to natural cold or heat. This includes things such as heat exhaustion and hypothermia. Additionally, any saving throw to resist cold or heat would be made at a +2 bonus.

Ranger

Rangers are the wardens, protecting civilized settlements from the dangers of the untamed wilds. They are often loners, preferring speed of movement to assist in their scouting tasks. Others prefer to permanently make their homes in the wild as mountain men, or owners of remote trading posts, while others are renowned for their hunting skills.

Rangers prefer lighter armors rather than heavier plate that slows them down too much and is too bulky to be practical. They are also restricted to owning nothing more than what they can carry, or keep in a small home.

Minimum Scores: STR 9, CON 9, WIS 11, DEX 9
Ability Bonus: +1 to either DEX, or WIS
Armor Prof: leather, mail, shield
Weapon Prof: All

Class Features

Tracking (1st level): Rangers are excellent trackers, being able to track quarry with a successful wisdom ability check under normal circumstances in rural areas. Note that characters without this ability that are trying to track would have to make a wisdom ability check as if their wisdom was half of their actual score (rounded down). This check is modified as follows:

- Every day that has passed: -1
- Rain since tracks were made: -5
- Snowed since tracks were made: -6
- Snow before tracks were made: +3
- Terrain is rock: -3
- Number of tracked quarry between 2-5: +2
- Number of quarry tracked 6+: +5
- Quarry is bleeding: +3
- Tracking in an urban area: -4

Mobility (1st level): The ranger can move without penalty through difficult terrain such as thick brambles, loose sand, mud, etc. The ranger also gains a +5 bonus to their base movement rate.

Infravision (1st level): If the ranger does not already have infravision, they gain infravision up to 20ft.

Favored Enemy (2nd level): At 2nd level, the ranger gains bonuses to damage when fighting humanoid or giant category opponents. This bonus is initially a +1 bonus to damage rolls for each attack. At



4th level, 7th level, and 10th level, this bonus is increased by an additional +1 to a maximum +4 at level 10.

Enhanced Stealth (3rd level): At 3rd level, the ranger has learned the most efficient tactics and knowledge of what stealth tricks work best for the right environments. This translates into a bonus to stealth ability checks as determined by their wisdom score below:

9-12: +1
13-15: +2
16-17: +3
18-19: +4
20+: +5

Ambush Master (5th level): Upon reaching 5th level, the ranger has learned how to properly set up ambushes. If the party has surprise or time to prepare for an ambush, the ranger and all party members will gain an additional +4 to hit on all attack rolls for that first round of combat. Even if the party doesn't have surprise or time to prepare, the ranger only will gain a +2 bonus to all attack rolls made in the first round of combat.

Bonus Attack (6th level): At 6th level, when making a weapon or unarmed attack, the ranger can make one additional attack. This can be split between moving, but must be made on the same turn as the ranger's turn in the round. At 12th level, they gain an additional attack, for a total of three per round.

Druid Casting (8th level): When reaching 8th level, the ranger can cast a certain number of spells that are on the druid list as per the table below, as if they were a druid of equal level to their ranger level.

Ranger Spell Table

Ranger Level	Druid Spell Level*			
	1	2	3	4
8	1	-	-	-
9	2	-	-	-
10	2	1	-	-
11	2	2	-	-
12	3	2	1	-
13	3	2	2	-
14	3	3	2	1
15	3	3	2	2
16	3	3	3	2
17	3	3	3	3
18	4	4	3	3
19	4	4	4	3
20	4	4	4	4

* The table dictates how many spells you can cast per adventuring day. See *Spellcasting* section for further detail.

Paladin

Divine warriors, dedicated to all that is good and just, the paladin is the epitome of the knight in shining armor with divine support. They don't hesitate to charge into battle, either on a steed or on foot, to protect friends and allies, and carry themselves with an aura of righteousness. Therefore, paladins must be of good alignment. Any paladin that has their alignment changed from good will be stripped from their powers and become a fighter. Paladins do gain divine magic, using cleric spells as their spellcasting type.

The level of dedication needed to become a paladin is high, and thus the entry bar is also high. However, paladins enjoy many powerful benefits granted to them. Paladins must also tithe all but 25% of their wealth to a charitable cause or to their deity's cause (a temple for example). They are also restricted from owning more than 10 magical items, which includes weapons and armor.



Minimum Scores: STR 9, CON 9, WIS 11, CHA 15
Ability Bonus: +1 to CHA
Armor Prof: All
Weapon Prof: All

Class Features

Divine Protection (1st level): Paladins receive a +2 bonus to all saving throw rolls.

Lay on Hands (1st level): Paladins can heal wounds via divine power, healing up to 5 hit points times paladin level once per day. They can spread this out to multiple targets over multiple time periods. I.e., a 6th level paladin has a pool of 30 hit points that they can heal each day. It takes an action to perform this healing if in combat.

Immunity (2nd level): At 2nd level, paladins are also immune to diseases. At 3rd level, they can cure disease in others once per day as per the spell.

Divine Strike (4th level): Any attack rolls against an undead, demon, or devil will receive a +2 bonus, and if successful, the creature will suffer an additional amount of damage equal to 1 point per level of the paladin.

Steed (4th level): The paladin, upon reaching 4th level, has a special bond with their steed. The paladin chooses one animal to be their mount (warhorses are typical, but in some campaigns this may be more exotic, such as a griffin or hippogriff). After spending an 8 hour ritual, the mount will gain

additional hit points equal to 2x the paladin level, and use the paladin level to determine any saving throws it must make. The paladin can only have one mount at any given time.

Turn Undead (5th level): When reaching 5th level, the paladin can turn undead similar to a cleric of 4 levels lower. I.e., an 8th level paladin can turn undead as if they were a 4th level cleric, and use the cleric's *Turn Undead* table.

Bonus Attack (6th level): At 6th level, whenever the paladin makes a weapon attack, they may make an additional weapon attack during their turn. This can be broken up between moving, but must be made during the paladin's turn. At 12th level, they gain an additional attack, for a total of three per round.

Holy Sword (7th level): By spending an 8 hour ritual to bless a chosen weapon, that weapon will have special powers while in the hands of the paladin. It will radiate a circle of power 10ft in diameter when held. This circle will have the effect of a permanent *protection from evil 10'* spell centering on the sword. It will also grant any ally (including the paladin) a bonus +2 to all saving throws.

Only one holy weapon can be had at a time, and if lost, another cannot be created until the paladin commits some act of atonement (up to the GM).

Divine Magic (8th level): Upon reaching 8th level, paladins can begin preparing and casting cleric spells as per the spell chart below.



Paladin Spell Table

Paladin Level	Cleric Spell Level*			
	1	2	3	4
8	1	-	-	-
9	2	-	-	-
10	2	1	-	-
11	2	2	-	-
12	3	2	1	-
13	3	2	2	-
14	3	3	2	1
15	3	3	2	2
16	3	3	3	2
17	3	3	3	3
18	4	4	3	3
19	4	4	4	3
20	4	4	4	4

* The table dictates how many spells you can cast per adventuring day.

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.

Rogue Experience Table

Level	Hit Die	To Hit Bonus
1	1d6	0
2	2d6	1
3	3d6	1
4	4d6	2
5	5d6	3
6	6d6	3
7	7d6	4
8	8d6	5
9	9d6	5
10	10d6	6
11	10d6+2*	7
12	10d6+4	7



* After level 10, hit die and CON bonuses no longer apply. At level 11 and each additional level, 2 hit points are gained.

Hit Die is the type and number of dice used to determine hit points before any modifiers are applied. For example, a 2nd level assassin will have a total of 2d6 hit points.

To Hit Bonus is the bonus you would apply to all attack rolls. You would receive an additional +1 to attack rolls for every odd level gained beyond 12.

Rogue Skill Table

Skill	Ability Check Bonus
Climb Walls (dexterity)	2
Find Traps (wisdom)	1
Hear Noise (wisdom)	1
Open Locks (dexterity)	2
Perception (wisdom)	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 10ft per round unless otherwise noted.

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 discern.

Open Locks: This skill can only be attempted if the PC has an appropriate set of 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, hidden creatures (apply your bonus as a penalty to the creature's attempting to hide check), or other details that may be obscured by others.

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 thief 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, in which circumstance they may attempt once more.

Stealth: A successful skill check allows the character to move at their full movement rate completely silent and unseen. It is most often used to sneak up on a target for surprise. A new roll is needed at the start of the PC's turn when they attempt to move in a different round. Otherwise, if the PC remains still and does not move, they can remain hidden without a new check being made.

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, with the exception of a *true sight* spell.

Rogue Saving Throw Table

Level	Reflex	Poison/ Disease	Creature Ability	Magic Item or Spell
1-4	14	13	12	15
5-8	11	12	11	13
9-12	8	11	10	11
13-16	6	10	9	9
17-19	4	9	8	7
20+	2	8	7	5

Assassin

A silent shadow flitters between doorways and passages of the keep. Resting peacefully in a lavish bed is the bishop, deep in sleep dreaming about how he may exploit the people for even more money. He never becomes aware of the blade quickly and silently sliding between his ribs, piercing his heart...

Assassins are hired killers, pure and simple. They do not care about morality or law or mercy, and thus are almost always evil alignment. Occasionally some may be neutral, but they may not be of good alignment unless your GM allows an exception. Some may ask what the difference is between a soldier and an assassin, as both take pay to be prepared to kill others. While moral gray areas

may exist, the primary difference between the two is that assassins don't care who the target is, only about the pay, and feel no remorse about any collateral damage that may occur. Soldiers on the other hand tend to fight for ideals, whether those are to defend their homeland, their peoples, or country. Soldiers also typically follow a code to combat only other enemy soldiers or capable enemies; preferring to face their enemy in combat, while the assassin avoids direct combat and strikes from the shadows or uses indirect attack such as poison.

Assassins are incredibly patient, studying their mark as long as necessary to devise a plan that offers the best chance of success to take out their target. They prefer to minimize the risk they take themselves, and would consider it a perfect assassination if no one ever found out who the killer was.

Minimum Scores: DEX 13, INT 10
 Ability Bonus: +1 to DEX
 Armor Prof: Leather
 Weapon Prof: All

Class Features

False Identity (1st level): Assassins don't go around advertising their profession. Many times, members of their own party don't know who they really are. A good assassin will always have a secondary identity that they pretend to be, whether that be an ex-soldier, scout, treasure hunter, etc. This is chosen at 1st level. If the false identity is of a martial background, such as a soldier or warrior, then the assassin also gains proficiency in mail armor, as well as shields. If the false identity is of a more traditional rogue role such as treasure hunter or scout, then the assassin gains an additional discretionary point to distribute amongst their rogue skills per level.



Backstabbing (1st level): If the assassin 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 assassin is successfully hidden from the target when they make their attack roll. This bonus damage applies to both melee and ranged weapon attacks by the assassin. At 4th level, the damage is tripled. At 8th level it is quadrupled. And at levels 12+, is quintupled. In all cases, if the target is surprised, the assassin will enjoy an additional +2 bonus to the surprising attack roll.

Thieves' Cant (1st level): The assassin knows the same secret language of thieves, which is a combination of secret hand signals and slang. Most often this is the only way an assassin will communicate their true profession.

Skill Advancement (1st level): The assassin begins with the bonuses for certain ability checks as described above. For every level above 1st, the assassin will gain 4 discretionary points to add to the bonuses already given, with no more than 1 point being able to distribute to any one skill. For example, upon reaching 2nd level, an assassin may increase the stealth bonus from 1 to 2, open locks from 2 to 3, perception from 1 to 2, and their last discretionary point to increase find traps from 1 to 2.

Poison Proficiency (2nd level): The assassin is skilled at identifying poisons from both plant based, and animal based origins by making a successful intelligence ability check. By making a successful dexterity ability check, the assassin may be able to successfully harvest poisons from creatures. The GM may impose a bonus or penalty depending on the scenario. For example, a giant spider killed by a fireball might impose a -10 penalty to the ability check roll as the damage to the spider may have damaged the venom sac, and is incredibly difficult to extract any venom.

Studied Attack (3rd level): When the assassin reaches 3rd level, they have learned to hold their attacks unless they know they have a chance of succeeding. If a natural 1 is rolled on an attack roll, the assassin may reroll the die one time and take the new result, even if that next roll is also a 1.

Devastating Critical (5th level): At 5th level, the assassin's strikes are so precise, and the knowledge of anatomy so great, that any time a critical hit is

scored, and additional 2 points of damage per assassin level is applied to the final damage tally, after critical hit and any backstab factors have been figured. Thus if a 5th level assassin has scored a surprise critical hit with a longsword strike, final damage would be: $1d8 \times 2(\text{critical}) \times 3(\text{backstab})$ plus 10, or 16-58 points of damage!

Bard

Bards specialize in inspiring stories, entertaining, and performing. Some are warrior skalds, while others may be wandering minstrels, and others mesmerizing dancers. Every bard does have common features regardless of their particular specialty of entertainment.

Minimum Scores:	CHA 13
Ability Bonus:	+1 to CHA
Armor Prof:	Leather, mail, shield
Weapon Prof:	One-handed weapons, staff, light crossbow, hand crossbow, shortbow



Class Features

Skill Advancement (1st level): The bard begins with the bonuses for certain ability checks as described above. For every level above 1st, the bard will gain 3 discretionary points to add to the bonuses already given, with no more than 1 point being able to distribute to any one skill. For example, upon reaching 2nd level, a bard may increase the stealth bonus from 1 to 2, open locks from 2 to 3, and their last discretionary point to increase find traps from 1 to 2.

Inspiring Performance (1st level): The bard may take their action to perform an inspiring song, play a tune, perform a dance, or shout encouragement. Up to one ally for every odd bard level within earshot/sight of the bard will receive a +1 bonus to attack rolls until the start of the bard's next turn. At 8th level this bonus becomes +2.

Spellcasting (3rd level): Upon reaching third level, the bard gains spellcasting ability. These are any spells from the *abjuration*, *conjuration*, *illusion*, or *enchantment* schools from the sorcerer's spell list, and are cast via song, tune, poem, or other preferred form of performance from the bard as verbal (V) and somatic (S) components. They are prepared, learned, and spell points recovered in the same way as the sorcerer class.

Distracting Wit (4th level): A master of wit and one-liners, the bard can use this to their advantage during combat. By spending their action, the bard chooses one target that must be within earshot of the bard, which then must make a saving throw vs. spells or fall for the bard's ruse. This may be an insult, a charming effect, or other audible influence. The affected creature will do its best to attack an enemy of it that the bard chooses, and will suffer a -2 penalty to all attack rolls until the end of the bard's next turn. Thus, a bard could influence an ogre to attack the raging berserker instead of its original target. This ability does not make the targeted creature attack an ally of theirs, nor would it cause the creature to forgo all actions if the selected creature the bard chooses is impossible to be attacked. The creature the bard chooses must be within sight and reachable within the creature's next turn, otherwise the initial creature will continue to attack a target of its choice. Any creature that makes its saving throw is immune to this affect for the next 24 hours.

Spell Point Cost

Spell Level	Point Cost
1	2
2	3
3	5
4	6
5	7
6	9
7	10

Bard Spell Table

Level	Total Spells Known	Maximum Spell Level	Total Spell Points
3	2	1	2
4	2	1	5
5	3	2	10
6	3	2	15
7	4	3	20
8	4	3	25
9	5	4	30
10	5	4	35
11	6	5	40
12	6	5	45
13	7	5	50
14	7	6	55
15	8	6	60
16	8	6	65
17	9	7	70
18	9	7	75
19	10	7	80
20	10	7	85

Thief

The thief is a specialist rogue who devotes their time to hone their skills to superhuman levels. Thugs, burglars, scouts, conmen, and smugglers are examples of thieves. They prefer to fight dirty and use cunning over brute force and heavy weaponry. Luckily they have the skills to get out of trouble if need be.

Minimum Scores:	DEX 9
Ability Bonus:	+1 to DEX
Armor Prof:	Leather
Weapon Prof:	One-handed weapons, short bow, light crossbow, staff



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

Lucky (2nd level): Whenever a thief accidentally sets off a trap, or if a trap is set off that impacts the thief, they may make a saving throw vs. reflex. If successful, they will suffer no damage or effect, and a failed save results in only half damage.

Escape (3rd level): At 3rd level, when the thief suffers damage from a melee attack, they may move up to half of their movement rate immediately. This may be used once per day per dexterity defensive modifier adjustment (min of 1) of the thief. The thief will still suffer the damage of the triggering attack, but any subsequent attacks may be avoided if the character moves out of the reach of the attacker.

Dual Weapon Defense (4th level): When wielding a weapon in each hand, the thief gains a +1 bonus to their AC. At 6th level, any penalties for dual weapon fighting are ignored. At 8th level, the AC bonus becomes +2.

Disguise (7th level): At 7th level, the thief may cast the *change self* spell twice per day.

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

Class Features

Skill Advancement (1st level): The thief begins with the bonuses for certain ability checks as described above. For every level above 1st, the thief will gain 6 discretionary points to add to the bonuses already given, with no more than 2 points being able to distribute to any one skill each time they advance a level.

Backstabbing (1st level): If the thief 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 thief is successfully hidden from the target when they make their attack roll. This bonus damage applies to both melee and ranged weapon attacks by the thief. At 5th level, the damage is tripled. At 9th level it is quadrupled. And at levels 13+, is quintupled.



Monk

Masters of mobility and unarmed combat, monks are a hybrid between rogue, warrior, and devoted spiritualists. They are considered part of the Rogue class group because that is the group that best represents the abilities of the monk. Monk archetypes include Friar Tuck, classic Kung Fu warriors of 70s cinema, Greco wrestlers, and even the iconic ninja.

Minimum Scores: STR 10, WIS 11, DEX 13
Ability Bonus: +1 to DEX or WIS or STR
Armor Prof: none
Weapon Prof: dagger, dart, staff, club, short sword, short bow, javelin, spear, scimitar, hand axe, sickle, sling, whip



Class Features

Natural Defense (1st level): Monks have trained extensively to avoid attacks while in combat. A monk will gain a +1 bonus to AC for every odd monk level they possess. This is in addition to any dexterity modifiers or magic items they may have.

Skill Advancement (1st level): The monk begins with the bonuses for certain ability checks as described above. For every level above 1st, the monk will gain 2 discretionary points to add to the bonuses already given, with no more than 1 point being able to distribute to any one skill.

Unarmed Attacks (1st level): Monks are skilled at attacking with their bare hands and using weapons they are proficient in. Monks may choose to use this new weapon die in place of the normal die of the weapon or unarmed attack. Unarmed attacks would have a speed factor of 1, and any weapon the monk is proficient in would have its speed factor increased by 2. Additionally, monks will receive a +1 bonus to all attack rolls. The martial arts damage die is as follows by monk level:

Monk level 1-4: d6

Monk level 5-8: d8

Monk level 9-12: d10

Monk level 13+: d12

Mobility (2nd level): At 2nd level, the monk's base movement speed increases by 5ft. This increases by an additional 5ft at level 7, level 10, level 13, and again at level 14.

Iron Mind (3rd level): Whenever the monk needs to make a saving throw against being charmed, dominated, feared, or sleep, they gain a +4 bonus to the saving throw.

Fall (3rd level): At 3rd level, the monk may fall up to 10ft per monk level without suffering any damage as long as they are within 10ft of a vertical surface.

Toughness (4th level): From 4th level on, the monk shall increase their hit die from a d6 to a d8 when rolling for hit points.

Additional Attack (5th level): At 5th level, the monk may make one additional unarmed attack only in addition to the normal attack they would make. This may be broken up between moving, but must be taken during the monk's turn.

Magic Attacks (6th level): At 6th level, the monk's unarmed attacks are considered magical weapons for purposes of overcoming weapon resistances of creatures.

Healing Touch (7th level): When the monk reaches 7th level, they may channel their energy inward,

healing 1d8(+1 point per monk level) points of damage to themselves. This may be used once per day.

Acrobatics (8th level): The jumping distance of a monk 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.

Stunning Strike (9th level): At 9th level, any time the monk hits with a critical hit, the target must make a saving throw vs. creature ability or be stunned until the end of the monk's next turn. Golems are immune.

Impenetrable Mind (11th level): The monk is immune to *geas*, *hold person*, *charm*, and *quest* spells.

Death Touch (13th level): At 13th level, whenever the monk strikes with a critical hit, the target, if large sized or smaller, must make a saving throw vs. creature ability or die. This has no effect on undead.

Magic User

Magic User classes include the wizard and sorcerer. Wizards are learned spell casters, often depicted in fantasy as old men with pointed hats and long robes. Gandalf is probably the most famous wizard of all time. They study spells and commit them to memory, and often use wands or rods or staffs to help use as a conduit for their magic. Sorcerers on the other hand do not study their spells, but channel the raw energy around them to create the desired spell effects. This advantage is offset by having a smaller selection of available spells than the wizard can learn.

Magic using classes are the physically weakest classes, especially at lower levels. However, with patience, luck, and good teamwork, they may achieve great powers and be more powerful than nearly any other class.

Magic User Experience Table

			Spell Per Level**								
Level	Hit Die	To Hit Bonus	1	2	3	4	5	6	7	8	9
1	1d4	0	1	-	-	-	-	-	-	-	-
2	2d4	0	2	-	-	-	-	-	-	-	-
3	3d4	0	2	1	-	-	-	-	-	-	-
4	4d4	1	3	2	-	-	-	-	-	-	-
5	5d4	1	4	2	1	-	-	-	-	-	-
6	6d4	1	4	2	2	-	-	-	-	-	-
7	7d4	2	4	3	2	1	-	-	-	-	-
8	8d4	2	4	3	3	2	-	-	-	-	-
9	9d4	2	4	3	3	2	1	-	-	-	-
10	10d4	3	4	4	3	2	2	-	-	-	-
11	11d4	3	4	4	4	3	3	-	-	-	-
12	11d4+1*	3	4	4	4	4	4	1	-	-	-
13	11d4+2	4	5	5	5	4	4	2	-	-	-
14	11d4+3	4	5	5	5	4	4	2	1	-	-
15	11d4+4	4	5	5	5	5	5	2	1	-	-
16	11d4+5	5	5	5	5	5	5	3	2	1	-
17	11d4+6	5	5	5	5	5	5	3	3	2	-
18	11d5+7	5	5	5	5	5	5	3	3	2	1
19	11d5+8	6	5	5	5	5	5	3	3	3	1
20	11d5+9	6	5	5	5	5	5	4	3	3	2

* After 11th level, hit die and constitution bonuses no longer apply. From 12th level on, only 1 additional HP is gained per level.

** The maximum number of spells you can cast in any adventuring day. An adventuring day is defined as resetting after an 8 hour rest.



Hit Die is the type and number of dice used to determine hit points before any modifiers are applied. For example, a 2nd level wizard will have a total of 2d4 hit points.

To Hit Bonus is the bonus you would apply to all attack rolls.

Arcane Saving Throw Table

Level	Reflex	Poison/ Disease	Creature Ability	Magic Item or Spell
1-5	15	14	13	12
6-10	12	13	11	10
11-15	9	11	9	8
16-19	6	10	7	6
20+	3	8	5	4

Wizard

Wizards are the most flexible of the arcane classes, having the most broad spell choices, and the flexibility to switch between which spells they have prepared. They keep their spells they collect in spellbooks, 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. The spell table above dictates how many spells, and at what levels, may be memorized by the wizard. For example, Johax is a 5th level wizard, so they can memorize a total of 4 first level spells, 2 second level spells, and 1 third level spell.

Preparing Spells

In order to prepare and memorize each spell, the wizard must spend 15 minutes per spell level studying their spellbook in order to lock the spell into memory. There it remains until the spell is cast, or is replaced by another spell. In the above example, Johax must spend a total of $(4 \times 15\text{min}) + (2 \times 30\text{min}) + (1 \times 45\text{min}) = 2 \text{ hours, } 45 \text{ minutes}$ to memorize all of their spells.

Each spell requires its own slot. For example, if you want to be able to cast two magic missiles, then you would need to devote two slots to that spell. You cannot cast a spell you have not prepared and have a slot dedicated to. Please note that you can use a higher level slot to prepare any lower level spell. This alone does not impact the power of the spell, however; caster level does that.

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. Once cast, the spell is immediately erased from memory.

Spells are a risky endeavor, and may 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.

Learning and Adding Spells

Please reference the intelligence table for the % chance of learning any new spell you might come across. If you are successful in your attempt, you may 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 may be made. This table also advises you of the maximum number of spells by level that you may have in your spellbook.

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 may be acquired by finding scrolls or spellbooks in your adventures, or for purchase at certain places.

Minimum Scores:	INT 9
Ability Bonus:	+1 to INT
Armor Prof:	none
Weapon Prof:	dagger, dart, staff, club, sling

Class Features

Cantrips (1st level): Wizards have managed to learn how to cast minor magical effects without needing to prepare or use up a spell slot. Most of these effects are flavor based with minimum mechanical impacts. For example, creating small motes of light to dance above their palm, or to create a spark of flame, or to have an icy touch, or to clean a soiled item, or to project their voice louder, etc. Cantrips can be used in combat to a minor effect. The caster can create an elemental effect (acid, fire, ice, lightning, necrotic,

or force) to strike out at a target up to 30ft away. An attack roll needs to be made, and if successful, will inflict 1d4 points of damage.

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

Wizard Specialty (1st level): The wizard may choose to specialize in a particular school *if* they so choose. These schools of magic are: evocation, necromancy, alteration, conjuration, illusion, abjuration, and enchantment. If you specialize in a school, all spells from that school will gain a +2 bonus to each dice rolled for damage, a -2 penalty to the target's saving throw, an extended duration of 50%, and extended range of 50%, if applicable. There is a cost, however. Every other spell from every other school will suffer a -1 penalty to all rolls, +1 bonus to target's saving throws, reduced duration of 25%, and reduced range of 25%.

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, at level 8 a level 3 spell, at level 12 a 4th level spell, and at level 16, up to a 5th 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 may 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.

Sorcerer

Unlike wizards, who must study their spells and memorize them, the sorcerer draws upon natural raw energy around them to form them into desired spells. The sorcerer does not need to study or memorize spells; they automatically know them. Their spells also only require somatic and verbal components and no material components, even if the spell description calls for one. The drawback, however, is they have a smaller pool of spells to choose from, and a smaller number of spells they have known at any given time. While sorcerers can cast spells from arcane scrolls as long as the spell is a sorcerer spell, they cannot learn spells from scrolls or spellbooks.

Sorcerers use a pool of energy to channel their spells from, which is represented by spell points. Unlike wizards, they don't have a set number of spells per level they can cast, so disregard that portion of the *arcane experience table* above. Spell points regenerate at a rate of 10% of the total pool every hour of rest, rounded up .5 or higher. Thus a sorcerer with a maximum spell point pool of 32 points would regenerate 3 points for every hour they rested.

Sorcerer Spell Casting and Learning

The chart below will advise you how many total spells your PC has learned, what the maximum level spell they can cast is, and the spell point total they will have acquired. At first level the sorcerer will choose two spells from the sorcerer spell list to learn. Each time a level is gained and the appropriate additional number of spells known increases, the sorcerer may replace one previously learned spell with a new spell. Every spell must come from the sorcerer spell list unless otherwise noted.

Each level of spell cast will cost a number of spell points as described below:

Spell Point Cost

Spell Level	Point Cost
1	2
2	3
3	5
4	6
5	7
6	9
7	10
8	11
9	13

Sorcerer Spell Table

Level	Total Spells Known	Maximum Spell Level	Total Spell Points
1	2	1	2
2	3	1	5
3	4	2	14
4	5	2	17
5	6	3	27
6	7	3	32
7	8	4	38
8	9	4	44
9	10	5	57
10	11	5	64
11	12	5	73
12	13	6	83
13	14	6	94
14	15	7	105
15	16	7	115
16	17	8	125
17	18	8	135
18	20	9	145
19	22	9	155
20	24	9	165

Minimum Scores: INT 11, CON 10
 Ability Bonus: +1 to INT
 Armor Prof: none
 Weapon Prof: dagger, dart, staff, club, sling

Class Features

Combat Cantrip (1st level): Like wizards, sorcerers have managed to learn how to channel minor energies without spending spell points. However, there are differences. First is that the sorcerer can only choose one elemental type (fire, ice, lightning, force, or necrotic) determined at character creation. Secondly is that they can only create effects based on this elemental type. Thus if you choose fire, then you could create a light effect, or a small spark of flame, but not a wind effect, or projecting noise, etc. However, the combat casting of this cantrip is a bit more powerful than the wizard's, allowing a range of up to 50ft away, and if the attack roll hits, damage is 1d6 points.

Spellcasting (1st level): At first level, choose two first level spells in which your PC has learned. Your character can cast these spells in accordance with

the spell chart above. I.e., at first level, while your PC knows 2 first level spells, you may only cast one level 1 spell before needing to recuperate your spell points.

Empower Spell (2nd level): By spending double the spell point cost for a spell, you may choose one of the following options:

- double the range
- extend the duration by 25%
- reroll all 1s for damage
- force the target to suffer a -2 penalty to the saving throw
- increase the area of effect by 25%

Empower Spell (4th level): When reaching 4th level, you may choose to spend four times the spell point cost to enforce one of the following changes:

- triple the range
- double the duration
- inflict maximum damage
- impose a -4 penalty to the target's saving throw
- double the area of effect



Sorcerous Origin (6th level): At 6th level, the origin of your character's Sorcerous power is revealed. Choose one of the following and note the appropriate effects:

* **Draconic:** Your skin takes on a scaly appearance and the color of the chosen dragon. You suffer only half damage from damage types of that dragon's breath weapon. I.e., if you choose black dragon, you suffer only half damage from all acid damage. At 8th level, you can exhale a breath weapon attack once per day. This breath weapon is similar in type and size to an appropriate dragon's, inflicting 1d6 points of damage per level of the sorcerer. At 12th level, the sorcerer can sprout wings at will, granting a flying speed of 40ft per round.

* **Celestial:** Your body begins to radiate a holy aura. You gain a bonus +2 bonus to all saving throws. At 8th level, you sprout angelic wings and can fly at a speed of 60ft per round. At 12th level, you are immune to undead special attacks (level draining, paralyzation, etc).

* **Fiendish:** Your eyes glow a slight reddish color and small horns sprout from your head. You take only half damage from fire damage and all fire spells deal an additional +1 bonus to each damage die. At 8th level, you gain an additional 1 HP per level, retroactively. At 12th level, your fire spells cost 1 less spell point (minimum 1).

* **Fey:** Your skin takes on a bronze appearance, and insects and small woodland animals seem to flock to you. You are immune to *sleep* and *charm* magic. If you are already immune to these, then you can cast *charm person* once per day without spending spell points. At 8th level, you gain the ability to *teleport* between trees. This requires your action, and the trees must be within 100ft of each other. At 12th level, you no longer age and can cast *entangle* once per day without using a spell slot or points.

* **Shadow:** Your image takes on a slight shimmering appearance. Nothing noticeable when anyone looks directly at you, but from the corners of their eyes, you seem to shimmer a bit. If you don't already have infravision, you gain infravision 60ft. When you cast an illusion spell of an inanimate object, for one round per level, that object becomes real and is tangible. At 8th level, when you cast an illusion of a creature or monster, that creature is semi-tangible, having 50% the hit points, inflicting half damage of physical attacks, and assigned a base AC of 5. This lasts for one round per level, and does not have any magical

or special attacks (such as spells, paralyzing touch, or breath weapon) that the inspiring creature has. The creature acts on your turn, and takes your action to control the illusion. At 12th level, you can use your illusion shadow magic to replicate any spell from any other class spell list. It can be of any spell level that you can normally cast, but is costly--5 spell points per spell level of the spell being replicated.

Multi-classing

There may be a time where you decide for whatever reason to multiclass your character. This can be done at any time, but special rules apply.

Justification

Typically, you need to have an in-game reason why you are multi-classing your character. If you have advanced four levels as a wizard and want to multi-class into a fighter, how did this happen? How much training did they do before multi-classing that justifies the sudden increase in training and knowledge? The exact justification will be determined by the GM. However, if your table feels like it, all requirements can be waived if that's the style of play you prefer.

Multiclass rules

At any time you gain a level, you may choose to multi-class, even at level 1. You would gain all the benefits of each class for that level, using the most advantageous saving throw table and attack roll bonus. Hit points are determined by rolling your hit die for each class and dividing by the total number of classes your character has, rounded down. Constitution bonuses apply only for your original class, and are gained when the original class levels up. All experience points gained are split evenly between classes you currently have as they are awarded. You can only multi-class when you gain a level in your first class, or at initial character creation.

Your overall class level is considered the highest level you have in one class. That is, if your PC is a fighter 6/thief 4, your character would be considered a 6th level character.

Example 1:

Torak starts play as a level 1 fighter. They advance to a level 3 fighter during their adventures.