

CHARACTER CLASSES

Your character class is your occupation. It is both your background to establish your starting class abilities and features, and determines how those abilities will improve and grow as you gain character levels. Each class has a prime requisite assigned to it, which is the most important ability score to that class. If the prime requisite is a 16 or higher, than you gain a +5% bonus to all experience point awards. 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 Experience Table

| Level | XP needed | Hit Die | To Hit Bonus | Spells Per Level*** | | | | | | |
|-------|-------------|---------|--------------|---------------------|---|---|---|---|---|---|
| | | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 1 | 0 | 1d8 | 0 | 1 | - | - | - | - | - | - |
| 2 | 1,500 | 2d8 | 0 | 2 | - | - | - | - | - | - |
| 3 | 3,000 | 3d8 | 1 | 2 | 1 | - | - | - | - | - |
| 4 | 6,000 | 4d8 | 1 | 3 | 2 | - | - | - | - | - |
| 5 | 13,000 | 5d8 | 2 | 3 | 3 | 1 | - | - | - | - |
| 6 | 27,000 | 6d8 | 2 | 3 | 3 | 2 | - | - | - | - |
| 7 | 55,000 | 7d6 | 3 | 3 | 3 | 2 | 1 | - | - | - |
| 8 | 110,000 | 8d8 | 3 | 3 | 3 | 3 | 2 | - | - | - |
| 9 | 220,000 | 9d8 | 4 | 4 | 4 | 3 | 2 | 1 | - | - |
| 10 | 450,000 | 9d8+2* | 4 | 4 | 4 | 3 | 3 | 2 | - | - |
| 11 | 675,000 | 9d8+4 | 5 | 5 | 4 | 4 | 3 | 2 | 1 | - |
| 12 | 900,000 | 9d8+6 | 5 | 6 | 5 | 5 | 3 | 2 | 2 | - |
| 13 | 1,125,000 | 9d8+8 | 6 | 6 | 6 | 6 | 4 | 2 | 2 | - |
| 14 | 1,350,000 | 9d8+10 | 6 | 6 | 6 | 6 | 5 | 3 | 2 | - |
| 15 | 1,575,000 | 9d8+12 | 7 | 7 | 7 | 7 | 5 | 4 | 2 | - |
| 16 | 1,800,000 | 9d8+14 | 7 | 7 | 7 | 7 | 6 | 5 | 3 | 1 |
| 17 | 2,025,000 | 9d8+16 | 8 | 8 | 8 | 8 | 6 | 5 | 3 | 1 |
| 18 | 2,250,000 | 9d8+18 | 8 | 8 | 8 | 8 | 7 | 6 | 4 | 1 |
| 19 | 2,475,000 | 9d8+20 | 9 | 9 | 9 | 9 | 7 | 6 | 4 | 2 |
| 20 | 2,700,000** | 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.

** Each level after 20th requires 225,000 experience points

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

XP Needed is the amount of experience points the character needs to have to advance to the respective level.

Hit Die is the type and number of dice used to determine hit points before any modifiers are applied. For example, a 2nd level cleric will have a total of 2d8 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 other level gained beyond 20.



Divine Saving Throw Table

| Level | Rod/ Staff/ Wand | Breath Weapon | Death, Paralysis, Poison | Petrifi- cation, Poly- morph | Spells |
|-------|------------------------|------------------|--------------------------------|---------------------------------------|--------|
| 1-3 | 14 | 16 | 10 | 13 | 15 |
| 4-6 | 13 | 15 | 9 | 12 | 14 |
| 7-9 | 11 | 13 | 7 | 10 | 12 |
| 10-12 | 10 | 14 | 6 | 9 | 11 |
| 13-15 | 9 | 11 | 5 | 8 | 10 |
| 16-18 | 8 | 10 | 4 | 7 | 9 |
| 19+ | 6 | 8 | 2 | 5 | 7 |

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. 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 9, CHA 8
Ability Bonus: +1 WIS
Alignment: Any
Prime Requisite: WIS 16
Armor Prof: All
Weapon Prof: Blunt only (club, mace, flail, hammer, oil, staff, sling)

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 Law to turn cleric of Chaos, and vice versa. Clerics of Chaos 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+ |
| 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 50% 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 cast *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 cast *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. Additionally, you may learn 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 memorize 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 cast 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 ghost.

* **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 table when determining your attack bonus. You also gain proficiency with all weapons.

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
Prime Requisite: CHA 16
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.

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

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 forms up to 3 times per day. The form must be a natural animal, no smaller than a mouse, and no larger than double the druid's normal weight. This ability also heals 1d6 (+2 HP per druid level) each time it is used.



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. They are best 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 barbarian, holy paladin, and skilled ranger. The fighter and barbarian rely solely on martial skills, while the paladin and ranger incorporate limited spellcasting ability into their classes.

Warrior Experience Table

| Level | XP Needed | Hit Die | To Hit Bonus |
|-------|-----------|---------|--------------|
| 1 | 0 | 1d10 | 1 |
| 2 | 2000 | 2d10 | 2 |
| 3 | 4000 | 3d10 | 3 |
| 4 | 8000 | 4d10 | 4 |
| 5 | 16000 | 5d10 | 5 |
| 6 | 35,000 | 6d10 | 6 |
| 7 | 75,000 | 7d10 | 7 |
| 8 | 125,000 | 8d10 | 8 |
| 9 | 250,000 | 9d10 | 9 |
| 10 | 500,000 | 9d10+3* | 10 |
| 11 | 750,000** | 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.

** Warriors need an additional 250,000 experience points above level 20 for each level gained thereafter.

XP Needed is the amount of experience points the character needs to have to advance to the respective level.

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.

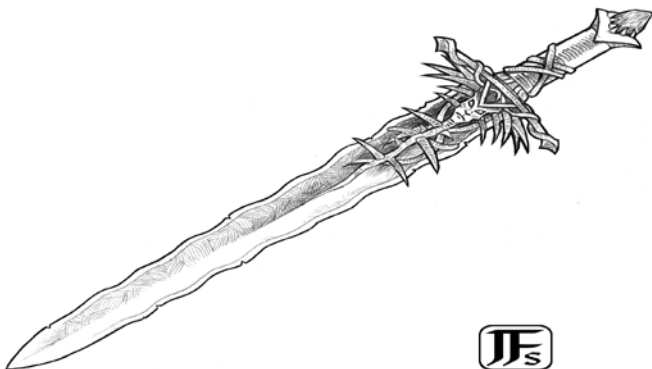
| Level | Rod/ Staff/ Wand | Breath Weapon | Death, Paralysis, Poison | Petrifi- cation, Poly- morph | Spells |
|-------|------------------------|------------------|--------------------------------|---------------------------------------|--------|
| 0* | 18 | 20 | 16 | 17 | 19 |
| 1-2 | 16 | 17 | 14 | 15 | 17 |
| 3-4 | 15 | 16 | 13 | 14 | 16 |
| 5-6 | 13 | 13 | 11 | 12 | 14 |
| 7-8 | 12 | 12 | 19 | 11 | 13 |
| 9-10 | 10 | 9 | 8 | 9 | 11 |
| 11-12 | 9 | 8 | 7 | 8 | 10 |
| 13-14 | 7 | 5 | 5 | 6 | 8 |
| 15-16 | 6 | 4 | 4 | 5 | 7 |
| 17-18 | 5 | 4 | 3 | 4 | 6 |
| 19+ | 4 | 3 | 2 | 3 | 5 |

* Zero level NPCs are considered normal people without a class

Fighter

Fighters are the most broad class that needs to encompass the most archetypes. While paladins, barbarians, 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 |
| Prime Requisite: | Either STR 16 or CON 16 |
| Armor Prof: | All |
| Weapon Prof: | All |



Class Features

Zero Level Opponents (2nd level): Whenever a fighter is fighting a 0 level creature, or a creature with less than 1 full Hit Die, the fighter has a number of attacks equal to their level against only that creature or other zero level creatures.

Weapon Specialization (3rd level): Upon reaching 3rd level, the fighter chooses one weapon type. Thereafter, they receive a bonus +1 to hit and damage with that weapon. The fighter can choose another weapon at level 6, 9, 12, and 15 that also receive this bonus.

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.

Resilient (6th level): Whenever the fighter fails an ability check or Saving Throw, they may attempt to reroll one time. This can be used once per day for every 3 levels, rounded down.

Weapon Mastery (7th level): When 7th level is reached, the fighter can select one weapon that they had chosen for weapon specialization and increase the bonus from +1 to +2. At 13th level, the fighter can further increase this bonus to +3.

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 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.

Barbarian

Barbarians 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 9, CON 10
Ability Bonus: +1 CON
Prime Requisite: STR 16 or CON 16
Armor Prof: leather, studded leather, hide, chain mail, shield
Weapon Prof: All

Class Features

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

Rage (2nd level): At 2nd level, the barbarian channels their rage into combat effectiveness. This rage lasts 1 minute or until there are no enemies within the movement rate of the barbarian. While raging, the barbarian adds a +2 bonus to melee damage rolls, and gains a +2 bonus to all mind affecting Saving Throws. A barbarian can rage a number of times per day equal to their constitution hit point modifier. This damage is increased to +3 at 5th level, and +4 at 9th level.

Mobility (3rd level): Growing up in the wilds grant the barbarian 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 barbarian's base movement rate.

Damage Resistance (4th level): Upon reaching 4th level, the barbarian 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 barbarian 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 barbarian acts.

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 renown for their hunting skills.

Rangers prefer lighter armors rather than heavier mail 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 (or remote outpost).

Minimum Scores: STR 9, CON 9, WIS 11, DEX 9
Ability Bonus: +1 to either DEX, or WIS
Prime Requisite: WIS 16
Armor Prof: leather, studded leather, padded, hide, shield
Weapon Prof: All

Class Features

Tracking (1st): Rangers are excellent trackers, being able to track a quarry with 90% success under normal circumstances in rural areas. This rate is modified as follows:

- Every day that has passed: -5%
- Rain since tracks were made: -25%
- Snowed since tracks were made: -30%
- Snow before tracks were made: +15%
- Terrain is rock: -15%
- Number of tracked quarry between 2-5: +10%
- Number of quarry tracked 6+: +25%
- Quarry is bleeding: +15%

In urban areas, the base chance of success is 75% with the following modifiers:

- Quarry goes through a normal door: -10%
- Quarry goes through a trap door: -15%
- Quarry goes through a secret or concealed door: -25%
- Quarry is bleeding: +15%

Mobility (1st level): The ranger can move without penalty through difficult terrain such as thick brambles, loose sand, mud, etc.

Favored Enemy (2nd level): At 2nd level, the ranger gains bonuses to damage when fighting humanoid or giant (species, not any creature that happens to be large) 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.

Dual Weapons (3rd level): When reaching 3rd level, the ranger does not suffer any penalties to attack when attacking with a light weapon in their offhand (see *Combat* section for further details).

Archery Mastery (5th level): Whenever using a ranged weapon attack, the ranger will gain an additional +2 to hit and damage rolls.



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.

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.

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. An adventuring day is reset after an 8 hour rest.

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
Prime Requisite: CHA 16
Armor Prof: All
Weapon Prof: All

Class Features

Divine Protection (1st level): Paladins receive a +2 bonus to all Saving Throws

Lay on Hands (1st level): Paladins can heal wounds via divine power, healing up to 5 hit points X 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 their turn 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.

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.

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 instantly dispel any and all magic that enters the radius of a spell level equal to or less than 1/2 of the paladin's level, rounded up. For example, a 7th level paladin with a holy sword held will dispel any magic that enters the radius of a spell level of 4 or lower. 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). This power does not work on magic that does not have a spell level associated with it, such as most magic items and magic groves or locations.

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. An adventuring day is reset after an 8 hour rest.

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. It should be noted that these skills are NOT the same as ability checks. Ability checks can be tried by anyone, even many of the skills listed below. The skills in the table and the percentage of success are to be used only when the situation calls for a task so difficult that a standard ability check would most likely fail. In those cases where most characters would not succeed, the rogue might. For example, anyone can attempt to hide in the shadows or behind a curtain in dim light, but smell or darkvision might give them away. The rogue is so skilled at hiding that a successful check means they are able to hide even from those senses. Or a fighter can describe how they want to disarm a trap or unlock a lock, but the GM might impose a severe penalty to the dexterity check because that character isn't trained while the rogue has the tools and skill to accomplish it and thus would not suffer such a penalty.

As a general rule, whenever there might be a scenario where either an ability check or rogue skill might be applicable as determined by the GM, the player decides which method to use that would be most beneficial to them.

Rogue Experience Table

| Level | XP Needed | Hit Die | To Hit Bonus |
|-------|-----------|---------|--------------|
| 1 | 0 | 1d6 | 0 |
| 2 | 1250 | 2d6 | 1 |
| 3 | 2500 | 3d6 | 1 |
| 4 | 5000 | 4d6 | 2 |
| 5 | 10000 | 5d6 | 3 |
| 6 | 20000 | 6d6 | 3 |
| 7 | 42000 | 7d6 | 4 |
| 8 | 70000 | 8d6 | 5 |
| 9 | 110000 | 9d6 | 5 |
| 10 | 160000 | 10d6 | 6 |
| 11 | 220000 | 10d6+2* | 7 |
| 12 | 440,000** | 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.

** 220,000 experience points are needed to gain each level after 12th.

XP Needed is the amount of experience points the character needs to have to advance to the respective level.

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 other level gained beyond 12.

Rogue Skill Table

| Skill | Starting Percentage of Success |
|-------------------|--------------------------------|
| Pick Pockets | 20% |
| Open Locks | 20% |
| Find/Remove Traps | 15% |
| Move Silently | 15% |
| Hide in Shadows | 10% |
| Hear Noise | 10% |
| Climb Walls | 70% |
| Read Languages | 0% |

Note: Percentile dice are used to determine success. A result equal to or lower than your final percentage (%) chance after all modifiers is considered a success. E.g., if Helga the thief has a base 35% to *hide in shadows*, and gains an additional 10% due to a high ability modifier, then in order for her to be successful, she would need to roll a 45 or lower on the percentile dice.

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

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 25% 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 -5% 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 total 15% penalty to the roll would be enforced.

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

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 25% means the PC has been able to recover the materials for the trap without ruining any of the mechanisms. If the attempt fails by 25% or more, the trap has been set off.

Move Silently: A successful skill check allows the character to move at their full movement rate completely silently. It is most often used to sneak up on a target for surprise. A new roll is needed every round that the PC moves. Whereas anyone can attempt to move silently by making a dexterity ability check compared to the wisdom perception check of any creatures in the immediate area, a successful move silently skill check does not allow any perception checks; the character cannot be heard.

Hide in Shadows: A successful hiding skill check results in the character being completely hidden from anyone in the area, even from darkvision and smell. The check assumes some sort of environment that can hinder sight from targets, such as heavy shadows, or objects blocking the line of sight. Lack of these things may impose a penalty, or additional things may impart a bonus, up to GM discretion. The PC remains hidden until they attempt to move, at which case a new attempt will be needed at the end of their turn to remain hidden. **OPTIONAL RULE:** Often the character has no idea how well their stealth is working. The GM may decide to roll for the PC attempting to hide, and then narrate the results.

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

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.



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.

Rogue Saving Throw Table

| Level | Rod/ Staff/ Wand | Breath Weapon | Death, Paralysis, Poison | Petrifi- cation, Poly- morph | Spells |
|-------|------------------------|------------------|--------------------------------|---------------------------------------|--------|
| 1-4 | 14 | 16 | 13 | 12 | 15 |
| 5-8 | 12 | 15 | 12 | 11 | 13 |
| 9-12 | 10 | 14 | 11 | 10 | 11 |
| 13-16 | 8 | 13 | 10 | 9 | 9 |
| 17-19 | 6 | 12 | 9 | 8 | 7 |
| 20+ | 4 | 11 | 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
Prime Requisite: DEX 16
Armor Prof: leather, padded
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. If the false identity is of a martial background, such as a soldier or warrior, then the assassin also gains proficiency in studded leather, chain mail, and ring 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 10 discretionary points 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 40 discretionary points in which they may distribute to their initial skill percentages. No more than 20 points may be allocated to any one skill. Every level gained, an additional 20 points may be distributed, with no more than 10 being allocated towards any one skill.

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 poison sac.

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 everything in between. Every bard does have common features regardless of their particular specialty.

- Minimum Scores: CHA 13
- Ability Bonus: +1 to CHA
- Prime Requisite: CHA 16
- Armor Prof: leather, padded, studded leather, chain mail
- Weapon Prof: dagger, dart, staff, club, short sword, short bow, javelin, spear, scimitar, hand axe, sickle, sling, whip, rapier, light crossbow

Class Features

Skill Advancement (1st level): The bard begins with 30 points in which they can distribute to any of their rogue skills, as long as no more than 15 points are devoted to any one particular skill. Every bard level gained thereafter awards an additional 15 points to the character that they may distribute among their skills (no more than 5 towards any one skill).

Inspiring Song (2st level): The bard may take their action to perform an inspiring song, play a tune, or shout encouragement. All allies within earshot up to the charisma modifier bonus of the bard (minimum 1) will receive a +1 bonus to attack rolls until the start of the bard’s next turn. At 5th level this bonus becomes +2, and at 9th level it becomes +3.

Spellcasting (3rd level): Upon reaching third level, the bard gains spellcasting ability. These are from the abjuration, conjuration, illusion, and enchantment school from the wizard’s spell list, and are cast via song, tune, poem, or other preferred form of performance from the bard.

Bard Spell Casting Table (Wizard Spells)

| Bard Level | Spell Level* | | | | | |
|------------|--------------|---|---|---|---|---|
| | 1 | 2 | 3 | 4 | 5 | 6 |
| 3 | 1 | - | - | - | - | - |
| 4 | 2 | - | - | - | - | - |
| 5 | 3 | - | - | - | - | - |
| 6 | 3 | 1 | - | - | - | - |
| 7 | 3 | 2 | - | - | - | - |
| 8 | 3 | 3 | - | - | - | - |
| 9 | 3 | 3 | 1 | - | - | - |
| 10 | 3 | 3 | 2 | - | - | - |
| 11 | 3 | 3 | 3 | - | - | - |
| 12 | 3 | 3 | 3 | 1 | - | - |
| 13 | 3 | 3 | 3 | 2 | - | - |
| 14 | 3 | 3 | 3 | 3 | 1 | - |
| 15 | 4 | 3 | 3 | 3 | 2 | - |
| 16 | 4 | 4 | 3 | 3 | 3 | 1 |
| 17 | 4 | 4 | 4 | 3 | 3 | 2 |
| 18 | 4 | 4 | 4 | 4 | 3 | 3 |
| 19 | 5 | 4 | 4 | 4 | 4 | 3 |
| 20 | 5 | 5 | 4 | 4 | 4 | 4 |

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



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
Prime Requisite: DEX 16
Armor Prof: leather, padded, studded leather
Weapon Prof: dagger, dart, staff, club, short sword, short bow, javelin, spear, scimitar, hand axe, sickle, sling, whip

Class Features

Skill Advancement (1st level): The thief begins with 60 points in which they can distribute to any of their rogue skills, as long as no more than 30 points are devoted to any one particular skill. Every thief level gained thereafter awards an additional 30 points to the character that they may distribute among their skills (no more than 15 towards any one skill).

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.

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 paralyzation. If successful, they will only suffer half damage. Upon reaching 6th level, a successful saving throw results in 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, but any subsequent attacks may bring them out of reach.

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

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

Magic Scroll (10th level): Upon reaching 10th level, the 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.

Monk

Masters of mobility and unarmed combat, monks are a hybrid between rogue, warrior, and devoted person of religion. They are considered part of the Rogue class group because that is the group that best represents the abilities of the monk. Historical monk archetypes include Friar Tuck, Kung Fu warriors, Greco wrestlers, and even the 1980s stereotyped ninja.

Minimum Scores: STR 10, WIS 11, DEX 13
Ability Bonus: +1 to DEX or WIS or STR
Prime Requisite: DEX 16
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 other monk level they possess, rounded up. This is in addition to any dexterity modifiers or magic items they may have.

Skill Advancement (1st level): At first level, the monk gains 20 discretionary points in which they may use to increase the base skill % of any rogue skill they have. Every additional level gained grants the monk an additional 10 points that may be added to rogue skills.

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. Additionally, monks will receive an additional +1 bonus to all attack rolls. This 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 d6 to d8 when rolling for new 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 is centered around an athletic or acrobatic move 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 paralysis or be stunned until the end of the monk's next turn.

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 death or die. This has no effect on undead.



Arcane

Arcane 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.

Arcane 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.



Arcane Experience Table

| Level | XP Needed | Hit Die | To Hit Bonus | Spell Per Level*** | | | | | | | | |
|-------|-------------|---------|--------------|--------------------|---|---|---|---|---|---|---|---|
| | | | | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 |
| 1 | 0 | 1d4 | 0 | 1 | - | - | - | - | - | - | - | - |
| 2 | 2,500 | 2d4 | 0 | 2 | - | - | - | - | - | - | - | - |
| 3 | 5,000 | 3d4 | 0 | 2 | 1 | - | - | - | - | - | - | - |
| 4 | 10,000 | 4d4 | 1 | 3 | 2 | - | - | - | - | - | - | - |
| 5 | 22,000 | 5d4 | 1 | 4 | 2 | 1 | - | - | - | - | - | - |
| 6 | 40,000 | 6d4 | 1 | 4 | 2 | 2 | - | - | - | - | - | - |
| 7 | 60,000 | 7d4 | 2 | 4 | 3 | 2 | 1 | - | - | - | - | - |
| 8 | 90,000 | 8d4 | 2 | 4 | 3 | 3 | 2 | - | - | - | - | - |
| 9 | 135,000 | 9d4 | 2 | 4 | 3 | 3 | 2 | 1 | - | - | - | - |
| 10 | 250,000 | 10d4 | 3 | 4 | 4 | 3 | 2 | 2 | - | - | - | - |
| 11 | 750,000 | 11d4 | 3 | 4 | 4 | 4 | 3 | 3 | - | - | - | - |
| 12 | 1,125,000 | 11d4+1* | 3 | 4 | 4 | 4 | 4 | 4 | 1 | - | - | - |
| 13 | 1,500,000 | 11d4+2 | 4 | 5 | 5 | 5 | 4 | 4 | 2 | - | - | - |
| 14 | 1,875,000 | 11d4+3 | 4 | 5 | 5 | 5 | 4 | 4 | 2 | 1 | - | - |
| 15 | 2,250,000 | 11d4+4 | 4 | 5 | 5 | 5 | 5 | 5 | 2 | 1 | - | - |
| 16 | 2,625,000 | 11d4+5 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | 2 | 1 | - |
| 17 | 3,000,000 | 11d4+6 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | - |
| 18 | 3,375,000 | 11d5+7 | 5 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 2 | 1 |
| 19 | 3,750,000 | 11d5+8 | 6 | 5 | 5 | 5 | 5 | 5 | 3 | 3 | 3 | 1 |
| 20 | 4,125,000** | 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.

** 375,000 experience points per level for each additional level beyond 20th are needed

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

XP Needed is the amount of experience points the character needs to have to advance to the respective level.

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. You would receive an additional +1 to attack rolls for every third level gained beyond 18.

Arcane Saving Throw Table

| Level | Rod/ Staff/ Wand | Breath Weapon | Death, Paralysis, Poison | Petrifica- tion, Poly- morph | Spells |
|-------|------------------------|------------------|--------------------------------|------------------------------------|--------|
| 1-5 | 11 | 15 | 14 | 13 | 12 |
| 6-10 | 9 | 13 | 13 | 11 | 10 |
| 11-15 | 7 | 11 | 11 | 9 | 8 |
| 16-19 | 5 | 9 | 10 | 7 | 6 |
| 20+ | 3 | 7 | 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 $(4 \times 15 \text{min}) + (2 \times 30 \text{min}) + (1 \times 45 \text{min}) = 2$ hours, 45 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 num-

ber 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
Prime Requisite: INT 16
Armor Prof: none
Weapon Prof: dagger, dart, staff, club, sling

Class Features

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, a 5th level spell.

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 one 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 for example.

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 sorcerer's 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 | 19 | 9 | 145 |
| 19 | 20 | 9 | 155 |
| 20 | 20 | 9 | 165* |

* For every level beyond 20th, an additional 10 spell points are gained.



Minimum Scores: INT 11, CON 10
 Ability Bonus: +1 to INT
 Prime Requisite: INT 16
 Armor Prof: Prof:
 Weapon Prof: dagger, dart, staff, club, sling

Class Features

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 50%
- reroll all 1s and 2s for damage
- force the target to suffer a -2 penalty to the saving throw
- increase the area of effect by 50%

Empower Spell (4th level): When reaching 4th level, you may choose to spend three 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 breathe 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 40ft per round. At 12th level, you are immune to necrotic damage.

* *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, and this is retrospective. At 12th level, your fire spells cost 1 less spell point.

* *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 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 darkvision, you gain darkvision 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, and in fact if they so feel like it, all requirements can be waived if that's the style of play you prefer.

Multiclass rules

At any time, 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 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.

Example 1:

Torak starts play as a level 1 fighter. He advances to a level 4 fighter before multi-classing into a cleric. He is now a fighter 4, cleric 1. Upon choosing cleric 1, he rolls 1d8 for the new hit points, and divides by 2. Rolling a 5, that rounds down to 2 extra hit points. Torak also gains the spell casting ability of a level 1 cleric. During the adventure, Torak receives 5400 experience points. Each class would gain 2700 experience points. Not enough to reach level 5 in fighter, but enough to increase his cleric level to level 2. Additional hit points are rolled using the above method, and spell casting abilities are also increased.

Example 2:

Sam starts play as a multi-classed thief/wizard, with thief being the primary class. Sam uses the most advantageous saving throw table and the thief attack roll bonus, and gains all the benefits of a first level thief and wizard. Hit points are rolling 1d6 plus 1d4, divided by two. At first glance this seems like a powerful character, having twice the abilities of a typical character. The drawback is soon realized, however, when after the first adventure the party is awarded 2600 experience points. Sam must divide these equally, so only a level in thief is gained, and that is at 1d6 divided by 2 hit point gain. Their party mate, Ortega, a single classed thief, is level 3 by comparison.

