

# 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, with the cleric gaining powers from their deity(ies),



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(ies), 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.

## CLASSES

### 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

## Cleric

Clerics are more holy than warrior, focusing on dedication to their deity (or deities) and devotion to that deity's ideals (thus a cleric must share the same alignment of the diety(s) they worship). 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. Inspirational sources for clerics include Van Helsing, the Zulu Sangoma, Odo of Bayeux, or high priests/priestesses of Norse or Greek mythology.

### 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 (Chaotic 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.

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 10, CHA 9

Ability Bonus: +1 WIS

Alignment: Any

Armor Prof: All

Weapon Prof: Choose one type: bludgeoning, piercing, or slashing (as determined by diety)

### 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 a lawful cleric to turn cleric of chaos, and vice versa. Clerics of chaotic alignment will turn undead into allies for a short time (24 hours), rather than destroy them.



**Deity (1st level):** Every diety or group dieties that the cleric worships has a primary sphere of influence that they represent more than anything else. The Greek god Ares would have the *War* sphere of influence for example. When creating your cleric, choose one of the following spheres of influence that represents the cleric's diety(ies):

\* **Adventuring:** It should be no surprise that many adventurers would be drawn to a deity that encourages and preaches the thrill of the adventure. If your diety(s) have this sphere, 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 for free.

\* **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 prepare 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 ghost. All skeletons would have 1 additional HD.

\* **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. Inspirational sources include not only the classic Celtic druid, but also the šaman from Russia and other nature worshipping cultures. 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 an implement of nature to accomplish their spellcasting.

Unlike clerics, there can only be a certain number of high level druids in the region 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, shields
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 traits, which last 1 turn (10 minutes), and can be invoked once per day every even druid level:

- \* Enhanced senses (+4 to perception rolls)
- \* Natural weapons (base damage 1d6)
- \* Swim speed 30ft, water breathing
- \* Climb speed 30ft, double jump distance

*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. Gain two traits at once.

*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.

