

# 1<sup>st</sup> level Cleric

Hit points: Roll 1d8, add Stamina modifier, and add to existing hp.

Spell Checks: 1d20 + Personality modifier +1

Criticals: Attack roll of 20, roll 1d8 on Table III

Saves: +1 to Fort and Will

Title: If Lawful, you are an Acolyte. If Neutral, you are a Witness. If Chaotic, you are a Zealot.

**SPELLS:** You know 4 random 1<sup>st</sup> level cleric spells. Roll 1d12 four times, rerolling duplicates: (1) Blessing, (2) Darkness, (3) Detect Evil, (4) Detect Magic, (5) Food of the Gods, (6) Holy Sanctuary, (7) Paralysis, (8) Protection from Evil, (9) Resist Cold or Heat, (10) Second Sight, (11) Word of Command, (12) Reroll. You must have a holy symbol to cast spells.

**LAY ON HANDS:** You can lay on hands by making a spell check; how much healing is done depends upon your alignment, and that of the being healed. You can only heal 1 die of hit points to a 1<sup>st</sup> level character, but the die type is whatever type it rolls for hp. You can instead attempt to heal broken limbs (1), organ damage (2), disease (2), paralysis (3), poison (3), blindness or deafness (4), but you must announce the attempt first, and the attempt will not heal hp. The numbers after the condition are the number of dice you must be able to heal if successful. Even a 1<sup>st</sup> level character can have any of these conditions healed.

**TURN UNHOLY:** You can attempt to turn the unholy. What is unholy depends upon your alignment and faith. You attempt to turn the unholy by presenting your holy symbol and making a spell check. This attempt never causes disapproval to increase, but can cause disapproval (see below). Your Luck modifier applies to this check.

**REQUEST DIVINE AID:** Direct divine intervention requires a high spell check result to succeed (from DC 10 to light a candle to DC 18+ to summon and control a column of living flame). These requests increase disapproval range (see below) by +10. Cumulatively.

**PICK A GOD:** A shorter list than in the book: If Lawful, Shul (god of the moon), Klazath (god of war), Gorhan (god of valor and chivalry), or Justicia (goddess of justice and mercy). If Neutral, Amun Tor (god of mysteries and riddles), Ildavir (goddess of nature), or Cthulhu (priest of the old ones). If Chaotic, Ahriman (god of death and disease), Hidden Lord (god of secrets), or Malotoch (the carrion crow god). If the judge allows, pick a different god from another source.

**DISAPPROVAL:** Disapproval range starts at 1. Each time you fail a Lay on Hands check or a Spell Check, disapproval range goes up by 1. It can go up considerably if you use your powers in a way that displeases your god. If you roll a natural number on any Spell Check (including spells, laying on hands, turning the unholy, or requests for divine aid), you roll a number of d4 equal to the number you rolled. I.e., if your disapproval range was 1-6, and you rolled a 4, you would roll 4d4. The higher the result, the more displeased your god is. Bad things can happen. You can lower your disapproval range by sacrificing 50 gp per point. Disapproval usually resets overnight. Unless you have upset your god.

# 1<sup>st</sup> level Thief

Hit points: Roll 1d6, add Stamina modifier, and add to existing hp.

Spell Checks: 1d10 + Intelligence modifier (1d12 + Intelligence modifier if Neutral) to cast spells from scrolls.

Criticals: Attack roll of 20, roll 1d10 on Table II

Saves: +1 to Ref and Fort

Title: If Lawful, you are a Bravo. If Neutral, you are a Beggar. If Chaotic, you are a Thug.

THIEVE'S CANT: You speak the special cant of thieves.

LUCK: When you spend a point of Luck, you roll 1d3 and use the result as the modifier to your roll. You must announce how much Luck you will spend before you roll, and the results are cumulative. You regain 1 point of Luck each day.

THIEF SKILLS: Bonuses depend upon alignment, as shown below. Add your Backstab modifier to your attack roll when you sneak up on an opponent. If you succeed, you automatically get a critical hit.

Skill	Lawful	Neutral	Chaotic
Backstab	+1	+0	+3
Sneak silently *	+1	+3	+3
Hide in shadows *	+3	+1	+1
Pick pocket *	+1	+3	+0
Climb sheer surfaces *	+3	+3	+1
Pick lock *	+1	+1	+1
Find trap **	+3	+1	+1
Disable trap *	+3	+1	+0
Forge document *	+0	+3	+0
Disguise self ***	+0	+0	+3
Read Languages **	+0	+0	+0
Handle poison	+0	+0	+3
Cast spell from scroll **	D10	D12	D12

\* Agility modifier and armor check penalties apply.

\*\* Intelligence modifier applies

\*\*\* Personality modifier applies.

ALIGNMENT: Lawful thieves follow the "Path of the Boss". Neutral thieves follow the "Path of the Swindler". Chaotic thieves follow the "Path of the Assassin."

# 1<sup>st</sup> level Warrior

Hit points: Roll 1d12, add Stamina modifier, and add to existing hp.

Spell Checks: 1d10

Criticals: Attack roll of 19-20, roll 1d12 on Table III

Saves: +1 to Ref and Fort

Title: If Lawful, you are a Squire. If Neutral, you are a Wildling. If Chaotic, you are a Bandit.

LUCKY WEAPON: Choose a specific type of weapon. Your Luck modifier, as it is right now, will always apply to that weapon.

FASTER: Add +1 to all your Initiative rolls.

MIGHTY DEEDS OF ARMS: Roll 1d3 with each attack. Add the result to both attack roll and damage. If you want to perform a special maneuver, announce it before the roll. If you are able to hit AND you roll a "3", some part of your maneuver comes to pass. NOTE THAT THIS CANNOT BE AN INSTA-KILL OR INCREASE DAMAGE. You can attempt to trip, disarm, cleave through one opponent into another, etc., and your degree of success is determined by the judge. THERE IS NO PENALTY FOR ATTEMPTING SOMETHING COOL, SO DO IT AS OFTEN AS YOU CAN. Note that, by paying attention and making your maneuvers make sense within the context of the action, you encourage the judge to reward your attempts more than if you simply spam attempts to blind or trip with every attack roll.

If you are thinking that all the other classes get more than you, remember that the Mighty Deed can apply to any and every attack, and your critical hits are going to be a thing to behold. As a warrior progresses in levels, the Deed Die goes up, the initiative bonus goes up (it is equal to your Warrior level), and your Criticals become even more impressive.

# 1<sup>st</sup> level Wizard

Hit points: Roll 1d4, add Stamina modifier, and add to existing hp.

Spell Checks: 1d20 + Intelligence modifier +1

Criticals: Attack roll of 20, roll 1d6 on Table I

Saves: +1 to Ref and Will

Title: If Lawful, you are an Evoker. If Neutral, you are an Astrologist. If Chaotic, you are a Cultist.

**SPELLS:** A wizard gains spells based on Intelligence and study. You start knowing four 1<sup>st</sup> level spells that you might learn, but it requires at least 1 week per spell level and an Intelligence check to learn a spell, so you don't need to worry about that yet. Unless your judge allows you to discover the means of casting one of your spells on the fly (with some associated disadvantage) or you discover a magic item that allows you to cast one or more spells. If your Intelligence is 14-16, you start knowing 5 spells. If your Intelligence is 17-18, you start knowing 6 spells.

For each spell known, roll 1d30, re-rolling duplicates: (1) Animal Summoning, (2) Cantrip, (3) Charm Person, (4) Chill Touch, (5) Choking Cloud, (6) Color Spray, (7) Comprehend Languages, (8) Detect Magic, (9) Ekim's Mystical Mask, (10) Enlarge, (11) Feather Fall, (12) Find Familiar, (13) Flaming Hands, (14) Force Manipulation, (15) Invoke Patron and Patron Bond, (16) Magic Missile, (17) Magic Shield, (18) Mending, (19) Patron Bond and Invoke Patron, (20) Read Magic, (21) Ropework, (22) Runic Alphabet, Mortal, (23) Sleep, (24) Spider Climb, (25) Ventriloquism, (26) Ward Portal, (27-30) Reroll.

When you roll a natural "1" on a spell check, you fumble, and bad things may happen....everything from the spell being miscast to your body being corrupted by the magic. Your Luck modifier applies to rolls for corruption. You can also burn a point of Luck to avoid corruption (but not miscasting), and you get to determine what the corruption would be first.

When you roll a natural "20" on a spell check, you critical, and gain twice your modifier to the result.

When you learn a spell, it may operate differently for you than for other wizards. Thus, there is an aspect of mercurial magic and manifestation. These are rolled when the spell is learned. Luck modifier is a +10 bonus per point of bonus, or -10 modifier per point of penalty. Good luck.

You may also spellburn, that is, take up to 20 points from Strength, Agility, and/or Stamina to aid in the magic. This becomes a bonus to the spell check on a 1-to-1 basis. If you spellburn 20 points, you may instead treat the roll as "20" without gaining the bonus.

# 1<sup>st</sup> level Dwarf

Hit points: Roll 1d10, add Stamina modifier, and add to existing hp.

Spell Checks: 1d10

Criticals: Attack roll of 20, roll 1d10 on Table III

Saves: +1 to Fort, Ref, and Will

Title: If Lawful, you are an Agent. If Neutral, you are an Apprentice. If Chaotic, you are a Rebel.

LUCKY WEAPON: Choose a specific type of weapon. Your Luck modifier, as it is right now, will always apply to that weapon.

MIGHTY DEEDS OF ARMS: Roll 1d3 with each attack. Add the result to both attack roll and damage. If you want to perform a special maneuver, announce it before the roll. If you are able to hit AND you roll a "3", some part of your maneuver comes to pass. NOTE THAT THIS CANNOT BE AN INSTA-KILL OR INCREASE DAMAGE. You can attempt to trip, disarm, cleave through one opponent into another, etc., and your degree of success is determined by the judge. THERE IS NO PENALTY FOR ATTEMPTING SOMETHING COOL, SO DO IT AS OFTEN AS YOU CAN. Note that, by paying attention and making your maneuvers make sense within the context of the action, you encourage the judge to reward your attempts more than if you simply spam attempts to blind or trip with every attack roll.

SWORD AND BOARD: If you are using a shield, you can make an extra attack with it using 1d14 (instead of 1d20). Your Deed Die (that 1d3 described above) applies, and you can do Mighty Deeds with your shield. It does 1d3 damage. Don't forget that your Deed Die roll also applies to this damage.

INFRAVISION: You can see in the dark up to 60 feet.

SMELL GOLD AND GEMS: You can smell a strong concentration of gold or gems up to 100' away. You might be able to smell even a single coin up to 40' away. Obstacles may reduce this.

UNDERGROUND SKILLS: You gain a +1 bonus to any check to detect traps, slanting passages, shifting walls, or new construction.

SLOW: You move at 20' instead of 30'. But then, you moved at 20' since 0 level, so this is nothing new.

# 1<sup>st</sup> level Elf

Hit points: Roll 1d6, add Stamina modifier, and add to existing hp.

Spell Checks: 1d20 +1

Criticals: Attack roll of 20, roll 1d6 on Table II

Saves: +1 to Ref, Fort, and Will

Title: You are a Wanderer (all alignments).

Attack Rolls: You gain +1 to attack rolls.

**SPELLS:** An elf gains spells through supernatural forces and traffic with otherworldly creatures. You start knowing three 1<sup>st</sup> level spells that you might learn, as well as Invoke Patron and Patron Bond. Your Luck modifier applies to spell checks on *one* spell of your choosing. Bonding with a patron requires at least 1 week, so you don't need to worry about that yet. Your judge may allow you to be able to cast some of your other spells now, or it may require a minimum of a week's study plus an Intelligence check. Or your judge may allow you to discover the means of casting one of your spells on the fly (with some associated disadvantage) or you discover a magic item that allows you to cast one or more spells.

For each spell known, roll 1d24; re-roll duplicates: (1) Animal Summoning, (2) Cantrip, (3) Charm Person, (4) Chill Touch, (5) Choking Cloud, (6) Color Spray, (7) Comprehend Languages, (8) Detect Magic, (9) Ekim's Mystical Mask, (10) Enlarge, (11) Feather Fall, (12) Find Familiar, (13) Flaming Hands, (14) Force Manipulation, (15) Magic Missile, (16) Magic Shield, (17) Mending, (18) Read Magic, (19) Ropework, (20) Runic Alphabet, Mortal, (21) Sleep, (22) Spider Climb, (23) Ventriloquism, (24) Ward Portal.

When you roll a natural "1" on a spell check, you fumble, and bad things may happen....everything from the spell being miscast to your body being corrupted by the magic. When you roll a natural "20" on a spell check, you critical, and gain twice your modifier to the result.

When you learn a spell, it may operate differently for you than for other elves. Thus, there is an aspect of mercurial magic and manifestation. These are rolled when the spell is learned. Luck modifier is a +10 bonus per point of bonus, or -10 modifier per point of penalty. Good luck.

You may also spellburn, that is, take up to 20 points from Strength, Agility, and/or Stamina to aid in the magic. This becomes a bonus to the spell check on a 1-to-1 basis. If you spellburn 20 points, you may instead treat the roll as "20" without gaining the bonus.

**INFRAVISION and HEIGHTENED SENSES:** You can see in the dark up to 60'. You gain a +4 bonus to locating secret doors, and automatically gain a check just by passing within 10 feet of one. You are also immune to magical sleep and paralysis.

**IRON BURNS:** Iron and steel burn you. You take a minimum of 1 hp/day using them, and the judge can give you greater penalties. This has been true since 0-level. You get to buy 1 suit of armor and 1 weapon made of mithral at the normal cost, but that must wait until you get to a place where such a purchase can be made.

# 1<sup>st</sup> level Halfling

Hit points: Roll 1d6, add Stamina modifier, and add to existing hp.

Spell Checks: 1d10

Criticals: Attack roll of 20, roll 1d8 on Table III

Saves: +1 to Ref, Fort, and Will

Title: You are a Wanderer (all alignments).

Attack Rolls: You gain +1 to attack rolls.

**TWO-WEAPON FIGHTING:** You may attack with two small weapons, one in each hand, rolling 1d16 for each attack. An attack roll of 16 is a critical hit in this case (if it hits), but you must roll two natural "1"s to fumble. If your Agility is 18, your primary weapon rolls 1d20 for its attacks, and criticals on "20" (which also automatically hits).

**STEALTHY:** You gain a +3 bonus to sneak and hide.

**INFRAVISION:** You can see in the dark up to 30 feet.

**SMALL:** You are small and move at 20'. You are able to slip into small spaces where others cannot fit. This has been true since 0-level.

**GOOD LUCK CHARM:** For every point of Luck you spend, you gain a +2 bonus. Not only that, but you can spend Luck on any roll your friends make (but not your enemies!), so long as you can see the action happening. Finally, you gain 1 point of Luck back each night. The only downside is that there can only be one halfling in the party that can modify the rolls of other people, so if there is more than one 1<sup>st</sup> level halfling in the group, you'll have to decide who that's going to be right now. Even if the party splits up during an adventure, the "lucky halfling" does not change.