

# CHAPTER THREE

## CHARACTER CLASSES

All player characters in *White Box Cyclopedia* select a class. A class is a broad summation of a character's area of expertise. In the original rules only three classes were available: the Cleric, the Fighter, and the Magic-User. These classes are the first ones described in this chapter. There is a collection of Optional Classes described after the original classes that may be selected if the Referee approves. Finally, there is the option to play a Heritage-As-Class. Heritage-As-Class typically describes a unique and inhuman being whose nature is very strongly defined. In the original game the only heritage-as-class listed was the elf — and even this was optional! Players should *always* consult with the Referee before selecting a heritage-as-class and the Referee is free to restrict or disallow them.

### Reading Character Class Tables

**Level:** Refers to the level of experience of the character.

**XP:** This is the number of Experience Points (XP) needed to advance to this level.

**HD:** This is the number of Hit Dice at that level. Certain classes may list a modifier such in addition to this hit die, such as "1d6+1." This means the player would roll 1d6 and add one to the number rolled. Hit dice are cumulative. So, for example, a character who previously had 1d6+1 hit dice and had a new listing of 2d6+1 hit dice upon leveling would roll an additional d6 and add that amount to the total already earned from the 1d6+1 hit dice. Sometimes a character class's listing will increase with a flat modifier, such as increasing from 1d6 to 1d6+1. In these cases, the player simply adds that flat modifier to their maximum hit point total. Characters add their Constitution modifier to their maximum hit point total each time they gain a level in addition to hit points gained from their hit dice. Negative Constitution modifiers are

applied in a similar manner, but a character always gains at least 1 hit point per level.

More information on hit points and hit dice can be found on page 16 in Chapter One: Concepts and Abilities.

**ST:** This is the saving throw number for the character trying to avoid dangers like the flaming breath of an angry dragon, malicious magical spells, or a suddenly sprung trap. When the Referee requests a saving throw be made, the player simply rolls a d20, adds any appropriate modifiers, and if the total equals or exceeds the character's saving throw then they have avoided or suffer some diminished effect from the danger. Any saving throw bonuses granted by a character's heritage and class are cumulative.

**Other Information:** Some classes may have unique abilities that advance as they gain levels of experience. These are noted in that class's advancement table under their own uniquely titled column. The most common instance of this is the advancement of spellcasting for characters able to do so.

### A NOTE ABOUT STRONGHOLDS

Those familiar with previous presentations of this rules set may remember that many classes gain the ability to construct a stronghold upon reaching 9th level. This option is still available to original classes and optional classes, but is detailed in Chapter 4: Equipment, Hirelings, and Strongholds. Those who select a heritage-as-class are not able to build strongholds unless otherwise specifically noted under their class abilities.

## ORIGINAL CLASSES

The three classes described below (Cleric, Fighter, and Magic-User) were present in the original game and are assumed to be available by default.



## CLERIC

Clerics are armed and armored evangelists and defenders of a religion. The details of a Cleric player character's religious order and the nature of the deity they serve should be defined before the campaign begins by collaborating with the Referee to ensure they fit appropriately into the campaign. Clerics may be inquisitors, hospitalers, undead slayers, or agents of a holy order.

TABLE 3-1: CLERIC ADVANCEMENT

Level	XP	HD	AB	ST	1st-Level Spells	2nd-Level Spells	3rd-Level Spells	4th-Level Spells	5th-Level Spells
1	0	1d6	+0	15	-	-	-	-	-
2	1500	2d6	+0	14	1	-	-	-	-
3	3000	3d6	+0	13	2	-	-	-	-
4	6000	3d6+1	+1	12	2	1	-	-	-
5	12000	4d6+1	+1	11	2	2	1	-	-
6	24000	5d6+1	+2	10	2	2	1	1	-
7	48000	6d6+1	+2	9	2	2	2	1	1
8	96000	6d6+2	+3	8	2	2	2	2	2
9	192000	7d6+2	+4	7	3	3	3	2	2
10	384000	8d6+2	+5	6	3	3	3	3	3

### CLERIC CLASS ABILITIES

**Alignment Restrictions:** All Clerics must be either Lawful or Chaotic in alignment. Lawful Clerics serve gods of justice, order, and righteousness. Chaotic Clerics serve gods of darkness, chaos, and deceit. The player and the Referee should work together to determine the exact nature of the god that a player character's Cleric worships.

**Weapon and Armor Restrictions:** Though trained for battle, Clerics only wield the simplest of weapons and are restricted to using blunt weapons such as maces, flails, slings, and war hammers in battle. They may wear any armor and use any shield.

### OPTIONAL RULE: CLERICAL WEAPONRY

At the Referee's discretion, Lawful Clerics may be restricted to the use of blunt weapons as detailed above, while Chaotic Clerics are restricted to the use of slashing and piercing weapons such as axes, daggers, and swords. This reflects the fact that Chaotic gods are often more bloodthirsty than their Lawful counterparts.

**Spell Casting:** Clerics cast divine spells from the Cleric Spell List. Each day, the Cleric must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on

the limits of their level as noted on Table 3-1: Cleric Advancement. Clerics of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Cleric uses the Cleric Spell List found on page 140.

A Cleric cannot pray to gain spells in this fashion more than once per day. Lawful Clerics typically pray at sunrise or noon, while Chaotic Clerics typically pray at sunset or midnight.

**OPTIONAL RULE: WISDOM MODIFIER FOR SPELLCASTING**

With Referee permission, Clerics may add their Wisdom modifier to the number of 1st level Cleric spells each time they pray for spells. This means that a Cleric with a +1 Wisdom modifier could pray for one 1st level at 1st level, while a Cleric with a -1 Wisdom modifier would be unable to cast 1st-level spells until they reached 3rd level.

**Saving Throw Bonus:** Clerics receive a +2 bonus on saving throws to resist the effects of poison and paralysis.

**BANISHING UNDEAD**

Undead creatures can be made to flee or even be turned to ash by a Cleric if the Cleric presents their holy symbol forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Cleric rolls 3d6 and consults Table 3-2: Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Cleric’s holy symbol will flee from Lawful Clerics for 3d6 rounds, or if the Cleric is Chaotic, they act as if under the effects of a Charm Person spell for the same duration. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-2: Banishing Undead lists an entry as “D” then the undead creatures automatically crumble to ash on the spot.

TABLE 3-2: BANISHING UNDEAD

Undead	Cleric Level									
	1	2	3	4	5	6	7	8	9	10
Hit Dice										
Up to 1	10	7	4	D	D	D	D	D	D	D
1+1 to 2	13	10	7	4	D	D	D	D	D	D
2+1 to 3	15	13	10	7	4	D	D	D	D	D
3+1 to 4	17	15	13	10	7	4	D	D	D	D
4+1 to 5	–	17	15	13	10	7	4	D	D	D
5+1 to 6	–	–	17	15	13	10	7	4	D	D
6+1 to 7	–	–	–	17	15	13	10	7	4	D
7+1 to 8	–	–	–	–	17	15	13	10	7	4
8+1 to 9	–	–	–	–	–	17	15	13	10	7
9+1 to 10	–	–	–	–	–	–	17	15	13	10
10+1 to 11	–	–	–	–	–	–	–	17	15	13
11+1 to 12	–	–	–	–	–	–	–	–	17	15
12+1 or higher	–	–	–	–	–	–	–	–	–	17

There is no limit to the number of times per day a Cleric may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Cleric is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Cleric, for the remainder of the encounter.

### OPTIONAL RULE: CONTROL UNDEAD

If the Referee permits, Clerics of Chaotic alignment may, instead of destroying any undead during an attempt to Banish Undead, may instead, take control of those undead creatures for a number of rounds equal to the Cleric's level.

### OPTIONAL RULE: BANISH DIVINE OR DEMONIC

At the Referee's discretion Lawful Clerics may use the Banish Undead ability to cause demons and devils to flee their presence. Opposite this, Chaotic Clerics may use the Banish Undead ability to cause angels and divine creatures to flee their presence. In either case, angelic or demonic beings whose hit dice show a "D" listing are not destroyed but banished back to their home plane of existence.

**Experience Point Bonus:** Clerics that have a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned. This in addition to the bonus received by all classes that have a high Wisdom if that optional rule is used (see page 18).

### OPTIONAL RULE: CLERIC ARCHETYPES

Referees wishing to allow players a bit more customization to their Cleric without expanding the available classes can allow the player to select one of the archetypes listed below. Only one archetype may be selected.

**Healer:** While Clerics are holy warriors by nature, there are some who are more dedicated to easing the suffering of others and tending the wounded. These healers may, once per day, touch a wounded individual and heal them for a number of hit points equal to twice the Cleric's current level. However, because they are not as focused on martial abilities, healers suffer a permanent -1 penalty to their Attack Bonus.

**Undead Slayer:** Many Clerics dedicate their lives to battling the undead. Undead slayers roll 3d6+2 when using their Banish Undead ability instead of just 3d6. However, their dedication to directly combating the undead forces them to neglect other studies, and these Clerics may not cast 5th level Cleric spells.

**War-Priest:** Some Clerics are dedicated to martial deities that require bloodshed. At character creation a Cleric may elect to forego their ability to ever cast 5th level Cleric spells for their entire adventuring career. Though their spell casting abilities are diminished, they are permitted to wield any melee or ranged weapon they choose.



FIGHTER

Fighters are combat veterans trained in all manner of arms and armor. The broad nature of their martial training means an ability to utilize a diverse arsenal means they are deadly in all forms of combat, whether ranged or melee, and are quite capable of carving a path through hordes of lesser foes. Men-at-arms, hired soldiers, and bloodthirsty sellswords are all examples of Fighters.



TABLE 3-3: FIGHTER ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+1	14
2	2000	2d6+1	+1	13
3	4000	3d6+1	+2	12
4	8000	4d6+1	+3	11
5	16000	5d6+1	+3	10
6	32000	6d6+1	+4	9
7	64000	7d6+1	+5	8
8	128000	8d6+1	+5	7
9	256000	9d6+1	+6	6
10	512000	10d6+1	+7	5

FIGHTER CLASS ABILITIES

**Weapon and Armor Restrictions:** Fighters have no restrictions when it comes to arms and armor. They can use any weapons, any armor, and any shields.

**OPTIONAL RULE: MARTIAL INSTRUCTOR**

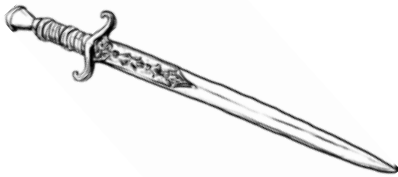
With Referee permission, a Fighter of 3rd level or higher can instruct other individuals in the use of weapons that would otherwise be prohibited by the student's class. This instruction takes three months of training, requiring at least two hours each day of instruction. At the end of this time, the Fighter rolls 2d6. If the number rolled is equal to or below the Fighter's level, then the student may now use that weapon without penalty regardless of preview weapon restrictions imposed by the student's class. A Fighter can instruct a number of students simultaneously equal to their level, but all these students must be receiving instruction in the same weapon. Students can never learn a total of more than three weapons that would otherwise be prohibited by their class via this ability. Each time a Fighter successfully instructs a student, they earn a number of Experience Points equal to 100 times their level. Thus a 3rd level Fighter who successfully instructs three students would earn 900 XP.

**Fell Lesser Foes:** Against foes with one hit die or less, Fighters get one attack per level each round, to a maximum of one extra attack per level each round. So, a 4th level Fighter facing three goblins can make four attacks in a single combat round, as long as at least three of those attacks are directed at the goblins.

### OPTIONAL RULE: MULTIPLE ATTACKS

At the Referee's discretion Fighters of 5th level or higher may make two attacks in a combat round, though these attacks must either both be melee attacks or both be ranged attacks, regardless of their foes' hit dice.

**Strength of Arms:** Fighters, unlike other classes, add their Strength modifier (if any) to all melee attack rolls.



### OPTIONAL RULE: WEAPON SPECIALIZATION

If the Referee permits it, Fighters may select one specific weapon type (i.e., battle axe, short sword, longbow, etc.) at character creation in which they are specialized. When fighting with this specific type of weapon they receive a +1 bonus on all attack rolls and damage rolls. This bonus increases to +2 to attack and damage rolls at 4th level.

**Saving Throw Bonus:** Fighters receive a +2 bonus on all saving throws made to resist the effects of poison and to resist magical or supernatural effects that result in instant death.

**Experience Point Bonus:** Fighters that have a Strength of 15 or higher receives a +5% bonus on all Experience Points earned.

### OPTIONAL RULE: FIGHTER ARCHETYPES

Referees wishing to allow players a bit more customization to their Fighter without expanding the available classes can allow the player to select one of the archetypes listed below. Only one archetype may be selected.

**Field Commander:** Instead of attacking during a combat round, the Fighter may issue field commands to a number of allies equal to their level. Those who can hear and understand these field commands receive a +1 bonus on all attack rolls for the remainder of the combat round. Field commanders are less focused on direct combat than other Fighters and do not add their Strength bonus to melee attack rolls.

**Sharpshooter:** Sharpshooters receive a +1 bonus to their attack rolls when he is wielding any ranged weapon to reflect their expert training in missile weapons. However, by focusing on ranged combat, they have neglected their abilities in melee combat and suffer a -1 penalty to all attack rolls when wielding melee weapons.

**Swordsman:** A Fighter may elect to permanently forego the use of plate armor and shields for their entire adventuring career in favor of a lighter and more agile fighting style. Fighters who give up the use of plate armor and shields are instead trained in two-weapon fighting and may wield a dagger or short sword in their off-hand in addition to whatever weapon they are wielding in their primary hand. Fighting in this fashion grants the Fighter an additional attack every combat round with their off-hand weapon.

# MAGIC-USER

Whether they are known as an arcanist, wizard, or sorcerer, the Magic-User is the unrivaled master of the arcane. Capable of bringing about arcane enchantments with a few gestures of his hand and whispered spidery words, the Magic-User harnesses power beyond the ken of most mortal beings. But the art of magic takes its toll, and Magic-Users are a frail lot. With no martial training they are capable of wielding but the most meager of weapons and can wear no mundane protection. But with time and patience, they can harness unimaginable power.



TABLE 3-4: MAGIC-USER ADVANCEMENT

Level	XP	HD	AB	ST	1st-Level Spells	2nd-Level Spells	3rd-Level Spells	4th-Level Spells	5th-Level Spells
1	0	1d6	+0	15	1	—	—	—	—
2	2500	1d6+1	+0	14	2	—	—	—	—
3	5000	2d6+1	+0	13	3	1	—	—	—
4	10000	2d6+2	+1	12	4	2	—	—	—
5	20000	3d6+2	+1	11	4	2	1	—	—
6	40000	3d6+3	+1	10	4	2	2	—	—
7	80000	4d6+3	+2	9	4	3	2	1	—
8	160000	4d6+4	+2	8	4	3	3	2	—
9	320000	5d6+4	+2	7	4	3	3	2	1
10	640000	5d6+5	+3	6	4	4	3	2	2

## MAGIC-USER CLASS ABILITIES

**Weapon and Armor Restrictions:** Magic-users are extremely limited in their level of martial training. They cannot wear armor or use shields. They typically avoid physical combat at all costs and may only wield daggers and quarterstaves when forced to fight.

### OPTIONAL RULE: LIMITED MARTIAL TRAINING

Some Referees may allow Magic-Users to make use of clubs and slings in combat in addition to daggers and quarterstaves to provide a bit more flexibility in both melee and ranged combat.



**Spellbook:** All Magic-Users begin play with a spellbook (see pg. 97) free of charge as part of their starting equipment. It contains one randomly determined 1st-level spell.

### OPTIONAL RULE: EXPANDED SPELLBOOK

At the Referee's discretion, a Magic-User's spellbook may contain more than one randomly determined 1st-level spell. Several methods of determine what exactly a Magic-User's spellbook contains are offered below.

**Apprentice's Education:** The Magic-User's spellbook contains Detect Magic, Read Magic, and one 1st-level spell selected by the Magic-User.

**Multiple Random Spells:** The Magic-User's spellbook contains three randomly determined 1st-level spells.

**The Basics:** The Magic-User's spellbook contains Detect Magic, Read Magic, and one randomly determined 1st-level spell.

### OPTIONAL RULE: ARCANE APTITUDE

At the Referee's discretion, a Magic-User may select a number of additional spells to add (or remove, as the case may be) to add to their spellbook equal to their Intelligence Modifier.

**Spell Scrolls:** If the Magic-User finds scrolls that have been inscribed with spells from the Magic-User Spell List during an adventure, they can copy them into their spell book or cast the spell

directly from the scroll. Casting directly from the scroll expends the scroll's magic and makes it impossible for the Magic-User to scribe it into his spell book later, but casting from a scroll does not expend a spell slot and no preparation is necessary.

### OPTIONAL RULE: SCRIBE SCROLLS

With Referee permission, a Magic-User may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Magic-User can prepare. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring.

**Spellcasting:** Unlike the Cleric, a Magic-User owns a book of spells, aptly known as a spellbook. A Magic-User's spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, each Magic-User's spellbook contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Magic-User mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell. A Magic-User can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Magic-User's mind and the spell takes effect. The Magic-User will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Magic-User's memory, as noted on Table 3-4: Magic-User Advancement. A Magic-User must spend 15 minutes each day preparing their spells regardless of the Magic-User's level.

### OPTIONAL RULE: ARCANES INSIGHT

At the Referee's discretion, a Magic-User can cast the *Detect Magic* spell at will by simply concentrating for a single round. If the Magic-User spends an hour or more examining a magic item they can identify the specific properties and abilities of a magic item. This process of identification must be done in a safe environment and cannot be done while adventuring.

**Saving Throw Bonus:** Magic-users receive a +2 bonus on saving throws made to resist the effects of spells. This includes those cast from wands and staves.

### OPTIONAL RULE: GIFTED SPELLCASTER

With Referee permission, the Magic-User's Intelligence modifier may function as an inverted modifier on any saving throws made to resist any spells that Magic-User casts. Thus, a Magic-User with a +1 modifier to their Intelligence would impose a -1 penalty on all saving throws made to resist the effects of their spells, while a Magic-User with an Intelligence modifier of -1 would grant a +1 bonus on all saving throws made to resist the effects of their spells.

**Experience Point Bonus:** Magic-users that have an Intelligence of 15 or higher receives a +5% bonus on all Experience Points earned.



### OPTIONAL RULE: MAGIC-USER ARCHETYPES

Referees wishing to allow players a bit more customization to their Magic-User without expanding the available classes can allow the player to select one of the archetypes listed below. Only one archetype may be selected.

**Illusionist:** Magic-users who focus their studies on chicanery and phantasms are called Illusionists. Whenever they cast a spell which is intended to charm, confuse or deceive a target, the potential victim of that spell suffers a -2 penalty to their saving throw to resist these effects – if any such save is allowed. However, the illusionist's focused studies render his other spells less effective, and any victim of his spells entitled to a saving throw made to resist spells which do not charm, confuse, or deceive receive a +1 bonus to their roll.

**Necromancer:** There are Magic-Users who focus their arcane studies on the undead. These necromancers may Banish Undead just like a Cleric of equal level. Undead who are banished in this fashion are brought to heel as minions and servants. However, because of their more focused studies, any spells which inflict damage that are cast by the necromancer inflict one-half of the damage rolled, before the target makes a saving throw if so, entitled to one. Those damage-inflicting spells that do permit a saving throw inflict one-quarter damage if the saving throw is successful. This halved or quartered damage is rounded down.

**Scholar:** All Magic-Users study the arcane, but scholars are masters of hidden knowledge and keen observers of secret things. They receive a +1 bonus on all attempts to search for concealed or secret doors and may decipher ciphers, unknown languages, and even unfamiliar magical writings by rolling 1 or 2 on 1d6. The scholar applies their Intelligence modifier to this roll. Because scholars take a more casual, academic view of the arcane arts, all saving throws made to resist their spells are made with a +2 bonus.

### OPTIONAL RULE: THE WIZARD'S PIPE

Some wizards take to crafting their own pipes and placing enchantments upon them to improve their studies. A Magic-User who smokes a wizard's pipe while memorizing their spells each day may, depending on the enchantment on the pipe, memorize one additional spell each day. Each individual wizard's pipe is designed to benefit with a specific spell level and may not be used to memorize any other spell level than the one it was crafted for. A Magic-User may not use more than one wizard's pipe per day.

With Referee permission, Magic-Users with an Intelligence of 15 or more who have reached 4th level or higher may craft a wizard's pipe. They cannot craft a pipe that would allow them to memorize a spell not already granted at their current level of experience. So, a 4th level Magic-User could not craft a wizard's pipe that would grant them an additional 3rd level spell each day as they are unable to cast 3rd level spells at that time. Due to the complex nature of the crafting and enchantment there is an increased chance of the crafting attempt resulting in a failure, thus wasting the components and time.

TABLE 3-5: CRAFTING A WIZARD'S PIPE

Level of Bonus Spell Granted	Crafting Cost	Chance of Crafting Failure
1st	1000 gp	1 on 1d6
2nd	2500 gp	1-2 on 1d6
3rd	5000 gp	1-3 on 1d6
4th	10,000 gp	1-4 on 1d6
5th	20,000 gp	1-5 on 1d6

## OPTIONAL CLASSES

Detailed below are several optional classes which may be selected by players for their character, but only with Referee permission. Players should not assume that any of the optional classes are available by default in their campaign.



### ACROBAT

Whether daredevils, thrill-seekers, or physical performers, the Acrobat can accomplish physical tasks that are unbelievable for other humans. Acrobats are agile, strong and have honed their bodies to accomplish amazing things. They can walk the width of a rope, tumbling from high buildings without injuring themselves and leaping distances that most would believe impossible.

TABLE 3-6: ACROBAT ADVANCEMENT

Level	XP	HD	AB	ST	Acrobatics
1	0	1d6	+0	14	1
2	1250	1d6+1	+0	13	1
3	2500	2d6+1	+0	12	2
4	5000	2d6+2	+1	11	2
5	10000	3d6+2	+1	10	3
6	20000	3d6+3	+2	9	3
7	40000	4d6+3	+2	8	4
8	80000	4d6+4	+3	7	4
9	160000	5d6+4	+4	6	5
10	320000	5d6+5	+5	5	5

ACROBAT CLASS ABILITIES

**Weapon and Armor Restrictions:** Acrobats are agile, traveling lightly. They prefer to avoid combat. They may use the club, dagger, quarterstaff, short bow, short sword, and sling and may wear leather armor. They do not use shields.

**Acrobatics:** Acrobats are capable of amazing physical feats. When using this ability they roll 1d6. If the roll is equal to or below their rating in Acrobatics, they are successful. This ability can be used to make a standing jump at a distance or height of five feet, plus their level or a running jump twice that distance. When using a ten-foot pole to assist in these jumps they add an additional ten feet to distance. This ability also allows them to walk along narrow ledges or tightropes when used successfully, as well as scale sheer surfaces without the aid of tools. Finally, a successful Acrobatics roll allows them to reduce damage from a fall of up to 50 feet to a mere 1d6 points of damage.

**OPTIONAL RULE: AGILE ACROBAT**

At the Referee’s discretion, an Acrobat may apply their Dexterity modifier to their Acrobatics. Thus a 3rd level Acrobat with a Dexterity of 15 would have an Acrobatics of 3 since their Dexterity modifier is +1. It is possible for a particularly clumsy Acrobat (i.e., one with a low Dexterity) to have an Acrobatics of 0 at low levels.

**OPTIONAL RULE: THIEF-ACROBAT**

With the Referee’s permission, Acrobats may also be skilled Thieves and may use their Acrobatics skill to accomplish any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden – these talents are reflected in the ability of Acrobatics. The Referee has the final say as to whether an action falls under the purview of the Acrobatics ability. Acrobats are not often aware of when

their attempts to remain stealthy fail, and the Acrobat always believes they are successful. When an Acrobat fails using this ability while free climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap.

**Blindfolded:** Beginning at 4th level, an Acrobat can make attacks without penalty while blinded and suffers no penalty to their Armor Class while blinded.

**Knife-Catcher:** Any time the Acrobat is attacked with a thrown ranged weapon, such as a dagger or hand axe, they can automatically catch the item before it strikes them. They can use this ability a number of times per combat round equal to their Acrobatics ability.

**OPTIONAL RULE: THROW IT BACK**

When an Acrobat successfully catches a thrown weapon using their Knife-Catcher ability, the Referee may permit them to immediately throw that weapon at a single target within range, but this ranged attack is made at a -2 penalty.

**Quick Reflexes:** Acrobats may add their Acrobatics ability to their Armor Class as bonus modifier any time they are not surprised. Thus, an Acrobat with an Acrobatics of 2 would add a +2 bonus to their Armor Class.

**Saving Throw Bonus:** Acrobats receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, magical or mundane.

**Experience Point Bonus:** Acrobats that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.



# ASSASSIN

Assassins are hired killers, plain and simple. Using stealth, skill, and subterfuge they employ violence to end the life of another being in return for payment. Though not as skilled in direct combat as more martial classes like the Fighter, they are experts in poison and capable of dealing blows which can slay their target instantly if the able to remain unnoticed.

TABLE 3-7: ASSASSIN ADVANCEMENT

Level	XP	HD	AB	ST	Stealth
1	0	1d6	+0	14	2
2	1500	1d6+1	+0	13	2
3	3000	2d6+1	+1	12	2
4	6000	2d6+2	+2	11	3
5	12000	3d6+2	+3	10	3
6	24000	3d6+3	+3	9	3
7	48000	4d6+3	+4	8	4
8	96000	4d6+4	+5	7	4
9	192000	5d6+4	+6	6	4
10	384000	5d6+5	+6	5	5

## ASSASSIN CLASS ABILITIES

**Alignment Restrictions:** By their very nature, Assassins care nothing for the laws of society. Assassins must be Neutral or Chaotic in alignment.

**Weapon and Armor Restrictions:** Assassins are experts in the art of death and thus may use all weapons. Because their profession requires stealth and subtlety, Assassins can only wear leather armor. They can, however, use shields.

**Ambush:** Assassins receive a +2 bonus on all attack rolls made against targets who are unaware of their presence.

**Assassinate:** If the Assassin can make a melee attack against a target that is unaware of their presence and that target's hit dice are lower than the Assassin's level, the Assassin may declare they are attempting to assassinate that individual. If the melee attack is successful, the target must make a saving throw or immediately drop dead. This ability can only be used on living creatures and is ineffective against constructs, undead, and extra-planar beings, for example. In addition, a target's innate immunities must also be considered. So, for example, an Assassin must use a silver weapon to assassinate a werewolf.

### OPTIONAL RULE: THE LONG REACH OF DEATH

With Referee permission, an Assassin may use their Assassinate ability with a ranged weapon, provided they are no more than ten feet per level from their target. Thus a 2nd-level Assassin must be within 20 feet of their target to use their Assassinate ability if this optional rule is used.

**Poisoner:** Assassins possess a keen knowledge of poisons, particularly in their identification and application. If an Assassin spends one minute studying a substance (such as a liquid, powder, or cream) they can identify whether it is a poison. In addition, Assassins can identify the presence of poison in things such as food, drink, or even traps, with a 1 to 4 on 1d6 chance of success. This chance of success is modified by an Assassin's Intelligence modifier. Finally, an Assassin never risks accidentally poisoning themselves when applying poison to a weapon.

### OPTIONAL RULE: POISONCRAFT

Referees may allow Assassins of 4th level and higher to craft poison which can be applied to bladed weapons such as arrowheads, daggers, and swords. It takes 100 gold pieces in materials and eight hours of uninterrupted work to create one dose of poison. This poison remains effective for a number of days equal to the Assassin's level until it is applied to a weapon's surface. Once applied, if not used within one full combat round, the poison is wasted. Any creature that can be injured by poison that is injured by such a weapon must make a saving throw or die within 1d6 rounds of suffering this injury. Alternatively, the Assassin can dilute the poison in a small amount of food or water - no more than a single meal of food or gallon of water.

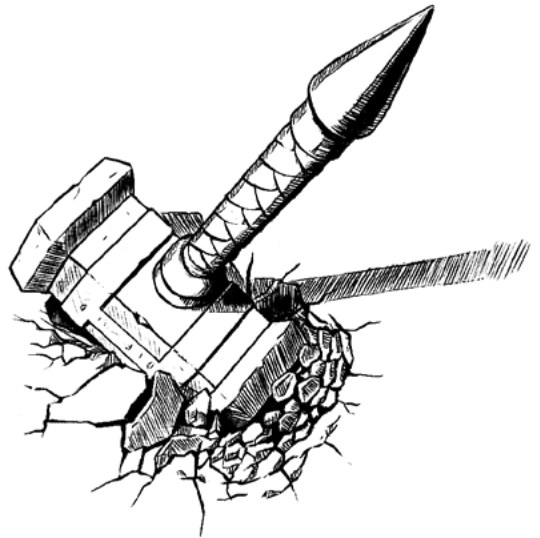
**Stealth:** Assassins must remain unseen and unnoticed if the wish to accomplish their dark deeds. Their ability to remain unseen and unheard is reflected in the Stealth ability. Stealth can be used to remain all but invisible if there is some minimal means of concealment like hiding in shadows, slinging behind curtains, or even fading into a crowd. It also allows an Assassin to remain perfectly silent, even when moving — though it is simply impossible to run and remain silent. Note that this is not a magical effect. The Assassin simply has a truly exceptional ability to remain unheard and unseen that seems near-magical in nature. Finally, the Assassin can use their Stealth ability to perform acts of sleight of hand, such as slipping poison into a goblet or picking a victim's pocket. When the Assassin attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Stealth ability, then the Assassin is successful in their attempt. Assassins are not often aware of when their attempts to remain unseen and unheard fail, and the Assassin always believes they are successful.

### OPTIONAL ABILITY: DELICATE COORDINATION

At the Referee's discretion, an Assassin may apply their Dexterity modifier to their Stealth. Thus a 3rd level Assassin with a Dexterity of 15 would have a Stealth of 3 since their Dexterity modifier is +1. It is possible for a particularly clumsy Assassin (i.e., one with a low Dexterity) to have a Stealth of 1 at low levels.

**Saving Throw Bonus:** Assassins receive a +2 bonus to any saving throw made to resist the effects of poison.

**Experience Point Bonus:** Assassins that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.



## BARBARIAN

Barbarians are savage warriors who have not been softened by the civilized world. They are fearsome combatants with a particular distrust of magic and those who wield it. They know no fear in battle, cleaving enemies in two with their swords and axes, leaving woe and carnage in their wake.

TABLE 3-8: BARBARIAN ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+1	15
2	2500	2d6+2	+1	14
3	5000	3d6+3	+2	13
4	10000	4d6+4	+3	12
5	20000	5d6+5	+3	11
6	40000	6d6+6	+4	10
7	80000	7d6+7	+5	9
8	160000	8d6+8	+6	8
9	320000	9d6+9	+6	7
10	640000	10d6+10	+7	6

BARBARIAN CLASS ABILITIES

**Alignment Restrictions:** Barbarians are untamed, unpredictable, and have little concern with the structures of the civilized world. They must be Neutral or Chaotic in alignment.

**Weapon and Armor Restrictions:** Barbarians can use any melee weapon they choose, often favoring large two-handed weapons. They view most ranged weapons as tools of cowards and will only use daggers, hand axes, warhammers and other ranged weapons which can be thrown before charging into battle. Barbarians can wear leather and chainmail armor and use shields.

OPTIONAL RULE: OPENING VOLLEY

At the Referee’s discretion, Barbarians may be further restricted in their use of ranged weapons, being only allowed to use a thrown weapon once per combat and only before making their first melee attack during a combat encounter.

**Sharpened Senses:** Barbarians have exceptional eyesight and can spot pits or snares (often used to catch animals in the wild), and secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them.

If the Barbarian is actively searching for any of these things this chance increases to 1-4 on 1d6. This chance of success is modified by a Barbarian’s Intelligence modifier.

**Savage Blows:** Barbarians receive +2 to all damage rolls made in melee combat.

OPTIONAL RULE: SET SIMPLE TRAPS

When in a wilderness environment a Barbarian can spend 1d6 hours scavenging for resources and then using them to set a simple snare or pit trap. Snare traps can entrap a foe no larger than a horse for 2d6 hours when set off, unless the victim makes a successful saving throw. Pit traps are ten feet deep and inflict 1d6 points of damage if unspiked, or 2d6 damage if the Barbarian layers the bottom of the pit with spikes. This damage is reduced by one-half if the victim makes a successful saving throw. The ability can only be used outdoors and in wilderness environments.

**Swift Runner:** Barbarians increase their Movement by 3, regardless of their heritage or the amount of weight they are carrying.

**Wilderness Survival:** Barbarians are adept at surviving in the wild places of the world and are always able to find food and water to sustain themselves when in the wilderness. If they spend 1d6 hours each day actively scavenging they can



recover enough additional food, water, and shelter to keep a number of additional people alive equal to their level. Thus a 3rd level Barbarian could spend 1d6 hours scavenging to provide such resources to three people in addition to themselves.

**Saving Throw Bonus:** Barbarians receive a +2 bonus to all saving throws made to resist spells and magical effects.

**OPTIONAL RULE: DEFILER OF MAGIC**

Barbarians have a natural distrust or even hatred of magic items. At the Referee’s discretion, whenever a Barbarian encounters a magic item while adventuring, they have a natural urge to destroy it and must make a saving throw to resist this urge. Fortunately, if the Barbarian is using this optional rule any weapon they wield is magical for purposes of striking creatures immune to non-magical weapons. They must still use silver weapons to injure lycanthropes.

**Experience Point Bonus:** Barbarians that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.



**BARD**

Traveling minstrels and wandering storytellers, Bards learn a great many things on their journeys. They live on the road, moving from town to town where they sing for both their supper and the delight of peasants and kings alike. They easily accept the call for adventure and will often gladly join a party of adventurers in hopes of witnessing tales of glory firsthand.

TABLE 3-9: BARD ADVANCEMENT

Level	XP	HD	AB	ST	Lore	Spells		
						1st-Level	2nd-Level	3rd-Level
1	0	1d6	+0	15	1	-	-	-
2	1250	1d6+1	+0	14	1	1	-	-
3	2500	2d6+1	+0	13	2	2	-	-
4	5000	2d6+2	+1	12	2	2	1	-
5	10000	3d6+2	+1	11	3	2	2	-
6	20000	3d6+3	+2	10	3	2	2	1
7	40000	4d6+3	+2	9	4	2	2	2
8	80000	4d6+4	+3	8	4	3	2	2
9	160000	5d6+4	+4	7	5	3	3	2
10	320000	5d6+5	+5	6	5	3	3	3

BARD CLASS ABILITIES

**Weapon and Armor Restrictions:** Bards have a diverse selection of weapons available to them but are not overly martial by nature. they may wield any one-handed melee weapon, any ranged weapon, and the quarterstaff. They can wear both leather armor and chain mail, as well as use shields.

**Inspiring Performer:** A Bard can inspire their allies in battle instead of casting a spell or attacking during a combat round by performing a rousing song, reciting epic poetry, or simply providing words of encouragement to their allies. The Bard must be able to speak, and in most cases makes use of a musical instrument to use this ability. While using this ability, all the Bard’s allies that are able to hear them receive a +1 bonus to all attack rolls and saving throws. This bonus remains in effect for as long as the Bard is performing. If the Bard suffers damage or is incapacitated, this ends the effect immediately.

**OPTIONAL RULE: VERSATILE PERFORMER**

Described below are a few options the Referee may wish to implement to expand the Bard’s Inspiring Performer ability.

**Counter-Charm:** The Inspiring Performer ability counters the effects of any charm spells cast or abilities that mimic spells similar *Charm Person* or *Charm Monster* while the Bard is actively using this ability.

**Improve Morale:** Bards may use their Inspiring Performer ability to also add to the Loyalty rating of any followers currently in their service while using this ability.

**Naturally Inspiring:** Bards may add their Charisma modifier to the bonus provided by the normal use of Inspiring Performer. This means a Bard with a Charisma of 15 or higher would provide a bonus of +2 to all attack rolls and saving throws while using this ability since the ability itself provides a +1 bonus and the Bard’s Charisma modifier is +1.

**Lore:** Whenever a Bard encounters a magical item, they may examine it to discern its history. The Referee rolls 1d6 and if the roll is equal to or below the Bard’s rating in their Lore ability, the Bard can recall some information regarding the item’s history or use. This may or may not reveal specific magical properties of that item, at the Referee’s discretion. This chance of success is modified by a Bard’s Intelligence modifier.

**OPTIONAL RULE: EXPANDED LORE OPTIONS**

Described below are a few options the Referee may wish to implement to expand the Bard’s Lore ability.

**Decipher Languages:** At the Referee’s discretion, the Bard may use their Lore ability to translate and decipher written text, including magical text and ciphered text.

**Research:** If a Bard is using their Lore ability in an area where they can access proper research material, such as a library with extensive books of history or material related to the subject matter then the Bard may receive a +1 bonus to the rating of their Lore ability.

**Shrouded by Myth and Legend:** At the Referee’s discretion, they may roll the Bard’s Lore ability in secret, providing them false information they believe to be true on a failed use of the ability.

**Touch Not the Cursed Thing:** If a Bard successfully uses their Lore ability while investigating a cursed item, they can identify it as cursed without suffering the effects of that curse.

**Spellcasting:** Bards of 2nd level or higher can cast spells in a fashion identical to that of a Magic-User as detailed on page 44. Bards, however, do not begin play with a spellbook and must purchase a spellbook and find spell scrolls to inscribe in this book to cast spells. Reading from this book, the Bard mystically imprints the ability to activate a

specific spell's effect in their mind. This is known as preparing a spell. A Bard can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Bard's mind and the spell takes effect. The Bard will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Bard's memory, as noted on Table 3-11: Bard Advancement. A Bard must spend 15 minutes each day preparing their spells regardless of the Bard's level.

### OPTIONAL RULE: BARDIC SCRIBE SCROLLS

With Referee permission, a Bard may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Bard can prepare. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring. Once these requirements have been met then the Bard must make a successful Lore check (see above) to successfully scribe the spell scroll. If the Lore check fails, the expended gold is lost and the attempt to scribe scrolls fails.

**Sleight of Hand:** Bards are skilled at sleight of hand and prestidigitation, which they often make use of during performances. However, these talents can also be utilized to pick pockets and palm objects. Whenever a Bard attempts an act of sleight of hand, they have a 1-2 on 1d6 chance of success. This chance of success is modified by a Bard's Dexterity modifier.

**Saving Throw Bonus:** Bards receive a +2 bonus on all saving throws made to resist spells and magical effects, including those from magical items.

### OPTIONAL RULE: SPELLSINGER

At the Referee's discretion any time a Bard casts *Charm Person*, *Charm Monster*, or *Confusion* (whether they prepared and cast the spells as part of their spellcasting ability or through the use of a magic item or scroll) the target of those spells suffers a -2 penalty on any saving throws made to resist these effects.

**Experience Point Bonus:** Bards that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.



### CAVALIER

Cavaliers are knights in shining armor. Astride great chargers with their banners caught high in the morning breeze, they are the incarnation of chivalry in the world. They are experts in mounted and personal combat, usually serving a liege lord and seeking to bring justice and valor to the world.

TABLE 3-10: CAVALIER ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+1	15
2	2500	2d6+1	+1	14
3	5000	3d6+1	+2	13
4	10000	4d6+1	+3	12
5	20000	5d6+1	+3	11
6	40000	6d6+1	+4	10
7	80000	7d6+1	+5	9
8	160000	8d6+1	+5	8
9	320000	9d6+1	+6	7
10	640000	10d6+1	+7	6

CAVALIER CLASS ABILITIES

**Weapon and Armor Restrictions:** Cavaliers are trained in all forms of weapons and armor, including shields. They have no restriction in what weapons they may wield in combat, though they do not extensively use ranged weapons except when competing in archery tournaments, preferring the honor found in melee combat.

**Fealty:** A Cavalier must swear fealty to a noble lord who holds a castle and large tract of land. The Cavalier is expected to follow the command of his liege lord and if they break this vow of service, they cannot make use of the Hospitality ability. In return for this oath of fealty the Cavalier will always receive a place at their lord’s court. In addition, the Cavalier begins play with chain mail armor, dagger, a horse (with bit, bridle, and saddle), a mace, a long sword, and a shield free of charge as a gift from their liege lord. In addition, if the Cavalier retains the services of any hirelings from lands under the stewardship of their liege lord, those hirelings increase their Loyalty rating by +2.

**Hospitality:** When a Cavalier travels to the realm of another lord and announces themselves it is expected that they will be granted hospitality. This includes a place to rest in the local lord’s hall or castle, as well as attending meals and feasts.

They can also expect that their horse will be attended and that basic accommodations will be provided to those in the Cavalier’s retinue.

OPTIONAL RULE: RALLYING CRY

If the Referee allows, then a Cavalier may make a great rallying cry instead of attacking during a combat round. Any allies able to hear the Cavalier’s voice and understand the words spoken receive a +1 bonus on all attack rolls and saving throws made to resist fear-based effects and spells for a number of rounds equal to the Cavalier’s level.

**Retinue:** Beginning at 4th level, the Cavalier attracts the service of a 1st-level Fighter to serve as their squire. The squire will tend to the Cavalier’s steed, weapons, and armor, as well as prepare their meals. Upon reaching 8th level, the Cavalier will draw the service of a 1st-level Bard who will function as their tournament herald to announce them at such events and generally spread their legendary deeds to anyone who will listen.

OPTIONAL RULE: RAISE THE BANNER

With Referee permission, a Cavalier of 6th level or higher can create a coat of arms they display on a large banner that is typically displayed upon a pole bound to the Cavalier’s mount. As long as this banner is visible, the Cavalier and their allies able to see it receive a +2 bonus on all saving throws against spells and mind-affecting abilities. Any hirelings whose services are retained by the Cavalier or the Cavalier’s allies who can see the banner also increase their Loyalty rating by +2.

**Tournament Champion:** Cavaliers are experts in all forms of tournament combat. They receive a +1 bonus on all attack rolls when wielding a

mace, long sword, or lance. When fighting with a lance from horseback, they receive +2 to damage rolls.

**Saving Throw Bonus:** Cavaliers receive a +2 bonus to all saving throws made to resist fear.

**Experience Point Bonus:** Cavaliers that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.

DRUID

While Clerics serve gods and draw power from their faith, Druids serve the very essence of nature itself. They are as much of the earth as they are upon it. By communing with the natural world, they are able to draw power from its agelessness and weave powerful magic. This, combined with their knowledge of the wilderness, gives them a unique skill set.

TABLE 3-11: DRUID ADVANCEMENT

Level	XP	HD	AB	ST	Forestry	Spells				
						1st-Level	2nd-Level	3rd-Level	4th-Level	5th-Level
1	0	1d6	+0	15	2	-	-	-	-	-
2	1500	2d6	+0	14	2	1	-	-	-	-
3	3000	3d6	+0	13	2	2	-	-	-	-
4	6000	3d6+1	+1	12	3	2	1	-	-	-
5	12000	4d6+1	+1	11	3	2	2	1	-	-
6	24000	5d6+1	+2	10	3	2	2	1	1	-
7	48000	6d6+1	+2	9	4	2	2	2	1	1
8	96000	6d6+2	+3	8	4	2	2	2	2	2
9	192000	7d6+2	+4	7	4	3	3	3	2	2
10	384000	8d6+2	+5	6	5	3	3	3	3	3

DRUID CLASS ABILITIES

**Alignment Restrictions:** All Druids strive for balance with the natural world that they both serve and from which they draw their power. They must be Neutral in alignment.

**Weapon and Armor Restrictions:** Druids are not combative by nature and limit themselves to simple weapons made primarily of natural substances. They may only wield the following weapons: club, dagger, hand axe, sling, spear, and staff. They may wear leather armor only but may use shields that are made solely of wood.

**Spellcasting:** Druids cast divine spells from the Cleric Spell List. Each day, the Druid must med-

itate in a natural location (such as a forest grove or natural cave) for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-11: Druid Advancement. A Druid cannot pray to gain spells in this fashion more than once per day. Druids typically pray at sunrise or sunset.

OPTIONAL RULE: DRUID SPELL LIST

With Referee permission, Druids may cast spells from the Druid Spell List on page 143 instead of the standard Cleric Spell List.

### OPTIONAL RULE: WISDOM MODIFIER FOR SPELLCASTING

With Referee permission, Druids may add their Wisdom modifier to the number of 1st level Cleric (or Druid) spells each time they pray for spells. This means that a Druid with a +1 Wisdom modifier could pray for one 1st level at 1st-level, while a Druid with a -1 Wisdom modifier would be unable to cast 1st-level spells until they reached 3rd level.

**Forestry:** Druids are most at home in the wilderness, among the flora and fauna of the world. Their Forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, Forestry may also be used to remain both unseen and silent. Finally, when a Druid encounters a natural wild beast, they may utilize this ability in an attempt to soothe and calm such an animal. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Druid's Forestry ability, they have succeeded. This chance of success is modified by a Druid's Wisdom modifier.

### OPTIONAL RULE: ANIMAL COMPANION

A Druid can retain the service of a single animal companion whose hit dice are equal to or less than the Druid's level. The Druid has an empathic relationship with this animal and can sense its emotional state. The animal will follow the Druid's verbal commands to the best of its ability based on its intellect. Drawing the services of such an animal requires the Druid to meditate for 1d6 hours in a wilderness environment where the desired animal is native before the animal emerges to join the Druid. If the animal is slain the Druid cannot draw a new animal into its service until they gain a level of experience. These animals are always natural beasts like bears, birds, or wolves and cannot be magical creatures.

**Saving Throw Bonus:** Druids receive a +2 bonus to all saving throws made to resist damage from cold, fire and poisons.

### OPTIONAL RULE: FEY-MINDED

Because of their strong ties to nature, and by extension the fey that dwell there, Druids are immune to any mind-affecting spells or magical abilities employed by such creatures. In addition, Druids receive a +2 bonus to all reaction checks the first time they encounter a fey or fairy creature.

**Experience Point Bonus:** Druids that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.

### OPTIONAL RULE: TONGUES OF THE NATURAL WORLD

With the Referee's permission, all Druids automatically speak a shared language known simply as Druidic. It is never taught to outsiders and is used by Druids to communicate privately on matters that concern only them. Druids are also able to speak sylvan, the language of the fey and fairies.



# ERRANT FOOL

The Errant Fool is a learned scholar of courtly romance and chivalric tales that has become so ardently enthusiastic about the subject matter as to be driven slightly mad. Believing themselves to actually be such a knight in shining armor they have taken what meager possessions they own, claimed a grandiose name and title, and set forth to right the injustices of the world — even if such things only exist in their own addled psyche.

TABLE 3-12: ERRANT FOOL ADVANCEMENT

Level	XP	HD	AB	ST	Etiquette
1	0	1d6	+0	12	1
2	1250	1d6+1	+1	11	1
3	2500	2d6+1	+1	10	1
4	5000	2d6+2	+2	9	2
5	10000	3d6+2	+2	8	2
6	20000	3d6+3	+3	7	2
7	40000	4d6+3	+3	6	3
8	80000	4d6+4	+4	5	3
9	160000	5d6+4	+4	4	3
10	320000	5d6+5	+5	3	4

## ERRANT FOOL CLASS ABILITIES

**Alignment Restrictions:** Whether they are obsessively dedicated to the edicts of chivalry or have woven a phantasm in their own minds as to the nature of reality, Errant Fools are enthusiastic one and all. They must be either Lawful or Chaotic in alignment.

**Weapon and Armor Restrictions:** Errant Fools have no restrictions regarding what weapons they may wield in combat. However, they only gain protection from wearing leather or chain mail armor. Unfortunately, many Errant Fools insist on wearing plate mail, which they are not trained to wear properly. As such, an Errant Fool *can* wear plate mail, but it only provides protection as if they were wearing chain mail armor. Errant Fools can use shields.

**Etiquette:** The Errant Fool’s obsessive study of chivalry and courtly tales has garnered them extensive knowledge of all things related to nobility and etiquette, much to the surprise of their companions. Errant Fools can use the Etiquette ability to successfully navigate the nuances and complexities of courtly social life, recall the noble bloodlines throughout history, and even successfully navigate the knightly tournaments, royal balls, and audiences with nobles. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Errant Fool’s Etiquette ability, he has succeeded. Failure results in the Errant Fool committing some social *faux pas*.

**OPTIONAL RULE: CONFUSING MYTH AND HISTORY**

If an Errant Fool fails an Etiquette roll when attempting to recall history and lore tied to noble and knightly deeds, the Referee has the option to inform the Errant Fool of some great and outlandish tale that the Errant Fool believes to be absolutely and completely true.



**Foolhardy Inspiration:** Whenever an Errant Fool is engaged in melee combat against an opponent whose hit dice exceed the Errant Fool's level, all of the Errant Fool's allies within 60 feet receive a +1 bonus to all saving throws.

**OPTIONAL RULE: CHEAT DEATH**

With permission from the Referee, once per session of play when an Errant Fool would be reduced to zero hit points, they are instead reduced to a single hit point.

**OPTIONAL RULE: KNIGHTLY RAIMENT**

If the Referee allows it, an Errant Fool begins play with a spear, chain mail armor, a short sword, a shield, and a mule. If these items are accepted, the Errant Fool begins play with a meager 1d6 gold pieces.

**Experience Point Bonus:** Errant Fools that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.

**Idiot's Luck:** Once per day the Errant Fool can re-roll any failed attack roll, saving throw or Etiquette ability attempt.

**Simple Squire:** Upon reaching 4th level the Errant Fool will attract the service of a peasant or simple farmer who will serve as their "squire," but their service will likely be subpar, and this new ally will be little more than a roustabout or laborer.

FRIAR

Friars are wandering holy men and women of peace who travel from town to town ministering to the downtrodden and offering aid to the poor. Their humble piety and devotion to a deity of peace and compassion grants them remarkable strength of spirit that is often anathema to servants of evil, undead monsters, and demonic entities. They forego the use of arms and armor, dressing in simple brown robes and are rarely armed with more than a walking stick.

TABLE 3-13: FRIAR ADVANCEMENT

Spells									
Level	XP	HD	AB	ST	1st-Level	2nd-Level	3rd-Level	4th-Level	5th-Level
1	0	1d6	+0	14	1	-	-	-	-
2	1500	1d6+1	+0	13	2	-	-	-	-
3	3000	2d6+1	+0	12	2	1	-	-	-
4	6000	2d6+2	+1	11	2	2	1	-	-
5	12000	3d6+2	+1	10	2	2	1	1	-
6	24000	3d6+3	+2	9	2	2	2	1	1
7	48000	4d6+3	+2	8	2	2	2	2	2
8	96000	4d6+4	+3	7	3	3	3	2	2
9	192000	5d6+4	+4	6	3	3	3	3	3
10	384000	5d6+5	+5	5	4	4	4	4	4



## FRIAR CLASS ABILITIES

**Alignment Restrictions:** Because of their dedication to aiding the downtrodden and fostering peace among the often-forgotten communities of the realm, Friars must be of Lawful alignment.

**Weapon and Armor Restrictions:** Friars value peace and avoid violence whenever possible. As such they can only use clubs, daggers, quarterstaves, and slings in combat. They cannot wear armor and do not make use of shields.

**Spell Casting:** Friars cast divine spells from the Cleric Spell List. Each day, the Friars must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-13: Friar Advancement. Friars of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Friar uses the Cleric Spell List found on page 141. Most Friars pray at dawn.

### OPTIONAL RULE: WISDOM MODIFIER FOR SPELLCASTING

With Referee permission, Friars may add their Wisdom modifier to the number of 1st level Cleric spells each time they pray for spells. This means that a Friar with a +1 Wisdom modifier could pray for a total of two 1st level at 1st-level, while a Friar with a -1 Wisdom modifier would be unable to cast 1st-level spells until they reached 2nd level.

**Saving Throw Bonus:** Friars receive a +2 bonus on saving throws to resist the mind-influence and fear-based magical effects.

**Be At Peace:** Friars seek to alleviate the suffering of both the living and the dead. As an action a Friar may strongly present their holy symbol to one or more undead creatures within 120 feet. If those undead creatures fail a saving throw, they are instantly destroyed, crumbling to a pile of ash. The total Hit Dice of undead creatures affected by this ability cannot exceed the Friar's level. Thus a 1st level Friar can affect one undead creature of 1 HD or less. A 3rd level Friar could use this ability to affect one 3 HD undead creature, or one 2 HD undead creature and one 1 HD undead creature, or three 1 HD undead creatures. Undead creatures with less than 1 HD are considered to have one hit die for purposes of this ability and any undead creature with additional hit points listed after its HD is considered to be one hit die higher. Thus, an undead creature with a hit die listing of 3+1 would be considered a 4 HD creature for purposes of this ability. Friars can use this ability three times per day.

**Healing Touch:** Once per day a Friar can touch another living being and heal them for a number of hit points equal to the Friar's level. The Friar can use this ability on themselves. Instead of restoring hit points with this touch, a Friar can opt to cure someone who is afflicted with poison or a mundane, non-magical disease.

**OPTIONAL RULE: POVERTY AND TITHING**

At the Referee’s discretion, a Friar is required to donate 90% of the wealth they recover while adventuring to a charity or church of Lawful alignment. In addition, the Friar is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than three magical weapons and ten other miscellaneous magical items, though the exact details of this restriction are defined by the Referee.



**JESTER**

Call them fools, call them pranksters, call them buffoons – the Jester is most often found in the courts of kings to serve as entertainment. But their unique skill set can be put to unexpected use and more than one Jester has found themselves in an adventuring party after making a particularly sharp jape at a noble who will suffer no fools in their presence.

**TABLE 3-14: JESTER ADVANCEMENT**

Level	XP	HD	AB	ST	Foolery	1st-Level Spells	2nd-Level Spells	3rd-Level Spells
1	0	1d6	+0	15	1	-	-	-
2	1500	1d6+1	+1	14	1	1	-	-
3	3000	2d6+1	+1	13	2	2	-	-
4	6000	2d6+2	+2	12	2	2	1	-
5	12000	3d6+2	+2	11	3	2	2	-
6	24000	3d6+3	+3	10	3	2	2	1
7	48000	4d6+3	+3	9	4	2	2	2
8	96000	4d6+4	+4	8	4	3	2	2
9	192000	5d6+4	+4	7	5	3	3	2
10	384000	5d6+5	+5	6	5	3	3	3

## JESTER CLASS ABILITIES

**Weapon and Armor Restrictions:** Jesters have little formal training in the arts of warfare and prefer to avoid combat whenever possible. They only know the use of clubs, daggers, light crossbows, slings, and short swords when forced into battle. They prefer to remain mobile and may only wear leather armor but are permitted the use of shields.

**Foolery:** Jesters are trained physical performers. They may use their Foolery ability to perform acts of sleight of hand (such as palming a small object and picking pockets), climbing sheer surfaces without tools, tumbling, squeeze or tumble through tight places and awkward terrain, and even catching or juggling objects which are thrown at them (like daggers or hand axes). When using Foolery to catch weapons which have been thrown at them, they may catch a number of objects in a single combat round equal to their Foolery rating. To use this ability, the Jester rolls 1d6 and if the result is equal to or lower than their Foolery rating, they are successful. This chance of success is modified by a Jester's Dexterity modifier.

### OPTIONAL RULE: UNDERESTIMATED

With the Referee's permission, a Jester can use their Foolery during any combat where they have not already successfully made an attack or inflicted damage on an enemy to appear inept and unthreatening. If their Foolery ability is successfully used in this fashion, then opponents capable of being influenced by mind-affecting abilities will not attack the Jester until the Jester reveals themselves to be an obvious threat.

**Lucky:** Jesters have uncanny luck. They are only surprised on a 1 on 1d6 when rolling for surprise at the beginning of combat and receive a +2 bonus to their Armor Class at all times — even when unaware of the attack.

**Spellcasting:** Jesters of 2nd level or higher can cast spells in a fashion identical to that of a Magic-User as detailed on pages 141-142. Jesters, however, do not begin play with a spellbook and must purchase a spellbook and find spell scrolls to inscribe in this book in order to cast spells. Reading from this book, the Jester mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell. A Jester can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Jester's mind and the spell takes effect. The Jester will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Jester's memory, as noted on Table 3-14: Jester Advancement. A Jester must spend 15 minutes each day preparing their spells regardless of the Jester's level.

### OPTIONAL RULE: I FOREGOT I KNEW THAT

If the Referee permits it, then once per day a Jester of 2nd level or higher may recall a spell they have accidentally forgotten they know. Effectively, they may cast one spell scribed in their spellbook that they did not prepare without expending a prepared spell, though this must be a spell they could otherwise cast based on the limits of their level.

**Taunt:** A Jester can taunt their opponents. When a Jester uses this ability, all enemies within 60' of the Jester who can understand what they are saying become so infuriated that they suffer a -2 penalty on all attack rolls for the remainder of combat unless they make a successful saving throw. If the Jester is slain during that combat, this effect ends.

**OPTIONAL RULE: OBSCENE GESTURE**

If the Referee permits it, then the Jester may use their Taunt ability against enemies that do not share a language with the Jester. Instead, the Jester makes a few universally recognized hand and body gestures that are known to be highly offensive. Enemies that are Taunted in this fashion receive a +2 bonus to their saving throw to resist the Taunt effect.

**Saving Throw Bonus:** Jesters receive a +2 bonus on all saving throws made to resist mind-affecting spells like *Charm Person* or *Confusion* and to avoid any traps they encounter.

**Experience Point Bonus:** Jesters that have a Charisma of 15 or higher receives a +5% bonus on all Experience Points earned.

**METAPHYSICIAN**

A Metaphysician is an explorer of the supernatural sciences. They study legends, folklore, theology, and thaumaturgy in hopes of gaining deep insight into the nature of evil so that they might combat it and bring that which is dark and sinister to its end. Metaphysicians are looked down upon as crackpots and madmen by most, for they study both the divine and the blasphemous, the necromantic and the arcane – all with equal fervor. Knowledge is their greatest weapon.

TABLE 3-15: METAPHYSICIAN ADVANCEMENT

Level	XP	HD	AB	ST	Metaphysics	Spells				
						1st Lvl	2nd Lvl	3rd Lvl	4th Lvl	5th Lvl
1	0	1d6	+0	15	2	-	-	-	-	-
2	2500	1d6+1	+0	14	2	1	-	-	-	-
3	5000	2d6+1	+0	13	2	2	-	-	-	-
4	10000	2d6+2	+0	12	3	3	1	-	-	-
5	20000	3d6+2	+1	11	3	4	2	-	-	-
6	40000	3d6+3	+1	10	3	4	2	1	-	-
7	80000	4d6+3	+2	9	4	4	2	2	-	-
8	160000	4d6+4	+2	8	4	4	3	2	1	-
9	320000	5d6+4	+3	7	4	4	3	3	2	-
10	640000	5d6+5	+3	6	5	4	3	3	2	1

**METAPHYSICIAN CLASS ABILITIES**

**Alignment Restrictions:** Because of the disciplined nature of their studies and the extreme discipline required to hone their abilities, Metaphysicians must be Lawful or Neutral in alignment.

**Weapon and Armor Restrictions:** Metaphysicians have only minimal weapons training. They may wield clubs, daggers, and quarterstaves in

combat. They do not wear armor and cannot use shields.

**Metaphysics:** Metaphysicians have studied folklore, forgotten history and all manner of dark texts and from these words they have gleaned keen insights. This ability, known as Metaphysics, may be used to achieve several different effects. Whenever the Metaphysician wishes to use their Metaphysics ability the Referee rolls 1d6. If the

number rolled is equal to or under the number indicated on the Metaphysician Advancement Table, then the attempt is successful. The Metaphysician is then able to recall the lore and history surrounding creatures and objects associated with the undead, the infernal, curses, and other forms of forbidden knowledge. This includes identifying the history of certain magical items and the characteristics of some monsters such as vampires and demons. In addition, Metaphysics also allows the Metaphysician to notice when an individual is under the influence of mind-affecting magic or suffering from a curse. This chance of success is modified by a Metaphysician's Intelligence modifier.

**ACADEMIA, LORE, AND METAPHYSICS**

Though similar to the Bard's Lore ability or a Tomb Robber's Academia ability, Metaphysics is more focused on the study of evil and the occult rather than a general education of legends and storytelling. The Referee is the final arbiter of what information falls under the purview of the Metaphysics ability.

**OPTIONAL RULE: EXPANDED ACADEMIA OPTIONS**

Described below are a few options the Referee may wish to implement to expand the Metaphysician's Academia ability.

**Decipher Languages:** At the Referee's discretion, the Metaphysician may use their Academia ability to translate and decipher written text, including magical text and ciphered text.

**Research:** If a Metaphysician is using their Academia ability in an area where they can access proper research material, such as a library with extensive books of history or material related to the subject matter then the Metaphysician may receive a +1 bonus to the rating of their Academia ability.

**Tales Dark and False:** At the Referee's discretion, they may roll the Metaphysicians's Academia ability in secret, providing them false information they believe to be true on a failed use of the ability.

**Touch Not the Cursed Thing:** If a Metaphysician successfully uses their Academia ability while investigating a cursed item, they can identify it as cursed without suffering the effects of that curse.

**Academic Journal:** Metaphysicians can purchase a spellbook which functions as an Academic Journal as described under their Academic Spellcasting ability detailed below. Though they can purchase this book at any time, they cannot make use of the Academic Journal until reaching 2nd level.

**Academic Spellcaster:** To use this ability the Metaphysician must own an academic journal. A Metaphysician's academic journal does not necessarily contain all the spells listed on the Magic-User Spell List and the Cleric Spell List (found on pages 140-142). In fact, most do not. Instead, each Metaphysician's academic journal contains a collection of both Magic-User and Cleric spells they have discovered and transcribed into that book over the course of their education. Reading from this book, the Metaphysician mystically imprints the ability to activate a specific spell's effect in their mind — regardless of whether this is a Cleric spell or Magic-User spell. This is known as preparing a spell. A Metaphysician can only prepare spells they have written in their academic journal. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Metaphysician's mind and the spell takes effect. The Metaphysician will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Metaphysician's mem-

ory, as noted on Table 3-15: Metaphysician Advancement. A Metaphysician must spend 15 minutes each day preparing their spells regardless of the Metaphysician’s level.

**OPTIONAL RULE: ACADEMIC SCRIBE SCROLLS**

With Referee permission, a Metaphysician may copy any spell in their academic journal onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Metaphysician is capable of preparing. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring. Once these requirements have been met then the Metaphysician must make a successful Academia check (see above) to successfully scribe the spell scroll. If the Academia check fails, the expended gold is lost and the attempt to scribe scrolls fails.

**Banish Undead:** Undead creatures can be made to flee or even be turned to ash by a Metaphysician of 3rd level or higher if the Metaphysician presents the holy symbol of a Lawful or Neutral deity forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Metaphysician rolls 3d6 and consults Table 3-16: Metaphysician Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Metaphsician’s holy symbol will flee from them for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-16: Metaphysician Banishing Undead lists an entry as “D” then the undead creatures automatically crumble to ash on the spot.

There is no limit to the number of times per day a Metaphysician may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Metaphysician is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Metaphysician, for the remainder of the encounter.

TABLE 3-16: METAPHYSICIAN BANISHING UNDEAD

Undead Hit Dice	Metaphysician Level							
	3	4	5	6	7	8	9	10
Up to 1	10	7	4	D	D	D	D	D
1+1 to 2	13	10	7	4	D	D	D	D
2+1 to 3	15	13	10	7	4	D	D	D
3+1 to 4	17	15	13	10	7	4	D	D
4+1 to 5	–	17	15	13	10	7	4	D
5+1 to 6	–	–	17	15	13	10	7	4
6+1 to 7	–	–	–	17	15	13	10	7
7+1 to 8	–	–	–	–	17	15	13	10
8+1 to 9	–	–	–	–	–	17	15	13
9+1 to 10	–	–	–	–	–	–	17	15
10+1 to 11	–	–	–	–	–	–	–	17

### OPTIONAL RULE: BANISH DEMONIC

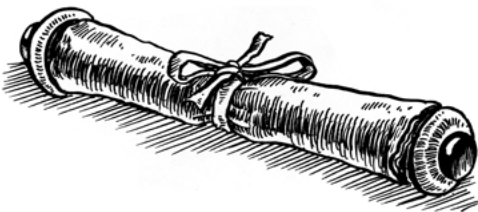
At the Referee's discretion Metaphysicians may use the Banish Undead ability to cause demons and devils to flee their presence. In either case, demonic beings whose hit dice show a "D" listing are not destroyed but banished back to their home plane of existence.

**Spell Scrolls:** If the Metaphysician finds scrolls that have been inscribed with spells from either the Cleric Spell List or Magic-User Spell List during an adventure, they can copy them into their spell book or cast the spell directly from the scroll. Casting directly from the scroll expends the scroll's magic and makes it impossible for the

Metaphysician to scribe it into his spell book later, but casting from a scroll does not expend a spell slot and no preparation is necessary.

### OPTIONAL RULE: SCRIBE SCROLLS

With Referee permission, a Metaphysician may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Metaphysician is capable of preparing. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring.



**Saving Throw Bonus:** Metaphysicians receive a +2 bonus on all saving throws made to resist spells and magical effects, including those from magical items.

**Experience Point Bonus:** Metaphysicians that have both an Intelligence *and* a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned.



## MONK

Monks are warriors dedicated to physical and mental perfection. They forego physical trappings in favor of discipline, constantly testing both body and spirit. While most Monks spend their lives in hidden monasteries, some choose to wander the world in hopes of finding new challenges to test their training.

TABLE 3-17: MONK ADVANCEMENT

Level	XP	HD	AB	ST	Stealth	Unarmed Damage	AC Bonus
1	0	1d6	+0	12	2	1d6-1	+3
2	2000	2d6	+1	11	2	1d6-1	+4
3	4000	3d6	+2	10	2	1d6-1	+4
4	8000	3d6+1	+2	9	3	1d6	+5
5	16000	4d6+1	+3	8	3	1d6	+5
6	32000	5d6+1	+4	7	3	1d6	+6
7	64000	6d6+1	+4	6	4	1d6+1	+6
8	128000	6d6+2	+5	5	4	1d6+1	+7
9	256000	7d6+2	+6	4	4	1d6+1	+7
10	512000	8d6+2	+6	3	5	2d6	+8

MONK CLASS ABILITIES

**Alignment Restrictions:** Due to their rigorous and disciplined lifestyle, Monks must be of Lawful alignment.

OPTIONAL RULE: VOW OF POVERTY

At the Referee’s discretion Monks may be limited in the number of magical items and treasure they are allowed to keep. They may only keep 10% of non-magical treasure they discover and may only carry two magical weapons and six other magical items. The rest must be donated to a Lawful organization and cannot simply be given to other player characters.

**Weapon and Armor Restriction:** Monks typically forego the use of weapons, relying instead on their proficiency in unarmed combat. They will sometimes make use of clubs, daggers, quarterstaves, and slings, but are otherwise prohibited from using any other weapons. They do not wear armor or use shields.

**Armor Class Bonus:** Monks do not wear armor, but instead train to dodge attacks and roll with otherwise lethal blows. They receive a bonus to their Armor Class based on their level, as shown on Table 3-17: Monk Advancement. The Monk’s unarmed attacks are considered to be the equivalent of magical weapons for the purposes of damaging monsters who are immune to mundane attacks. They are not, however, considered to be a special metal, like silver, which can be a requirement to damage monsters like lycanthropes.

**Meditation:** When a Monk reaches 4th level, they may enter a meditative state once per day in an effort to recover from any one of a number of injuries. This meditation lasts one minute and if it is interrupted the benefits are lost and the Monk must wait until the next day to try again. When the meditation successfully ends, the Monk can choose one of the following benefits to apply to *themselves only*: healing 2d6+2 points of damage, *Cure Disease* (as the Cleric spell on page 151), or *Neutralize Poison* (as the Cleric spell on page 162).

### OPTIONAL RULE: SWIFT STEP

If the Referee permits, then Monks increase their Movement by 3, regardless of their heritage or the amount of weight they are carrying.

**Stealth:** Monks are skilled at remaining unseen and unnoticed. Their ability to remain nigh-invisible and unheard is reflected in the Stealth ability. Stealth can be used to remain all but invisible as long as there is some minimal means of concealment like hiding in shadows, slinging behind curtains, or even fading into a crowd. It also allows a Monk to remain perfectly silent, even when moving — though it is simply impossible to run and remain silent. Note that this is not a magical effect. The Monk simply has a truly exceptional ability to remain unheard and unseen that seems near-magical in nature. Finally, the Monk can use the Stealth ability to perform acts of sleight of hand, such as slipping poison into a goblet or picking a victim's pocket. When the Monk attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Stealth ability, then the Monk is successful in their attempt. Monks are not often aware of when their attempts to remain unseen and unheard fail, and the Monk always believes they are successful. This chance of success is modified by a Monk's Dexterity modifier.

### OPTIONAL ABILITY: EASILY UNNOTICED

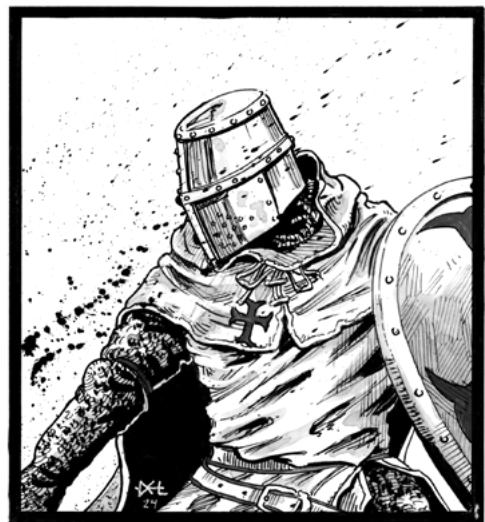
At the Referee's discretion, a Monk may apply their Dexterity modifier to their Stealth. Thus a 3rd level Monk with a Dexterity of 15 would have a Stealth of 3 since their Dexterity modifier is +1. It is possible for a particularly clumsy Monk (i.e., one with a low Dexterity) to have a Stealth of 1 at low levels.

### OPTIONAL ABILITY: WALK SOFTLY

With Referee permission, a Monk can use their Stealth ability to walk softly at half their normal movement rate. Doing so prevents them from setting off pressure-plates and weight-based traps.

**Unarmed Combat:** Monks specialize in perfecting their bodies, including mastery of unarmed combat. When fighting without a weapon they inflict damage based on Table 3-17: Monk Advancement, as shown under the Unarmed Combat listing.

**Experience Point Bonus:** Monks that have a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned.



## PALADIN

Paladins are holy warriors. If Clerics are the broad shield of the church, then the Paladin is the righteous sword. Clad in shining armor and astride a white charger, the Paladin is the living embodiment of chivalry and virtue.

TABLE 3-18: PALADIN ADVANCEMENT

Level	XP	HD	AB	ST	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1d6+1	+0	12	-	-	-
2	2500	2d6+1	+1	11	-	-	-
3	5000	3d6+1	+2	10	-	-	-
4	10000	4d6+1	+2	9	1	-	-
5	20000	5d6+1	+3	8	2	-	-
6	40000	6d6+1	+4	7	2	1	-
7	80000	7d6+1	+4	6	2	2	1
8	160000	8d6+1	+5	5	2	2	2
9	320000	9d6+1	+6	4	3	2	2
10	640000	10d6+1	+6	3	3	3	2

PALADIN CLASS ABILITIES

**Alignment Restrictions:** Because of their dedication to a holy order of justice and forthrightness, Paladins must be Lawful alignment.

OPTIONAL RULE: POVERTY AND TITHING

At the Referee’s discretion, a Paladin may be required to donate up to 90% of the wealth they recover while adventuring to a charity or church of Lawful alignment. In addition, the Paladin is typically restricted in the number of magical items they are permitted to carry. This normally includes no more than four magical weapons, one set of magical armor, one magical shield and ten other miscellaneous magical items, though the exact details of this restriction are defined by the Referee.

**Weapon and Armor Restrictions:** Paladins can use any weapon, wear any armor, and use shields

**Healing Touch:** Once per day a Paladin can touch another living being and heal them for a number of hit points equal to the Paladin’s level. Paladins can use this ability on themselves.

OPTIONAL RULE: PURGE DISEASE AND POISON

If the Referee permits it, a Paladin may opt to cast *Cure Disease* (pg. 151) or *Neutralize Poison* (pg.162) in lieu of restoring lost hit points.

**Banish Undead:** Undead creatures can be made to flee or even be turned to ash by a Paladin of 3rd level or higher if the Paladin presents the holy symbol of their Lawful deity forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Paladin rolls 3d6 and consults Table 3-19: Paladin Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Paladin’s holy symbol will flee from them for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-19: Paladin Banishing Undead lists an entry as “D” then the undead creatures automatically crumble to ash on the spot.

There is no limit to the number of times per day a Paladin may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Paladin is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Paladin, for the remainder of the encounter.

TABLE 3-19: PALADIN BANISHING UNDEAD

Undead Hit Dice	Paladin Level							
	3	4	5	6	7	8	9	10
Up to 1	10	7	4	D	D	D	D	D
1+1 to 2	13	10	7	4	D	D	D	D
2+1 to 3	15	13	10	7	4	D	D	D
3+1 to 4	17	15	13	10	7	4	D	D
4+1 to 5	–	17	15	13	10	7	4	D
5+1 to 6	–	–	17	15	13	10	7	4
6+1 to 7	–	–	–	17	15	13	10	7
7+1 to 8	–	–	–	–	17	15	13	10
8+1 to 9	–	–	–	–	–	17	15	13
9+1 to 10	–	–	–	–	–	–	17	15
10+1 to 11	–	–	–	–	–	–	–	17

**OPTIONAL RULE: BANISH DEMONIC**

At the Referee’s discretion Paladin may use the Banish Undead ability to cause demons and devils to flee their presence. In either case, demonic beings whose hit dice show a “D” listing are not destroyed but banished back to their home plane of existence.

**Spellcasting:** Beginning at 4th level Paladins cast divine spells from the Cleric Spell List. Each day, the Paladin must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-18: Paladin Advancement. Paladins of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Paladins use the Cleric Spell List found on page 140.

A Paladin cannot pray to gain spells in this fashion more than once per day. Paladins typically pray at sunrise or noon.

**OPTIONAL RULE: DETECT CHAOS**

If the Referee allows it, a Paladin may cast the 1st-level Cleric spell *Detect Chaos* at will, up to once per round. This spell is cast as if the Paladin were a 1st-level Cleric.

**OPTIONAL RULE: DISEASE IMMUNITY**

With the Referee’s permission, a Paladin is immune to all diseases mundane and magical.

**Experience Point Bonus:** Paladins that have a Strength of 15 or higher receive a +5% bonus on all Experience Points earned.

RANGER

Rangers are woodsmen, trackers, and hunters who wander the wild places of the world. They have learned to live off the land as well as being trained as skilled warriors. Traveling light, they hunt monsters in the dangerous places of the world – slaying them wherever they may be found.

TABLE 3-20: RANGER ADVANCEMENT

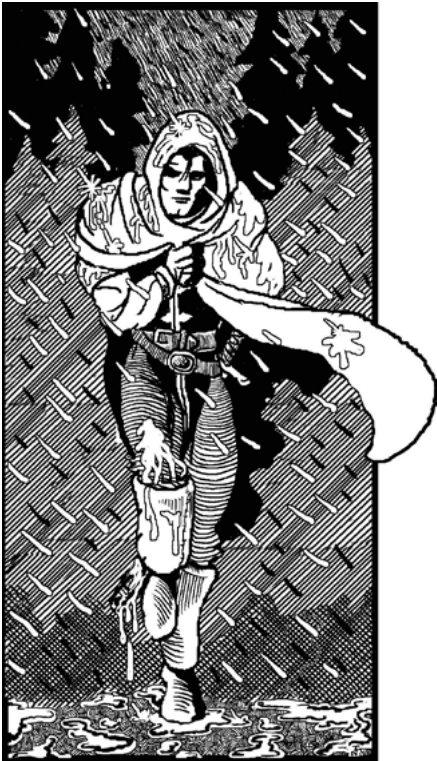
Level	XP	HD	AB	ST	Forestry
1	0	1d6+1	+0	16	2
2	2500	2d6+1	+1	15	2
3	5000	3d6+1	+1	14	2
4	10000	4d6+1	+2	13	3
5	20000	5d6+1	+2	12	3
6	40000	6d6+1	+3	11	3
7	80000	7d6+1	+3	10	4
8	160000	8d6+1	+4	9	4
9	320000	9d6+1	+4	8	4
10	640000	10d6+1	+5	7	5

RANGER CLASS ABILITIES

**Alignment Restrictions:** Rangers actively work to defend communities from the dangers of the wilderness, or at the very least to preserve nature from the many dangers of the world. Because of this they must be Lawful or Neutral in alignment.

OPTIONAL RULE: RANGER’S WEALTH

At the Referee’s discretion, a Ranger may be limited in the amount of wealth they are allowed to hoard. This reflects the nomadic nature of the Ranger. If this rule is used, a Ranger may not retain more coins, valuables, or magical items than they are able to carry on their person. Any excess money should be donated to a local community or Lawful organization to aid them in times of need.



**Weapon and Armor Restrictions:** Rangers are skilled warriors capable of wielding any weapon they choose. In order to maintain mobility in the wilderness they are limited to leather and chain mail armor but can make use of shields.

OPTIONAL RULE: RANGER FIGHTING STYLE

If the Referee allows it a Ranger can select a fighting style from the list below to reflect their favored form of combat.

**Archery:** When the Ranger is using a shortbow or longbow, they receive a +2 to all damage and attack rolls

**Two-Weapon Fighting:** When fighting in melee combat, the Ranger can opt to use a small weapon in their off hand like a short sword, hand axe, or dagger. If they do this, they receive an additional attack each combat round with their off-hand weapon.

**Forestry:** Rangers are most at home in the wilderness, among the flora and fauna of the world. Their Forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, Forestry may also be used to remain both unseen and silent. Finally, when a Ranger encounters a natural wild beast, they may utilize this ability in an attempt to sooth and calm such an animal. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Ranger's Forestry ability, they have succeeded. This chance of success is modified by a Ranger's Wisdom modifier.

**OPTIONAL RULE: SPELLCASTING RANGER**

With Referee permission high-level Rangers may cast spells as detailed below.

**Cleric Spells:** Only Rangers of Lawful alignment that are 6th level or higher may cast spells from the Cleric Spell List. Each day, the Ranger must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-21: Ranger Spell Advancement. Rangers in the service of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Ranger uses the Cleric Spell List found on page 140.

**Magic-User Spells:** Only Rangers of Neutral alignment that are 5th level or higher may cast spells from the Magic-User Spell List and must acquire a spellbook before able to do so. A Ranger's spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, each Ranger's spellbook contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Ranger mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell.

A Ranger can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Ranger's mind and the spell takes effect. The Ranger will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Ranger's memory, as noted on Table 3-21: Ranger Spell Advancement. A Ranger must spend 15 minutes each day preparing their spells regardless of the Ranger's level.

**TABLE 3-21: RANGER SPELL ADVANCEMENT**

Ranger Level	Spells			
	1st Lvl	2nd Lvl	1st Lvl	2nd Lvl
	M-U	M-U	Cleric	Cleric
5	1	-	-	-
6	2	-	1	-
7	2	1	2	-
8	2	2	2	1
9	3	2	3	2
10	3	3	3	3

**Focused Hunter:** At 2nd level a Ranger chooses a specific type of monster (goblins, fire giants, vampires, instead of goblinoids, giants, or undead for example) as their favored prey. They may add their Attack Bonus to all damage rolls made upon making a successful attack against that monster.

**OPTIONAL RULE: PREDATOR BECOMES PREY**

If the Referee permits it, then when a Ranger is using their Forestry ability to track the monster associated with their Favored Hunter ability, they may increase their Forestry ability by +1, to a maximum of 5.

**Saving Throw Bonus:** Rangers receive a +2 bonus to all saving throws made to resist effects of poison and natural hazards.

**Experience Point Bonus:** Rangers that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.



SPIRITUALIST

Spiritualists possess a natural connection to the realm of the dead. Whether through practice, focus or an unknown outlier they are able to reach across the intangible barrier between life and death. Powerful Spiritualists are able to do far more than just perceive and speak with the dead. Through sheer force of will they are able to both summon and banish spirits who have moved beyond the realm of the living, obliging these spectres to aid them in whatever endeavors they might undertake.

TABLE 3-22: SPIRITUALIST CLASS  
 ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6	+0	14
2	1250	1d6+1	+0	13
3	2500	2d6+1	+0	12
4	5000	2d6+2	+1	11
5	10000	3d6+2	+1	10
6	20000	3d6+3	+1	9
7	40000	4d6+3	+2	8
8	80000	4d6+4	+2	7
9	160000	5d6+4	+2	6
10	320000	5d6+5	+3	5

SPIRITUALIST CLASS ABILITIES

**Weapon and Armor Restrictions:** Spiritualists are not martial by nature but know how to protect themselves. They may wield clubs, daggers, heavy crossbows, light crossbows, maces, slings, spears, and quarterstaves. They can wear leather armor and may use shields.

**Sense the Unseen:** Spiritualists can automatically detect the presence of undead, both corporeal and incorporeal within 60 feet. Even those undead creatures that are invisible or otherwise concealed, the Spiritualist still knows their exact location.

**OPTIONAL RULE: CONVERSE WITH THE DEAD**

With Referee permission, a Spiritualist can speak with the spirit of a dead (but not undead) person by touching either the corpse or their place of burial. The Spiritualist can use this ability as often as they like, but is limited to asking a number of questions per day equal to their level.

**Spectral Touch:** Spiritualists are able to reach across the void between the living and the dead. Any attacks they make, whether with a weapon or magic item, are effective against incorporeal targets who would otherwise be immune. This ability does not extend to corporeal undead.

**Spiritual Guidance:** Spiritualists may call upon slumbering ghosts who exist in all places to aid them. This can achieve results similar to casting a spell, but failure can cost Spiritualists their very lives. To use this ability successfully, the Spiritualist must succeed in a saving throw. The saving throw is modified based on the spell effect to be produced. If the saving throw is failed, the spell does not function and the spirits extract a terrible price by suffering the amount of damage listed below, Table 3-23: Spiritual Guidance Effects and Damage. If this damage reduces them to zero hit points, the Spiritualist is slain.

**TABLE 3-23: SPIRITUAL GUIDANCE EFFECTS AND DAMAGE**

Spiritual Guidance Spell Effect	Damage on Failed saving throw
Invisibility	2d6
Levitate	2d6
Locate Object	2d6
Crystal Ball	4d6
Fly	4d6
Confusion	6d6
Animate Dead	8d6
Passwall	8d6
Telekinesis	8d6
Raise Dead	10d6

**BANISH AND CONTROL UNDEAD**

Undead creatures can be made to flee or even be controlled by a Spiritualist if the Spiritualist is within 120 feet of those undead creatures. This is called Banishing and Controlling Undead. Attempting to use this ability is an action. When it is attempted the Spiritualist rolls 3d6 and consults Table 3-24: Banishing and Controlling Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Spiritualist will flee from them for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-24: Banishing and Controlling Undead lists an entry as “C” then the undead creatures come under the control of the Spiritualist for a number of rounds equal to the Spiritualist’s level.

There is no limit to the number of times per day a Spiritualist may use this ability, but undead creatures can only be affected by Banish and Control Undead once per encounter. Any undead creature that a Spiritualist is unable to banish or control when using this ability cannot be turned, regardless of additional attempts by the Spiritualist, for the remainder of the encounter.



TABLE 3-24: BANISHING AND CONTROLLING UNDEAD

Undead Hit Dice	Spiritualist Level									
	1	2	3	4	5	6	7	8	9	10
Up to 1	10	7	4	C	C	C	C	C	C	C
1+1 to 2	13	10	7	4	C	C	C	C	C	C
2+1 to 3	15	13	10	7	4	C	C	C	C	C
3+1 to 4	17	15	13	10	7	4	C	C	C	C
4+1 to 5	–	17	15	13	10	7	4	C	C	C
5+1 to 6	–	–	17	15	13	10	7	4	C	C
6+1 to 7	–	–	–	17	15	13	10	7	4	C
7+1 to 8	–	–	–	–	17	15	13	10	7	4
8+1 to 9	–	–	–	–	–	17	15	13	10	7
9+1 to 10	–	–	–	–	–	–	17	15	13	10
10+1 to 11	–	–	–	–	–	–	–	17	15	13
11+1 to 12	–	–	–	–	–	–	–	–	17	15
12+1 or higher	–	–	–	–	–	–	–	–	–	17

**Saving Throw Bonus:** Spiritualists receive a +2 bonus on all saving throws made to resist effects that cause instant death and against the abilities of any undead creature (if the ability allows a saving throw).

focused all their efforts in mastering it. Swashbucklers are notoriously brash and are quick to brag about their own remarkable proficiency. This sense of ego is quick to land them in trouble, which they are equally quick to solve with a stroke of their sword.

OPTIONAL RULE: RESILIENT SPIRIT

With Referee permission, Spiritualists may also receive a +2 bonus on all saving throws made when using their Spiritual Guidance ability.

**Experience Point Bonus:** Spiritualists that have a Wisdom of 15 or higher receives a +5% bonus on all Experience Points earned.

SWASHBUCKLER

The Swashbuckler has elected to forego the use of almost every other weapon in favor of mastering the art of the blade. Whether it is the long sword, short sword or two-handed sword, the Swashbuckler has chosen a single weapon and

TABLE 3-25: SWASHBUCKLER ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6	+0	14
2	2500	2d6	+1	13
3	5000	3d6	+2	12
4	10000	4d6	+2	11
5	20000	5d6	+3	10
6	40000	6d6	+4	9
7	80000	7d6	+4	8
8	160000	8d6	+5	7
9	320000	9d6	+6	6
10	640000	10d6	+6	5



## SWASHBUCKLER CLASS ABILITIES

**Weapon and Armor Restrictions:** Because of their highly focused training, Swashbucklers are only proficient in the dagger, long sword, short sword, and two-handed sword. They can wear any armor they choose, though they often favor light or even no armor to maintain maximum mobility. They are also permitted the use of shields.

**Focused Training:** A Swashbuckler selects one type of sword with which they are proficient—either long sword, short sword, or two-handed sword. They receive +1 to all attack and damage rolls when wielding that weapon. This bonus increases to +2 at 4th level and finally to +3 at 8th level.

### OPTIONAL RULE: QUICK DRAW

With Referee permission, it may be ruled that the Swashbuckler is always capable of drawing the weapon associated with their Focused Training from its sheath without such an act requiring an action and even being permitted while the Swashbuckler is surprised.

**Display of Skill:** Beginning at 2nd level a Swashbuckler can attempt to intimidate foes with an impressive flourish of their whirling blades instead of attacking. Any intelligent enemies who are capable of feeling fear and are within 60 feet of such a display must make a saving throw or become intimidated, suffering a -2 penalty to all

attacks against the Swashbuckler for a number of rounds equal to the Swashbuckler's level.

### OPTIONAL RULE: DEFENSIVE FIGHTING

If the Referee permits it, then a Swashbuckler may opt to fight defensively while wielding the weapon associated with their Focused Training ability. Doing so means the Swashbuckler receives no bonus to attack or damage while fighting in this manner, but instead receives a +1 bonus to their Armor Class. This bonus increases to +2 to their Armor Class at 4th level and finally to +3 to their Armor Class at 8th level.

**Two-Weapon Fighting:** Beginning at 4th level the Swashbuckler may wield a dagger in their off hand as a secondary weapon. They receive an extra attack each combat round with that dagger while fighting in this manner, but cannot use two-handed weapons or shields while engaged in two-weapon fighting.

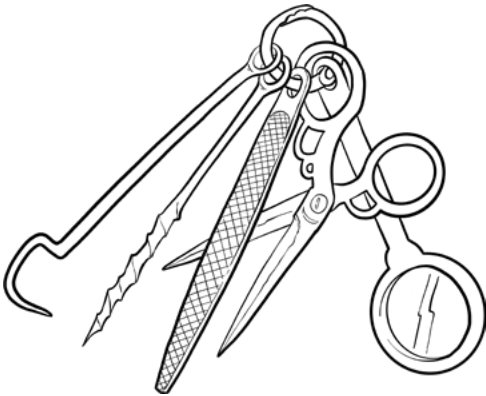
**Deadly Strikes:** Upon reaching 6th level the Swashbuckler inflicts double damage with the weapon of their Focused Training when they roll an unmodified (natural) 19 or 20 on an attack roll. This means a short sword would inflict 2d6-2 damage (minimum 2), a longsword would inflict 2d6 damage (minimum 2), or a two-handed sword would inflict 2d6+2 damage (minimum 4) when an unmodified 19 or 20 is rolled on an attack roll.

### OPTIONAL RULE: WEAPONS OF QUALITY

With Referee permission a Swashbuckler can examine any dagger, long sword, short sword, or two-handed sword they encounter for one full minute to get a sense of its quality and even has a 1-2 on 1d6 chance of identifying any magical properties associated with the weapon. This chance of success is modified by a Swashbuckler's Intelligence modifier.

**Saving Throw Bonus:** Swashbucklers receive a +2 bonus to all saving throws made to resist effects that result in instant death and to avoid traps.

**Experience Point Bonus:** Swashbucklers that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.



THIEF

While there are many who wield sword and spell while exploring tombs and dungeons, the Thief hopes to recover lost riches through the use of guile and stealth. Though trained in arms, Thieves are not combatants by trade. Instead, they strike from the shadows, and their keen eyes can perceive dangers their companions do not. Thieves are rarely noble but are more often pragmatic professionals looking for opportunities to rapidly amass great wealth. Still, their unique skill set makes them especially useful to dungeoneers and explorers and there are some among their ilk who hold to a code of “honor among thieves.”

TABLE 3-26: THIEF ADVANCEMENT

Level	XP	HD	AB	ST	Thievery
1	0	1d6	+0	14	2
2	1250	1d6+1	+0	13	2
3	2500	2d6+1	+0	12	2
4	5000	2d6+2	+1	11	3
5	10000	3d6+2	+1	10	3
6	20000	3d6+3	+2	9	3
7	40000	4d6+3	+2	8	4
8	80000	4d6+4	+3	7	4
9	160000	5d6+4	+4	6	4
10	320000	5d6+5	+5	5	5

THIEF CLASS ABILITIES

**Weapon and Armor Restrictions:** Thieves are agile and skilled in combat. They may wield any weapon they choose. However, they prefer to rely on their reflexes and quickness over heavy armor which impedes their other abilities. They may only wear leather armor and do not use shields.

**OPTIONAL RULE: THIEF’S CANT**

With the Referee’s permission, a Thief may receive a free language: Thief’s Cant. This is less a formal language and more a form of lingo and double-speak that is used between Thieves to communicate in public places about illegal activities without being understood by outsiders. If this ability is used, its use is automatic. As long as both the speaker and listener are Thieves and they are able to hear one another, they can communicate effectively – though only in matters directly related to their profession.

**Backstab:** Thieves prefer to catch their foes unaware and strike from positions of advantage. Any time a Thief attacks an opponent who is unaware of their presence, the Thief receives a +2 bonus to the attack roll. If the attack is successful, the Thief may roll his weapon damage twice to calculate damage from the backstab.

### OPTIONAL RULE: DEADLY BACKSTAB

With Referee permission, a Thief's backstab ability may become deadlier as they increase in level. At 4th level the Thief receives a total of +3 to their attack roll and rolls their weapon damage three times to calculate the damage from a backstab. At 8th level this increases to a +4 to their attack roll and the weapon damage is rolled four times.

**Thievery:** Thieves are stealthy and light-footed. The Thievery ability may be used for any number of clandestine or stealth-based actions. From picking pockets or locks, discovering and disarming traps, remaining silent and hidden while moving or even climbing walls free-handed – these talents are reflected in the ability of Thievery. The Referee has the final say as to whether an action falls under the purview of thievery or not. When the Thief attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Thievery ability, the Thief is successful in their attempt. Thieves are not often aware of when their attempts to remain stealthy fail, and the Thief always *believes* they are successful. When a Thief fails using this ability while free climbing a wall or disarming a trap, they can endanger themselves with either a great fall or by being in the path of a poisonous dart or concealed trap. This chance of success is modified by a Thief's Dexterity modifier.

### OPTIONAL RULE: DECIPHER LANGUAGES

With the Referee's permission, a Thief may use the Thievery ability to decipher maps, scripts, and unknown languages. In the case of scripts and languages, a Thief is only able to glean the general meaning of the text when they use the ability successfully. In addition, if the Referee allows it, the Decipher Languages ability may be used to read Cleric and Magic-User

spells from scrolls in order to cast them. If a Thief fails when attempting to cast spells from a scroll, the scroll is wasted, its magic expended, and in all likelihood, there is a spectacular magical backlash that will likely endanger the Thief or others. The details of this magical backlash are determined by the Referee. This chance of success is modified by a Thief's Intelligence modifier.

**Saving Throw Bonus:** Thieves receive a +2 bonus to any saving throw made to reduce or avoid the effects of any traps, whether magical or mundane.

### OPTIONAL RULE: POISON USE

With the Referee's permission, a Thief may be knowledgeable regarding the uses of poison. If they have access to poison, he can apply it to their weapons without any fear of accidentally poisoning themselves and receive a +2 bonus to any saving throw made to resist the effects of a poison.

**Experience Point Bonus:** Thieves that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.

## TOMB ROBBER

While many would-be heroes venture into the dark and dangerous places of the world in an effort to protect civilization from the dangers that lurk in the deep places of the world, the Tomb Robber chooses to risk life and limb for little more than fortune and glory. While some are honorable explorers hoping to discover relics of the past, most are more interested in finding long forgotten riches. Using a unique combination of scholarly knowledge and lightning reflexes, they face traps, monsters and the monsters that dwell in the shadows to unveil the mysteries of the past.

TABLE 3-27: TOMB ROBBER ADVANCEMENT

Level	XP	HD	AB	ST	Academia	Decipher Device
1	0	1d6	+0	14	2	-
2	1500	2d6	+0	13	2	1
3	3000	3d6	+1	12	2	1
4	6000	3d6+1	+2	11	3	2
5	12000	4d6+1	+3	10	3	2
6	24000	5d6+1	+3	9	3	3
7	48000	6d6+1	+4	8	4	3
8	96000	6d6+2	+5	7	4	4
9	192000	7d6+2	+6	6	4	4
10	384000	8d6+2	+6	5	5	5

TOMB ROBBER CLASS ABILITIES

**Weapon and Armor Restrictions:** Tomb Robbers can use any weapon they choose, but only wear leather armor for protection. They may use shields.

**Academia:** Tomb Robbers are often well versed in matters of history and lore, including extensive linguistic knowledge. Academia can be used to translate texts, decipher writing, understand maps, and reveal the general meaning of hieroglyphics, ancient runes, and unfamiliar or dead languages that are often found in dungeons and abandoned ruins. When the Tomb Robber attempts to use this ability the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating in the Academia ability, the Tomb Robber is successful in their attempt. Whether they glean the general meaning of the text or decipher it entirely is up to the Referee. If the Tomb Robber fails in their attempt to use this ability, they must wait until they gain one level of experience before attempting to decipher that specific document or writing again. This chance of success is modified by a Tomb Robber’s Intelligence modifier.

OPTIONAL RULE: SPELL SCROLLS

If the Referee allows it, the Academia ability may be used to read Cleric and Magic-User spells from scrolls in order to cast them. If a Tomb Robber fails when attempting to cast spells from a scroll, the scroll is wasted, its magic expended, and in all likelihood, there is a spectacular magical backlash that will likely endanger the Tomb Robber or others. The details of this magical backlash are determined by the Referee.

**Decipher Device:** Once a Tomb Robber reaches second level, they may use this ability to examine mechanical devices often used to protect tombs and dungeons. Decipher Device is used to understand and disarm traps, complex puzzles, notice unstable architecture, and mechanical devices, as well as to pick locks. The Tomb Robber must be aware of the presence of such a device to use this ability. When the Tomb Robber attempts to use this ability, the Referee rolls 1d6. If the result of the roll is equal to or lower than their rating

in the Decipher Device ability, the Tomb Robber is successful in their attempt. Failure means they are unable to understand the device they are examining and may, at the Referee’s discretion, potentially activate a deadly trap. This chance of success is modified by a Tomb Robber’s Intelligence modifier.

**OPTIONAL RULE: DECIPHER MAGICAL DEVICE**

If the Referee permits, Tomb Robbers can use their Decipher Device ability to identify, understand, and even use magical items that are normally exclusive to other classes. When using items normally prohibited because of their class they must make a successful Decipher Device check. If this check fails, the item may backfire and cause magical backlash. The details of this magical backlash are determined by the Referee. This includes noticing and disarming magical traps.

**Sharp Eyes:** Tomb Robbers are keenly aware of the dangers of underground environments. They can spot secret or concealed doors with a 1-3

on 1d6 chance of success simply when they pass within ten feet of them. If the Tomb Robber is actively searching for concealed or secret doors this chance increases to 1-5 on 1d6. This chance of success is modified by a Tomb Robber’s Intelligence modifier.

**Saving Throw Bonus:** Tomb Robbers receive a +2 bonus to any saving throw made to reduce or avoid the effects of any trap, whether magical or mundane.

**Experience Point Bonus:** Tomb Robbers that have a Dexterity of 15 or higher receives a +5% bonus on all Experience Points earned.

WANDERER

Whether cast out from their homeland by fearful villagers, forced to travel the road endlessly due to some great curse or obligation, or simply choosing to call no realm home, the Wanderer walks an endless road from town to town. Life as a vagabond has taught them a unique collection of skills that aid them in surviving the dangers of a transient life and in their travels they inevitably pick up an odd collection of skills and abilities.

TABLE 3-28: WANDERER ADVANCEMENT

Level	XP	HD	AB	ST	Uncanny Awareness	1st Level Spells	2nd Level Spells	3rd Level Spells
1	0	1d6	+0	14	2	-	-	-
2	2000	2d6	+0	13	2	-	-	-
3	4000	3d6	+1	12	2	-	-	-
4	8000	3d6+1	+2	11	3	-	-	-
5	10000	4d6+1	+3	10	3	1	-	-
6	20000	5d6+1	+3	9	3	2	-	-
7	40000	6d6+1	+4	8	4	2	1	-
8	80000	6d6+2	+5	7	4	2	2	-
9	160000	7d6+2	+6	6	4	2	2	1
10	320000	8d6+2	+6	5	5	2	2	2

WANDERER CLASS ABILITIES

**Weapon and Armor Restrictions:** Wanderers are not martial by nature and prefer to remain on the move, even in combat. They can wield clubs, daggers, quarterstaves, short swords, and slings in combat. They may only wear leather armor and do not make use of shields.

**OPTIONAL RULE: HAD A BIT OF TRAINING**

At the Referee’s discretion, the Wanderer may select one weapon of choice, either ranged or melee, that is outside their weapon restrictions that they are allowed to wield in combat without penalty as a reflection of a bit of martial training they’ve picked up in their travels.

**Scrape By:** A Wanderer is always able to find just enough food and shelter to survive, whether in urban environments, dungeons, or the wilderness. This is not necessarily comfortable or nice, but they are not going to die from lack of basic necessities. They cannot use this ability to acquire similar resources for more than one person.

**Spellcasting:** Wanderers of 5th level or higher can cast spells in a fashion identical to that of a Magic-User as detailed on page 44. Wanderers, however, do not begin play with a spellbook and must purchase a spellbook and find spell scrolls to inscribe in this book in order to cast spells. Reading from this book, the Wanderer mystically imprints the ability to activate a specific spell’s effect in their mind. This is known as preparing a spell. A Wanderer can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Wanderer’s mind and the spell takes effect. The Wanderer will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Wanderer’s memory, as noted on Table 3-28: Wanderer Ad-

vancement. A Wanderer must spend 15 minutes each day preparing their spells regardless of the Wanderer’s level.

**Traveler’s Trinkets:** A Wanderer often picks up various useful pieces of equipment in their travels that are forgotten until the right situation. When the Wanderer or their allies need a piece of small, mundane, non-magical gear that no one has on hand (such as flint and steel, a small empty sack, a knife or other small hand tool) the Wanderer may spend five rounds looking through their gear to see if they have such an item. If the Wanderer makes a successful saving throw, they are able to produce the item. This ability can only be used once per day.

**OPTIONAL RULE: RARE ITEMS**

At the Referee’s discretion, the Wanderer may also attempt to produce rare and valuable (but still non-magical) items using their Traveler’s Trinkets ability. Examples include a silver holy symbol, spyglass, or vial of holy water. When attempting to use Traveler’s Trinkets to see if they happen to have such an item in their supplies, the Wanderer suffers a -4 penalty to their saving throw to determine if the item is present.

**Uncanny Awareness:** Wanderers have to keep their eyes sharp and their ears open to survive the dangers of the road. This ability allows a Wanderer to avoid being surprised, detect ambushes, hear otherwise imperceptible noises, and notice secret or concealed doors simply by passing near them. Whenever the Wanderer wishes to use Uncanny Awareness the Referee rolls 1d6. If the number rolled is equal to or under the number indicated on the Table 3-28: Wanderer Advancement, then the attempt is successful. This chance of success is modified by a Wanderer’s Wisdom modifier.

### OPTIONAL RULE: BENEATH NOTICE

At the Referee’s discretion, a Wanderer may go undetected in social environments such as when passing through towns, on crowded city streets, or when amongst the patrons of a tavern. They simply seem to fade into the background. Whenever the Wanderer wishes to use Beneath Notice the Referee rolls 1d6. If the number rolled is equal to or under the number indicated on the Table 3-28: Wanderer Advancement with the same chance of success as their Uncanny Awareness ability, then the attempt is successful. This chance of success is modified by a Wanderer’s Dexterity modifier. If the Wanderer does anything to intentionally draw attention to themselves, such as attacking, casting a spell, or making loud noise, this ability automatically fails. It is also of little use in wilderness or dungeon environments, instead being of primary use in urban or social environments..

**Wanderer’s Luck:** Once per day the Wanderer may re-roll any one failed attack roll or saving throw.

**Saving Throw Bonus:** Wanderers receive a +2 bonus on all saving throws to resist effects which would result in automatic death and to reduce the effects of environmental hazards.

**Experience Point Bonus:** Wanderers that have a Constitution of 15 or higher receives a +5% bonus on all Experience Points earned.

## HERITAGE-AS-CLASS

Selecting a Heritage-As-Class is only available with Referee permission. Essentially when a player elects to play a character that is heritage-as-class, they are foregoing the selection of a heritage and have *only* a class. This class reflects a unique and immutable aspect of their fantastic heritage. In the original *Swords & Wizardry White Box* the Elf was available as the sole heritage-as-class option. For the sake of clarity, this heritage-as-class is renamed Elf Bladamage. Unlike both standard and optional classes, when a player elects to play a heritage-as-class, they may find themselves limited in level advancement and are not often able to reach 10th level. In addition, some heritage-as-class characters do not receive a saving throw bonus or experience point bonus as part of their heritage-as-class.



## DWARF BATTLE PRIEST

A Dwarf Battle Priest blends the martial prowess of the Fighter with the divine abilities of a Cleric. They are powerful adversaries in battle, capable of wading into melee combat where they are able to heal and empower allies right from the vanguard of a skirmish. Dwarf battle priests may advance to 6th level.

TABLE 3-29: DWARF BATTLE PRIEST ADVANCEMENT

Level	XP	HD	AB	ST	1st-Level Spells	2nd-Level Spells	3rd-Level Spells
1	0	1d6+1	+1	14	-	-	-
2	3500	2d6+1	+1	13	1	-	-
3	7000	3d6+1	+2	12	2	-	-
4	14000	4d6+1	+3	11	2	1	-
5	28000	5d6+1	+3	10	2	2	1
6	56000	6d6+1	+4	9	3	2	1



## DWARF BATTLE PRIEST HERITAGE-AS-CLASS ABILITIES

**Alignment Restrictions:** All Dwarf Battle Priests must be either Lawful or Chaotic in alignment. Lawful Dwarf Battle Priests serve gods of justice, order, and righteousness. Chaotic Dwarf Battle Priests serve gods of darkness, chaos, and deceit. The player and the Referee should work together to determine the exact nature of the god that a player character's Dwarf Battle Priest worships.

**Weapon and Armor Restrictions:** Dwarf battle priests can wield any weapon they choose in combat and wear any armor. They can also use shields.

### OPTIONAL RULE: MULTIPLE ATTACKS

At the Referee's discretion Dwarf Battle Priests of 5th level or higher may make two attacks in a combat round, though these attack must either both be melee attacks or both be ranged attacks, regardless of their foes' hit dice.

**Strength of Arms:** Dwarf battle priests, unlike other heritage-as-classes, add their Strength modifier (if any) to all melee attack rolls.

**Fell Lesser Foes:** Against foes with one hit die or less, Dwarf Battle Priests get one attack per level each round, to a maximum of one extra attack

per level each round. So, a 4th level Dwarf Battle Priest facing three goblins can make four attacks in a single combat round, as long as at least three of those attacks are directed at the goblins.

### OPTIONAL RULE: WEAPON SPECIALIZATION

If the Referee permits it, Dwarf Battle Priests may select one specific weapon type (i.e., battle axe, short sword, war hammer, etc.) in which they are specialized. When fighting with this specific type of weapon they receive a +1 bonus on all attack rolls and damage rolls. This bonus increases to +2 to attack and damage rolls at 4th level.

**Giant-Foe:** Giants, ogres, trolls, and other giant-like creatures have difficulty fighting Dwarf Battle Priests and their attacks only inflict one-half the normal damage when they successfully attack a dwarf.

**Magic Resistant:** Dwarf battle priests do not use arcane magic and are quite resistant to its effects. They receive a +4 bonus on all saving throws made to resist magical effects and magical spells.

**Spell Casting:** Dwarf battle priests cast divine spells from the Cleric Spell List. Each day, the battle priest must pray for 15 uninterrupted minutes for a certain set of spells. The player then chooses any spells from the Cleric Spell List available to them based on the limits of their level as noted on Table 3-29: Dwarf Battle Priest Advancement. Dwarf battle priests of specific gods might have entirely different sets of spells as designed by the Referee, but the standard Dwarf Battle Priest uses the Cleric Spell List found on page 140.

A Dwarf Battle Priest cannot pray to gain spells in this fashion more than once per day. Lawful Dwarf Battle Priests typically pray at sunrise or noon, while Chaotic Dwarf Battle Priests typically pray at sunset or midnight.

**Banishing Undead:** Undead creatures can be made to flee or even be turned to ash by a Dwarf Battle Priest if the Dwarf Battle Priest presents their holy symbol forcefully towards the target or targets. This is called Banishing Undead. Attempting to use this ability is an action and when it is attempted the Dwarf Battle Priest rolls 3d6 and consults Table 3-30: Dwarf Battle Priest Banishing Undead. If the result of the roll is equal to or greater than the number shown on the table, all undead creatures that can see the Dwarf Battle Priest's holy symbol will flee from Lawful Dwarf Battle Priests for 3d6 rounds. If unable to flee, undead affected by this ability will cower helplessly where they stand. If Table 3-30: Dwarf Battle Priest Banishing Undead lists an entry as "D" then the undead creatures automatically crumble to ash on the spot.

There is no limit to the number of times per day a Dwarf Battle Priest may use this ability, but undead creatures can only be affected by Banish Undead once per encounter. Any undead creature that a Dwarf Battle Priest is unable to banish when using this ability cannot be turned, regardless of additional attempts by the Dwarf Battle Priest, for the remainder of the encounter.

**OPTIONAL RULE: CONTROL UNDEAD**

If the Referee permits, a Dwarf Battle Priest of Chaotic alignment may, instead of destroying any undead during an attempt to Banish Undead, may instead, take control of those undead creatures for a number of rounds equal to the Dwarf Battle Priest's level.

TABLE 3-30: DWARF BATTLE PRIEST BANISHING UNDEAD

Undead Hit Dice	Dwarf Battle Priest Level					
	1	2	3	4	5	6
Up to 1	10	7	4	D	D	D
1+1 to 2	13	10	7	4	D	D
2+1 to 3	15	13	10	7	4	D
3+1 to 4	17	15	13	10	7	4
4+1 to 5	–	17	15	13	10	7
5+1 to 6	–	–	17	15	13	10
6+1 to 7	–	–	–	17	15	13
7+1 to 8	–	–	–	–	17	15
8+1 to 9	–	–	–	–	–	17

**Under-Sense:** Dwarf battle priests have a keen sense of awareness when in underground environments. When underground they can detect traps, sloping passages, and shoddy construction when passing within 10 feet of these things with 1-2 on 1d6 chance of success. When actively searching for these things, this chance of success increases to 1-3 on 1d6 chance of success. The

Dwarf Battle Priest's Intelligence modifier can be applied to this ability.

**Languages:** Dwarf battle priests can speak and are literate the common tongue of the world and their own native language known simply as dwarvish. In addition, they can also speak and are literate in the languages of gnomes, goblins, orcs, and kobolds.

**OPTIONAL RULE: ADDITIONAL DWARF  
BATTLE PRIEST HERITAGE-AS-CLASS  
ABILITIES**

If the Referee wishes they can include any or all of the following abilities for players who select Dwarf Battle Priest as their heritage-as-class.

**Dark Vision:** Dwarf battle priests have acclimated to living in the lightless world underground. They can see up to a distance of 60 feet when in total darkness.

**Disease Resistance:** Dwarf battle priests are naturally more resilient and robust. They receive a +4 bonus to all saving throws made to resist the effects of any diseases they encounter.

**Hatred of Orcs:** Whenever a Dwarf Battle Priests making a melee or ranged attack against an orc they receive a +1 bonus to their roll.

**Poison Resistance:** Dwarf battle priests are resistant to the effects of poisons. They receive a +4 bonus to all saving throws made to resist the effects of poisons.

**Robust Health:** Any time the Dwarf Battle Priest gains a hit die (including at character creation), they gain an additional +1 hit point on top of whatever is rolled.

**ELF BLADEMAGE**

The heritage-as-class Elf Bladamage is a hybrid of the Fighter and Magic-User classes, reflecting their natural ability to blend martial prowess and arcane ability with startling effectiveness. They may advance to 8th level.



**TABLE 3-31: ELF BLADEMAGE ADVANCEMENT**

Level	XP	HD	AB	ST	1st Level Spells	2nd Level Spells	3rd Level Spells	4th Level Spells
1	0	1d6+1	+1	14	1	--	--	--
2	5000	2d6+1	+1	13	2	-	-	-
3	10000	3d6+1	+2	12	3	1	-	-
4	20000	4d6+1	+3	11	4	2	-	-
5	40000	5d6+1	+3	10	4	2	1	-
6	80000	6d6+1	+4	9	4	2	2	-
7	160000	7d6+1	+5	8	4	3	2	1
8	320000	8d6+1	+5	7	4	3	3	2

ELF BLADEMAGE HERITAGE-AS-CLASS ABILITIES

**Weapon and Armor Restrictions:** Elf blademages have no restrictions when it comes to arms and armor. They can use any weapons, any armor, and any shields.

**Ancestral Enemies:** When making a melee or ranged attack roll against goblins, orcs, intelligent undead, and lycanthropes Elf Blademages receive a +1 bonus to that attack roll. They also receive a +1 bonus to all damage rolls against such creatures.

**Fell Lesser Foes:** Against foes with one hit die or less, Elf Blademages get one attack per level each round, to a maximum of one extra attack per level each round. So, a 4th level Elf Bladamage facing three goblins can make four attacks in a single combat round, as long as at least three of those attacks are directed at the goblins.

**OPTIONAL RULE: WEAPON SPECIALIZATION**

If the Referee permits it, Elf Blademages may select one specific weapon type (i.e., battle axe, short sword, longbow, etc.) in which they are specialized. When fighting with this specific type of weapon they receive a +1 bonus on all attack rolls and damage rolls. This bonus increases to +2 to attack and damage rolls at 4th level.

**Spellbooks:** All Elf Blademages begin play with a spellbook (see pg. 97) free of charge as part of their starting equipment. It contains one randomly determined 1st-level spell.



**OPTIONAL RULE: EXPANDED SPELLBOOK**

At the Referee’s discretion, an elf bladgemage’s spellbook may contain more than one randomly determined 1st-level spell. Several methods of determines what exactly an Elf Bladamage’s spellbook contains are offered below.

**Apprentice’s Education:** The Elf Bladamage’s spellbook contains *Detect Magic*, *Read Magic*, and one 1st-level spell selected by the Elf Bladamage.

**Multiple Random Spells:** The Elf Bladamage’s spellbook contains three randomly determined 1st-level spells.

**The Basics:** The Elf Bladamage’s spellbook contains *Detect Magic*, *Read Magic*, and one randomly determined 1st-level spell.

**Spell Scrolls:** If the Elf Bladamage finds scrolls that have been inscribed with spells from the Magic-User Spell List during an adventure, they can copy them into their spell book or cast the spell directly from the scroll. Casting directly from the scroll expends the scroll’s magic and makes it impossible for the Elf Bladamage to scribe it into his spell book later, but casting from a scroll does not expend a spell slot and no preparation is necessary.

**OPTIONAL RULE: SCRIBE SCROLLS**

With Referee permission, an Elf Bladamage may copy any spell in their spellbook onto a scroll, thus creating a spell scroll of that specific spell for later use. It must be a spell the Elf Bladamage is capable of preparing. This requires one hour per level of the spell prepared and costs 100 gold pieces per level of the spell prepared. It must be done in a safe environment and cannot be done while actively adventuring.

**Spellcasting:** An Elf Bladamage owns a book of spells, aptly known as a spellbook. An Elf Bladamage's spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, the spellbook of an Elf Bladamage contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Elf Bladamage mystically imprints the ability to activate a specific spell's effect in their mind. This is known as preparing a spell. An Elf Bladamage can only prepare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Elf Bladamage's mind and the spell takes effect. The Elf Bladamage will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Elf Bladamage's memory, as noted on Table 3-31: Elf Bladamage Advancement. An Elf Bladamage must spend 15 minutes each day preparing their spells regardless of their level.

**Keen Senses:** Elf Blademages have exceptional eyesight and are able to spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the Elf Bladamage is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by the character's Intelligence modifier.

**Languages:** Elf Blademages can speak and are literate the common tongue of the world and their own native language known simply as elvish. In addition, they can also speak and are literate in the languages of gnolls, goblins, orcs, and hobgoblins.

### OPTIONAL RULE: ADDITIONAL ELF BLADEMAGE HERITAGE-AS-CLASS ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select Elf Bladamage as their heritage-as-class.

**Charm Resistance:** Elf blademages are surprisingly resistant to the effects of the *Charm Person* spell and any effects that mimic this spell. They receive a +4 bonus on all saving throws to resist such effects.

**Ghoul Resistance:** Elf blademages are immune to the paralyzing touch of ghouls.

**Night Vision:** Elfblademages are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to a distance of 120 feet when in partial darkness.

**Sleep Immunity:** Elf blademages are immune to the effects of the *Sleep* spell.

## HALFLING FOLK MAGE

Particularly isolated halfling communities have one among them who understands a bit more of the arcane and has a touch more wisdom than your traditional farmer or shepherd. These Halfling Folk Mages blend arcane training, an instinctive understanding of the natural world, and the natural abilities of the small folk to provide a unique blend of powers which serve to protect and defend the community. Halfling Folk Mages may only advance to 4th level.

TABLE 3-32: HALFLING FOLK MAGE ADVANCEMENT

Level	XP	HD	AB	ST	Forestry	Spells Known	Spells	
							1st Level	2nd Level
1	0	1d6	+0	14	2	2	1	—
2	2500	1d6+1	+0	13	3	4	2	—
3	5000	2d6+1	+0	12	3	6	3	1
4	10000	2d6+2	+1	11	4	8	4	2

HALFLING FOLK MAGE HERITAGE-AS-CLASS ABILITIES

**Weapon and Armor Restrictions:** Halfling Folk Mages may wield clubs, daggers, slings, and short swords in combat. They can only wear leather armor and cannot use shields.

**All But Unseen:** As long as a Halfling Folk Mage remains unmoving and with some means of concealment, they are all but invisible and very easily overlooked.

**Forestry:** Halfling Folk Mages are most at home in the wilderness, among the flora and fauna of the world. Their Forestry ability may be used to track both humanoids and animals in natural environments. When in these natural environments, Forestry may also be used to remain both unseen and silent while moving, thus supplementing the Halfling Folk Mage’s All But Unseen ability. Finally, when a Halfling Folk Mage encounters a natural wild beast they may utilize this ability in an attempt to soothe and calm such an animal. To use the ability, the Referee rolls 1d6. If the number rolled is equal to or below the Halfling Folk Mage’s Forestry ability, they have succeeded. This chance of success is modified by a Halfling Folk Mage’s Wisdom modifier.

**High Weaver:** Once a Halfling Folk Mage reaches 4th level they gain the title of *High Weaver*. In addition to gaining a position of respect in their community they may also craft minor magical items. Once per week they may craft any one of the following magical trinkets if given eight hours of time to gather supplies from a wilderness environment:

- **Brightwater:** By going to fountains and natural springs and asking for blessings from the fey, the high weaver is able to distill an essence of blessed water that can be poured over twelve meals and or into twelve drinks in any combination. Any consumables touched by Brightwater function as if they had a *Purify Food & Drink* spell cast upon them.
- **Herbal Brew:** This concoction is brewed from a secret mixture of herbs, roots, and leaves. It tastes horrible, but functions exactly as a *Potion of Healing*.
- **Paste of the Beastspeaker:** By crafting a crude paste of mud, twigs, animal fur, avian feathers, and even shed serpent skins, the high weaver makes a paste they can be applied to the tongue, allowing anyone brave enough to spread it across their tongue and stuff a bit into their ears the ability to speak with and understand natural animals for 1d6 hours.
- **Stone Acorn:** These tiny acorns are gathered from an oak tree and blessed with secret magics. They may be thrown at a range of up to 30 feet. If the missile attack is successful the target must make a saving throw or become the victim of a *Hold Person* spell, as a thin layer of rigid stone covers their body and prohibits movement. Up to 1d6-2 *Stone Acorns* may be gathered in a week, to a minimum of a single acorn.

**Resistant to Magic:** Halfling Folk Mages, in spite of their magical abilities, are quite resistant to spells and other magical effects. They receive a +4 bonus to all saving throws made to resist magical effects and magic spells.

**Sharp Aim:** Halfling Folk Mages receive a +2 bonus on all attack rolls made when wielding a ranged weapon. This includes thrown weapons.

**Spellcasting:** A Halfling Folk Mage is able to cast spells in a manner similar to a Magic-User, though they do not keep a book of spells. Instead, they recall, songs, ancient stories, and legends which are cherished and beloved by halfling to achieve magical effects. These magical effects function exactly like Magic-User spells, having the same names, limits, and effects of these spells. They are drawn from the Magic-User Spell List on pages 141-142. A Halfling Folk Mage can cast any spell they know, but are limited to the number of spells they can cast each day and the level of the spells they can cast, as shown on the chart above. At 1st level the Halfling Folk Mage knows two 1st-level spells at character creation. When the character reaches 2nd level they may select two additional 1st-level spells. Upon reaching 3rd level, the Halfling Folk Mage can select two spells of either 1st or 2nd level and at 4th level they may select another pair of 1st or 2nd level spells.

Unlike magic users, Halfling Folk Mages do not need to prepare their spells. They may cast any spell they know without having to “prepare” them. They simply recall the songs and secrets they learned from an elder folk mage in the community to create their magical effects. However, they cannot use a spell they have not learned and may only cast a number of spells based upon their level, as shown on the Table 3-32: Halfling Folk Mage Advancement.

**Underfoot:** Giants, ogres, trolls, and other giant-like creatures have difficulty fighting Halfling Folk Mages and their attacks only inflict one-half the normal damage when they successfully attack the halfling.

**Languages:** Halfling Folk Mages can speak and are literate in the common tongue of the world and their own native language known simply as halfling. In addition, the Referee may allow them to speak other languages as are appropriate to the individual campaign.

**OPTIONAL RULE: ADDITIONAL HALFLING FOLK MAGE HERITAGE-AS-CLASS ABILITIES**

If the Referee wishes they can include any or all of the following abilities for players who select Halfling Folk Mages as their heritage as class.

**Dark Vision:** Halfling Folk Mages often make their homes in comfortable underground burrows and are quite acclimated to the dark. They can see to a distance of up to 30 feet in complete darkness.

**Easy Going Demeanor:** Halfling Folk Mages are personable by nature and increase the Loyalty of any hirelings they retain by +1.

**Poison Resistance:** Halfling Folk Mages are surprisingly robust and can more easily shrug off mild poisons. They receive a +2 bonus to all saving throws made to resist the effects of poisons.

**Small Size:** Due to their small size, Halfling Folk Mages receive a +1 bonus to their Armor Class as long as they are aware of the attack.



SIDHE

Sidhe, sometimes called true fey or high elves, are creatures of immortal beauty and inhuman grace. They range between six and six-and-a-half feet tall with fair skin, hair and eyes with pointed ears and almond eyes, similar to an elf – but their features are even more refined and chiseled. Proud, cold, and detached from the affairs of the world, they consider the affairs of the mortal realm beneath them. It is said they rule a realm beyond the horizon called Avalon, a deathless place where beauty lives forever. They make errant expeditions into what they call “the Imperfect Realm” out of sheer curiosity. They do so in an effort to understand what they call “the imperfect world,” where other creatures live. Sidhe may progress up to 8th level.

TABLE 3-33: SIDHE ADVANCEMENT

Level	XP	HD	AB	ST
1	0	1d6+1	+0	14
2	3000	2d6+1	+1	13
3	6000	3d6+1	+2	12
4	12000	4d6+1	+2	11
5	24000	5d6+1	+3	10
6	48000	6d6+1	+4	9
7	96000	7d6+1	+4	8
8	192000	8d6+1	+5	7

SIDHE HERITAGE-AS-CLASS ABILITIES

**Weapon and Armor Restrictions:** Sidhe are able to wield any weapon in combat, and may make use of any armor or shields to protect themselves.

**Detect Magic:** Because of their natural connection to the arcane, all Sidhe are able to cast *Detect Magic* from the Magic-User Spell List at will, but no more than once per hour.

**Glamour:** Beginning at 2nd level, the Sidhe are able to weave some minor enchantments and illusions. They may cast each of the following spells from the Magic-User Spell List once per

day: *Charm Person*, *Invisibility*, and *Phantasmal Force*.

**Inspiring Presence:** Witnessing a Sidhe in battle is like watching a legend unfold before one’s eyes. Allies are heartened and rallied by their majesty, while enemies cower in fear. While a Sidhe is in combat all his allies within 60 feet of the Sidhe receive a +1 bonus to all attack rolls and all enemies within 60 feet of the Sidhe suffer a -1 penalty to their saving throws.

**Keen Detection:** Sidhe have exceptional eyesight and are able to spot secret or concealed doors with a 1-2 on 1d6 chance of success simply when they pass within ten feet of them. If the Sidhe is actively searching for concealed or secret doors this chance increases to 1-4 on 1d6. This chance of success is modified by an Sidhe’s Intelligence modifier.

**Saving Throw Bonus:** Sidhe are naturally resistant to mortal magic and receive a +2 bonus to all saving throws made to resist magic spells and magical effects..

**Languages:** Sidhe can speak and are literate in the common tongue of the world and their own native language, sylvan. In addition, they can also speak and are literate in the languages of elves, giants, gnomes, goblins, and hobgoblins.

OPTIONAL RULE: ADDITIONAL SIDHE HERITAGE-AS-CLASS ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select Sidhe as their heritage-as-class.

**Charm Immunity:** Sidhe are immune to mortal attempts to enchant their mind, meaning they cannot be affected by the *Charm Person* spell and any effects that mimic this spell.

**Negative Energy Immunity:** Sidhe are immune to the paralyzing touch of ghouls and the level-draining effects of many undead creatures.

**Night Vision:** Sidhe are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to a distance of 120 feet when in partial darkness.

**Sleep Immunity:** Sidhe are immune to the effects of the *Sleep* spell and in fact do not need to naturally sleep themselves.



## SPRITE

These tiny fairies stand between twelve and eighteen inches tall, with glittering gossamer wings and elfin features. In most cases, they go about their own business deep in the wild places of the world and are content to ignore the outside world. They wear clothing crafted from leaves and spider-silk. Sprites are merry pranksters, often seeking adventure for its own sake and using their plethora of tricks and fey magic for acts of jest and mockery. Sprites may progress to up to 4th level.

TABLE 3-34: SPRITE ADVANCEMENT

Level	XP	HD	AB	ST	Spells	
					1st Level	2nd Level
1	0	1d6	+0	12	1	-
2	3000	1d6+1	+1	11	2	-
3	6000	2d6+1	+2	10	2	1
4	12000	2d6+2	+2	9	2	2

## SPRITE HERITAGE-AS-CLASS ABILITIES

**Weapon and Armor Restrictions:** Sprites are not martial by nature and their tiny size prohibits them from using any weapon, except for daggers and their own unique bows – known as elf-shot bows. They may not wear armor or use shields.

**Elf-Shot Bow:** Sprites who spend a day foraging in a forest can gather the necessary materials to craft a tiny bow suited to their size and 20 arrows. Though tiny in size, it functions identically to a short bow.

**Flight:** Sprites can both fly and walk at a base speed of 12. They cannot, however, carry more than 10 lbs of equipment and still take flight.

**Near Invisibility:** When not engaged in combat, Sprites can be quite stealthy, making themselves hard to spot and moving in almost total silence. While concealed in this fashion they are invisible to all but magical perceptions.

**Spell Casting:** A Sprite owns a book of spells woven of gossamer and leaves, aptly known as a spellbook. A Sprite’s spellbook does not necessarily contain all the spells listed on the Magic-User Spell List found on pages 141-142. In fact, most do not. Instead, each Sprite’s spellbook contains a collection of spells they have discovered and transcribed into that book over the course of their arcane education. Reading from this book, the Sprite mystically imprints the ability to activate a specific spell’s effect in their mind. This is known as preparing a spell. A Sprite can only pre-

pare spells they have written in their spellbook. Once prepared, the spell may be cast at any time as an action. This previously prepared spell vanishes from the Sprite's mind and the spell takes effect. The Sprite will need to prepare that now expended spell again if they wish to cast it again. However, it is possible to prepare the same spell multiple times using the available slots in the Sprite's memory, as noted on Table 3-34: Sprite Advancement. A Sprite must spend 15 minutes each day preparing their spells regardless of the Sprite's level.

**Tiny Size:** Because of their remarkably small size, Sprites are extraordinarily difficult to strike in combat. They receive a +6 bonus to their Armor Class when fighting all but the tiniest of foes.

Sprites can speak and are literate in the common tongue of the world and their own native language, sylvan. In addition, they can also speak and are literate in the languages of elves, giants, gnomes, goblins, and hobgoblins.

### OPTIONAL RULE: ADDITIONAL SPRITE HERITAGE-AS-CLASS ABILITIES

If the Referee wishes they can include any or all of the following abilities for players who select Sprites as their heritage-as-class.

***Charm Immunity:*** Sprites are immune to mortal attempts to enchant their mind, meaning they cannot be affected by the *Charm Person* spell and any effects that mimic this spell.

***Natural Foresters:*** Sprites have a natural affinity for nature and have a Forestry ability at a rating of 4. This ability does not improve as they gain levels. More information on Forestry can be found on page 56 under the Druid class description.

***Night Vision:*** Sprites are acclimated to seeing in twilight and other low-light environments, such as by starlight or moonlight. They can see up to a distance of 120 feet when in partial darkness.

***Sleep Immunity:*** Sprites are immune to the effects of the *Sleep* spell.

