

# Character

Yabec1-4

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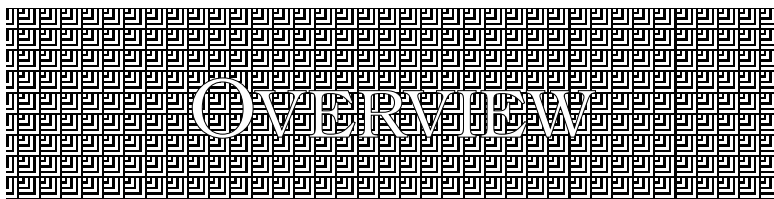
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This booklet covers character classes and abilities, and min-ions.

This chapter covers the process of creating a character, and attributes which apply to all characters.

For rules on spell casting, see Magic.

For rules on equipment, see Gear

# Creating A Character

Get a sheet of paper to record all of your character's details.

## 1. Roll Ability Scores

Roll 3d6 for **Strength, Dexterity, Constitution, Intelligence, Wisdom, And Charisma**. These are assigned in order.

### Sub-par Characters

If your character has eight or less in all scores, you may begin again.

## 2. Adjust Ability Scores

You may adjust your ability scores: For each 2 points you reduce from one score, you may increase another score by 1.

No score may be adjusted above 16, or below 6.

### Note Bonuses

Note the bonuses, or penalties, from your finalized ability scores. See p4.

## 3. Choose A Class

There are several classes to choose from. Be sure that you meet the requirements for your class.

The Basic classes have no prerequisites, and are recommended for newcomers.

Unless you chose a Demi-human class, you are a human.

Determine hit points by your health die. You can reroll 1s and 2s.

Record AV (attack value) from the the progression table and dexterity.

Record your saving throw scores from the progression table.

## 4. Choose Alignment

Choose whether you are Lawful, Neutral, or Chaotic. See p5.

## 5. Starting Money

Start with 3d6x10 cp. You'll be able to go shopping during Warm Up.

## 6. Note XP And Level

Characters start at 1st level with 0 xp.

### (optional) Name An Heir

Note your inheritor. See Global page 20.

# Ability Scores

## Strength

**MELEE:** Bonus to melee damage.

**SLOTS:** Bonus item slots.

Score	Melee	Slots
3	-3	-2
4-5	-2	-1
6-8	-1	0
9-12	0	0
13-15	+1	+1
16-17	+2	+2
18	+3	+3

## Dexterity

**ARMOR:** Bonus to AC.

**ATTACK:** Bonus to AV.

Score	Armor	Attack
3	+3	+3
4-5	+2	+2
6-8	+1	+1
9-12	+0	+0
13-15	-1	-1
16-17	-2	-2
18	-3	-3

## Constitution

**HEALTH:** Bonus HP. All characters will have at least one HP regardless of constitution.

Score	Health
3	-3
4-5	-2
6-8	-1
9-12	0
13-15	+1
16-17	+2
18	+3

## Intelligence

**BONUS:** Number of spoken languages known in addition to those indicated by your class.

**LITERACY:** Level of literacy.

Score	Bonus	Literacy
3	non-verbal	Illiterate
4-5	none	Illiterate
6-8	none	Illiterate
9-12	none	1 Literate
13-15	1	1 Literate
16-17	2	2 Literate
18	3	4 Literate

## Wisdom

**HEALING:** Bonus healing when applying a bandage.

Score	Healing
3	-2
4-5	-2
6-8	-1
9-12	0
13-15	1
16-17	2
18	+1d6

## Charisma

**REACTION:** Applies to various interactions.

**MINION:** Maximum number of minions.

**LOYALTY:** Starting loyalty of hirelings.

Score	Reaction	Minion	Loyalty
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	0	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

## Alignment

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Beneath the surface of everyday life, two primeval forces mingle. Their servants favor either the cosmic order, or the advent of a new one. Some find themselves neutrally or unaligned, choosing for their own ends, or for the end of balance.

### Alignment Language

Creatures automatically recognize a certain set of gestures, signs, and code words, pertaining to their alignment. This allows creatures of common alignment a measure of communication.

Creatures of a different alignment are likely to recognize an alignment language being spoken, but will not understand its content.

### Revealing Alignment

Players must reveal their alignment to the referee, but are not required to reveal to each other.

### Role Playing Alignment

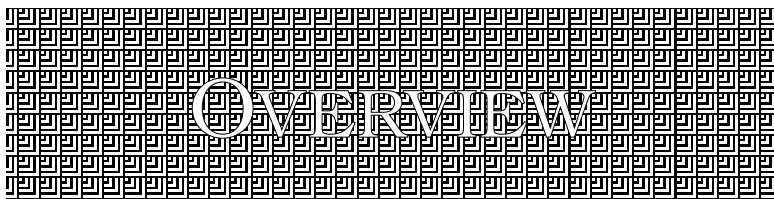
If the character acts too far out of their alignment, the referee may require them to change their alignment and suffer a penalty.

## Monstrous

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Monstrous characters face additional challenges:

- ▶ They are not welcome in urban areas unless accompanied by a human, elf, or dwarf.
- ▶ They can not employ human hirelings.
- ▶ They do not automatically know the common language.
- ▶ They have a -2 to reaction rolls with non-monsters.
- ▶ When in sunlight, they have a +1 to AC, and AV.



The four basic classes have no prerequisites and are recommended for first time players.

# Cleric

REQUIREMENTS: None

PRIME REQUISITE: Wisdom

HEALTH DIE: d6

MAXIMUM LEVEL: 14

ARMOUR: Any, including shields

WEAPONS: blunt

LANGUAGES: Alignment, Common, Ceremonial

Clerics are adventurers who have sworn to serve a deity. They are trained for battle and channel the power of their deity. Their holy doctrine forbids the use of blades or stabbing points.

Progression									
Lv	XP	AV	D	W	P	B	S		
1	0	19	11	12	14	16	15		
2	1.5k	19	11	12	14	16	15		
3	3k	19	11	12	14	16	15		
4	6k	19	11	12	14	16	15		
5	12k	17	9	10	12	14	12		
6	25k	17	9	10	12	14	12		
7	50k	17	9	10	12	14	12		
8	100k	17	6	10	12	14	12		
9	200k	14	6	7	9	11	9		
10	300k	14	6	7	9	11	9		
11	400k	14	6	7	9	11	9		
12	500k	14	3	7	9	11	9		
13	600k	12	3	5	7	8	7		
14	700k	12	3	5	7	8	7		

## Turn Undead

Clerics can invoke the power of their deity to repel undead monsters. To turn the undead, roll 2d6. The Dungeon Master consults the table, comparing the roll against the HD of the type of undead present.

### Restrictions

**EXCESS:** Rolled Hit Dice that are not sufficient to affect a monster are wasted.

**MINIMUM EFFECT:** At least one undead monster will always be affected on a successful turning.

**MIXED GROUPS:** If the undead are of different types, those with the lowest HD are affected first.

**RECHARGE:** A cleric can attempt to turn only once per turn.

### Turning Table

Lv	1	2	2*	3	4	5	6	7	8+
1	7	8	11	-	-	-	-	-	-
2	T	7	8	11	-	-	-	-	-
3	T	T	7	8	11	-	-	-	-
4	D	T	T	7	8	11	-	-	-
5	D	D	T	T	7	8	11	-	-
6	D	D	D	T	T	7	8	11	-2
7	D	D	D	D	T	T	7	8	11
8	D	D	D	D	D	T	T	7	8
10	D	D	D	D	D	D	T	T	7
11	D	D	D	D	D	D	D	T	T
12	D	D	D	D	D	D	D	D	T
13	D	D	D	D	D	D	D	D	D
14	D	D	D	D	D	D	D	D	D

\*2HD monster with ability  
-: The turning fails.



**NUMBER:** If the 2d6 turning roll is equal to or greater, the turning succeeds.

**T:** The turning succeeds.

**D:** The turning succeeds; the monsters are destroyed.

### Successful Turning

If the turning attempt succeeds, the player rolls 2d6 again to determine the number of HD turned/destroyed.

**TURNED UNDEAD:** Will leave the area, if possible, and will not harm or make contact with the cleric.

**DESTROYED UNDEAD:** Are instantly and permanently annihilated.

### Divine Magic

See Magic for full details.

**HOLY SYMBOL:** A cleric must carry a holy symbol to use magic.

**DEITY DISFAVOR:** Clerics must be faithful to the tenets of their alignment, clergy, and religion. Tenets for all clerics include:

- ▶ Only using blunt weapons.
- ▶ Refusal to buy, sell, or use poisons, including alcohol.
- ▶ 10% tithe to the temple.
- ▶ Respect of all royalty.

**SPELL CASTING:** Once a cleric has proven their faith (from 2nd level), the character may pray to receive spells. The power and number of spells available to a cleric are determined by the character's level.

Their spell list is found on Magic page 9.

### Magic Progression

Lv	1	2	3	4	5
2	1	-	-	-	-
3	2	-	-	-	-
4	2	1	-	-	-
5	2	2	-	-	-
6	2	2	-	-	-
7	2	2	1	1	-
8	3	3	2	1	1
9	3	3	2	2	1
10	4	4	3	2	2
11	4	4	3	3	2
12	5	5	4	3	3
13	5	5	4	4	4
14	6	5	5	5	4

### After Reaching 9th Level

A cleric may establish or build a stronghold. So long as the cleric is currently in favor with their god, a stronghold may be bought or built at half the normal price, due to the aid of the faithful.

Once a stronghold is established, the cleric will attract followers (5d6 × 10 fighters of level 1–2). These troops are completely devoted to the cleric, having a loyalty of 12. The referee decides which proportions of followers are 1st and 2nd level and which are bowmen, infantry, etc.

# Fighter

REQUIREMENTS: None

PRIME REQUISITE: Strength

HEALTH DIE: d8

MAXIMUM LEVEL: 14

ARMOUR: Any

WEAPONS: Any

LANGUAGES: Alignment,  
Common

A fighter fights monsters and defend other characters.

Progression									
Lv	XP	AV	D	W	P	B	S		
1	0	18	12	13	14	15	16		
2	2k	18	12	13	14	15	16		
3	4k	18	12	13	14	15	16		
4	8k	16	10	11	12	13	14		
5	16k	16	10	11	12	13	14		
6	32k	16	10	11	12	13	14		
7	64k	13	8	9	10	10	12		
8	120k	13	8	9	10	10	12		
9	240k	13	8	9	10	10	12		
10	360k	11	6	7	8	8	10		
11	480k	11	6	7	8	8	10		
12	600k	11	6	7	8	8	10		
13	720k	9	4	5	6	5	8		
14	840k	9	4	5	6	5	8		

## Fighter Skills

At second level, a fighter gains one of these skills.

Each even level after that, they gain an additional skill.

- **BERSERKER:** While damaged 80% or greater, -4 AV.
- **BRUTAL:** Wear a non-magic weapon to get +2 damage.
- **TACTION:** +4 bonus to Stunts.
- **TOUGH:** Dismember with advantage. See Global, page 20.

## Advanced skills

Starting at 5<sup>th</sup> level, and each odd level after, fighters can choose an advanced skill.

- **BEEF CAKE:** +3 item slots. +2 healing when bandaged.
- **BOUNTY HUNTER:** +2 damage with blunt weapons.
- **COMMANDER:** +2 starting loyalty and minion maximum.
- **DUAL-WIELDING:** When holding two weapons: +d6 damage.
- **FORGE MASTER:** You can do Forging. See Downtime p18.
- **SWEEP ATTACK:** With monsters of HD < Lv, Attack all monsters in melee: Make one roll, AV + number of monsters.
- **MONSTROUS:** d12 health die. Become monstrous (page 5).
- **MULTIATTACK:** Make 2 attacks, or an attack + a stunt.
- **NEGOTIATOR:** +1 to reaction rolls. While in a **Melee**, enemies have a -1 moral.
- **SPELL SWORD:** Learn A 1<sup>st</sup> level wizard spell. Inscribing a sword or great sword takes 1 week + 50 cp. Once per day, cast while holding the sword.

## Stronghold

Any time a fighter wishes (and has sufficient money), they can build a castle or stronghold and control the surrounding lands.

## After 9th Level

A fighter is granted the title Baron. Their land is then known as a Barony.

# Wizard

REQUIREMENTS:	None
PRIME REQUISITE:	intelligence
HEALTH DIE:	d4
MAXIMUM LEVEL:	14
ARMOUR:	None
WEAPONS:	Dagger, Staff
LANGUAGES:	Alignment, Common

Wizards adventure in search of arcane knowledge, rare components, and funds for their research, on their quest to master magical power.

They appear to be still be human.

Progression								
Lv	XP	AV	D	W	P	B	S	
1	0	19	13	14	13	16	15	
2	2.5k	19	13	14	13	16	15	
3	5k	19	13	14	13	16	15	
4	10k	19	13	14	13	16	15	
5	20k	19	13	14	13	16	15	
6	40k	17	11	12	11	14	12	
7	80k	17	11	12	11	14	12	
8	150k	17	11	12	11	14	12	
9	300k	17	11	12	11	14	12	
10	450k	17	11	12	11	14	12	
11	600k	14	8	9	8	11	8	
12	750k	14	8	9	8	11	8	
13	900k	14	8	9	8	11	8	
14	1m	14	8	9	8	11	8	

## Arcane Magic

See Magic for full details.

**SPELL BOOK:** Wizards must carry a spell book to use magic.

**SPELL CASTING:** Wizards carry spell books containing the formulae for arcane spells.

The table shows the number they may memorize, determined by the character's experience level. Their spell list is found on Magic p12.

Magic Progression							
Lv	1	2	3	4	5	6	
1	1	—	—	—	—	—	
2	2	—	—	—	—	—	
3	2	1	—	—	—	—	
4	2	2	—	—	—	—	
5	2	2	1	—	—	—	
6	2	2	2	—	—	—	
7	3	2	2	1	—	—	
8	3	3	2	2	—	—	
9	3	3	3	2	1	—	
10	3	3	3	3	2	—	
11	4	3	3	3	2	1	
12	4	4	3	3	3	2	
13	4	4	4	3	3	3	
14	4	4	4	4	3	3	

## After Reaching 11th Level

A wizard may build a stronghold, often a great tower. 1d6 apprentices of levels 1–3 will then arrive to study under the wizard.

## After Reaching 14th Level

A wizard undergoes **The Transformation**.

# Thief

REQUIREMENTS: None

PRIME REQUISITE: Dexterity

HEALTH DIE: d4

MAXIMUM LEVEL: 14

ARMOUR: Leather

WEAPONS: Any

LANGUAGES: Alignment,  
Common, Thieves Cant

Thieves make range of a unique set of skills useful both on the edges of society, and in the dungeon. They survive by deception and stealth.

Progression								
Lv	XP	AV	D	W	P	B	S	
1	0	19	13	14	13	16	15	
2	1.2k	19	13	14	13	16	15	
3	2.4k	19	13	14	13	16	15	
4	4.8k	19	13	14	13	16	15	
5	9.6k	17	12	13	11	13	13	
6	20k	17	12	13	11	13	13	
7	40k	17	12	13	11	13	13	
8	80k	17	12	13	11	13	13	
9	160k	14	10	11	9	12	10	
10	280k	14	10	11	9	12	10	
11	400k	14	10	11	9	12	10	
12	520k	14	10	11	9	12	10	
13	640k	12	8	9	7	10	8	
14	760k	12	8	9	7	10	8	

Thieves Cant

Thieves know a general code of conduct, including unique gestures, signs, and code words. This language allows them to communicate, while sounding like innocent small talk to the unfamiliar.

Thief Skills

Thieves are highly talented, and capable of many skills. See the skill progression table opposite.

- **CLIMB SHEER SURFACES (CS):**  
A roll is required for each 100' to be climbed. If the roll fails, the thief falls at the halfway point, suffering falling damage. (1d6 per 10')
- **CHECK DOORS (CD):** A thief gets a bonus to check doors  
See Adventure, page 9.
- **SNEAK DIE (SD):** The thief rolls this die when sneaking.  
See Global p9.
- **OPEN LOCKS (OL):** Requires thieves' tools (see Gear). A thief can only try this skill once per lock. If the roll fails, the thief may not try the same lock again before gaining an experience level.
- **PICK POCKETS (PP):** If the victim is 4 HD or greater, the thief's roll is penalized by 5% for every HD more than 4. There is always at least a 1% chance of failure. A roll of more than twice the percentage required for success means that the attempted theft is noticed.

**CHECKING SKILLS WITH A PERCENT CHANCE:** roll d%. If it is the listed value or less, the skill succeeds.

### Skill Progression

Lv	CS	CD	SD	OL	PP
1	87	+1	d10	15	20
2	88	+1	d10	20	25
3	89	+1	d12	25	30
4	90	+1	d12	30	35
5	91	+1	d12	35	40
6	92	+2	d12	45	45
7	93	+2	2d6	55	55
8	94	+2	2d6	65	65
9	95	+2	2d6	75	75
10	96	+2	2d6	85	85
11	97	+3	2d8	95	95
12	98	+3	2d8	96	105
13	99	+3	2d10	97	115
14	99	+3	2d12	99	125

### After Reaching 9th Level

A thief can establish a thief den, attracting 2d6 apprentices of 1st level. These thieves will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful thief might use these followers to start a Thieves' Guild.

### Back-Stab

When attacking an unaware opponent from behind, a thief receives a -4 bonus to AV and rolls triple damage.

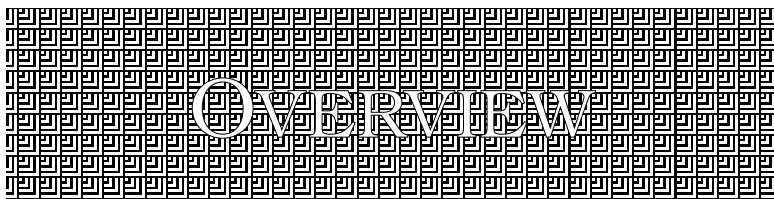
### Read Languages

A thief of 4th level or higher can decipher critical portions of non-magical text in any language (including dead languages and basic codes) with 80% probability. If the roll does not succeed, the thief may not try to read that particular text again before gaining an experience level.

### Scroll Use

A thief of 10th level or higher can cast arcane spells from scrolls. There is a 10% chance of error: the spell does not function as expected and creates an unusual or deleterious effect.





Advanced classes offer more options and variety.

# Acrobat

**REQUIREMENTS:** Charisma 9  
**PRIME REQUISITE:** Dexterity  
**HEALTH DIE:** d4  
**MAXIMUM LEVEL:** 14  
**ARMOUR:** Leather  
**WEAPONS:** thrown, sword, short sword, pole arm, spear.  
**LANGUAGES:** Alignment, Common, Carnie.

Acrobats are performers, skilled in balance, and gymnastics. They're often traveling workers, taking up adventuring, or even burglary.

Progression								
Lv	XP	AV	D	W	P	B	S	
1	0	19	13	14	13	16	15	
2	1.2k	19	13	14	13	16	15	
3	2.4k	19	13	14	13	16	15	
4	4.8k	19	13	14	13	16	15	
5	9.6k	17	12	13	11	14	13	
6	20k	17	12	13	11	14	13	
7	40k	17	12	13	11	14	13	
8	80k	17	12	13	11	14	13	
9	160k	14	10	11	9	12	10	
10	280k	14	10	11	9	12	10	
11	400k	14	10	11	9	12	10	
12	600k	14	10	11	9	12	10	
13	720k	12	8	9	7	10	8	
14	840k	12	8	9	7	10	8	

## Acrobat Skills

- **CLIMB SHEER SURFACES (CS):** A roll is required for each 100' to be climbed. If the roll fails, the acrobat falls at the halfway point, suffering fall damage. (1d6 per 10')
- **FALLING (FA):** When able to tumble, suffer no damage from the first 10' of any fall. Further

- damage is reduced by the listed percentage.
- **CATCH MISSILES (CM):** Once per turn, attempt to can catch a non-magical projectile.
  - **TIGHTROPE WALKING (TW):** Acrobats can walk tightropes, narrow beams, and ledges. Failure indicates that the acrobat falls. A balance pole increases the chance by 10%.
  - **EVASION:** An acrobat can leave a **Melee** and move one **Step**, after a melee attack. See Adventure page 23.
  - **RUNNING VAULT (RV):** With a 20' run-up and a pole, jump this long, and half as high.
  - **QUICK MOVEMENT (QM):** Acrobats may move an extra **Step** this many times per turn.

## Skill Progression

Lv	CS	FA	CM	TW	RV	QM
1	87	25	20	60	10'	1
2	88	25	27	65	13'	1
3	89	25	34	70	16'	1
4	90	33	41	75	20'	2
5	91	33	48	80	23'	2
6	92	33	55	85	26'	2
7	93	33	62	90	30'	3
8	94	50	69	95	30'	3
9	95	50	76	99	30'	3
10	96	50	83	99	30'	3
11	97	50	90	99	30'	4
12	98	50	97	99	30'	4
13	99	50	98	99	30'	4
14	99	75	99	99	30'	4

## After Reaching 9th Level

An acrobat can establish a small circus, attracting 2d6 apprentices of 1st level. The apprentices will serve the character with some reliability;



# Bard

**REQUIREMENTS:** Dexterity and Intelligence 9.

**PRIME REQUISITE:** Charisma

**HEALTH DIE:** d6

**MAXIMUM LEVEL:** 14

**ARMOUR:** Leather, Chainmail

**WEAPONS:** thrown, fired, non-two-handed

**LANGUAGES:** Alignment, Common, Carnie.

Bards are minstrels and warrior poets.

## Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	13	14	13	16	15
2	2k	19	13	14	13	16	15
3	4k	19	13	14	13	16	15
4	8k	19	13	14	13	16	15
5	16k	17	12	13	11	14	13
6	32k	17	12	13	11	14	13
7	64k	17	12	13	11	14	13
8	120k	17	12	13	11	14	13
9	240k	14	10	11	9	12	10
10	360k	14	10	11	9	12	10
11	480k	14	10	11	9	12	10
12	600k	14	10	11	9	12	10
13	720k	12	8	9	7	10	8
14	840k	12	8	9	7	10	8

## Languages

Bards learn a new spoken languages at every odd level (i.e. 1<sup>st</sup>, 3<sup>rd</sup>, etc.). They can't learn special languages such as druidic or thieves cant.

## Song

At first level, a bard knows one songs. Each odd level after that, they learn an additional song.

► **CHANT DU COQ:** Enrages and attracts monsters; ends sleep.

► **CHANT DE GUERRE:** allies that can hear have +1 on loyalty checks and spell saves.

► **J'AIME LES ANIMAUX:** Same effects as Animal Friendship.

► **IMPRESSIONNER LES FÉES:** 3-in-6 chance to impress Fey with HD less than the bard's level.

► **LA CALOMNIER:** Allies within a short distance make saves against charms with a +4 bonus. Those already charmed make an additional save.

► **MUSIQUE DE COMBAT:** Same effects as Bless. At 4<sup>th</sup> level, may have the same effects as Cause Fear instead.

► **FLIRTER AVEC LES DRAGONNES:** Same effects as Lesser Charm. At 8<sup>th</sup> level, same effects as Greater Charm instead.

## Restrictions

► Each song can be used at most once per day.

► Songs are magic and follow the same rules as spell casting.

► Must be concentrating and playing a musical instrument.

► Creates loud noise.

► All effects end after 1 turn.

# Druid

**REQUIREMENTS:** Neutral

**PRIME REQUISITE:** Wisdom

**HEALTH DIE:** d4

**MAXIMUM LEVEL:** 10

**ARMOUR:** Leather, shields

**WEAPONS:** Club, dagger, sling, spear, staff. None made of metal.

**LANGUAGES:** Alignment, Common, Druidic, Sylvan

Druids are priests of nature, protecting wild lands from the encroachment of “civilized” Law and the corrupting touch of Chaos. They worship the force of nature itself. Their holy doctrine forbids the use of metal.

Progression									
Lv	XP	AV	D	W	P	B	S		
1	0	19	11	12	14	16	15		
2	2k	19	11	12	14	16	15		
3	4k	19	11	12	14	16	15		
4	7.5k	19	11	12	14	16	15		
5	12.5k	17	9	10	12	14	12		
6	20k	17	9	10	12	14	12		
7	35k	17	9	10	12	14	12		
8	60k	17	9	10	12	14	12		
9	90k	14	6	7	9	11	9		
10	125k	14	6	7	9	11	9		

## Limited Possessions

A druid may only keep wealth and possessions that can be kept on their person or mount. Excess must be donated to worthy causes.

## Divine Magic

See Magic for full details.

**HOLY SYMBOL:** A druid must carry an animal bone in order to cast spells.

**DEITY DISFAVOR:** Druids must be faithful to the tenets of their alignment and religion. Tenets of the druid include:

- ▶ Refusal of metal tools.
- ▶ Sanctity of nature.
- ▶ Sanctity of the hunt.
- ▶ Respect of the dead.

**SPELL CASTING:** A druid may pray to receive spells. The power and number of spells available to a cleric are determined by the character’s level. Their spell list is found on Magic page 10.

Magic Progression						
Lv	1	2	3	4	5	
1	1	-	-	-	-	
2	2	-	-	-	-	
3	2	1	-	-	-	
4	2	2	-	-	-	
5	2	2	-	-	-	
6	2	2	1	-	-	
7	3	2	2	1	-	
8	3	3	2	2	-	
9	3	3	2	2	1	
10	3	3	3	3	2	

## Identification

Druids can identify plants, animals and clean water.

## Shape Change

At 2nd level, a druid gains the ability to change into animals.

A druid can know as many shapes as their level. Learning a knew shape requires three observations, which must be

on unique individuals, and on separate days.

Observation takes one turn and requires the druid to be unnoticed.

### **Transforming**

- ▶ Can only be used once per day.
- ▶ Lasts a number of turns equal to the druid's level.
- ▶ Follows the same rules as spell casting.
- ▶ Must be holding the bone or hide of the animal.
- ▶ The animal must have hit dice equal to or less than the druid's level.
- ▶ If a druid has lost hit points, they regain 1d4 hit points per level upon changing into an animal.
- ▶ All equipment carried by the druid is absorbed into the animal form and reappears when the druid changes back.

### **Nature's Favor**

Due to their ability to forage, druids do not need to consume rations when Traveling.

### **Pass Without Trace**

From 3rd level, a druid can pass through natural environments without leaving any tracks. A druid is also able to move through overgrown areas at normal speed and without impediment

### **Charm Immunity**

Druids of 7th level and above are immune to charms.

### **Reaching 12th Level And Above**

There can only be nine druids of 12th level. When a druid has enough experience to reach 12th level, they must challenge an existing 12th level druid. The character only advances to 12th level if the other druid is defeated. Such challenges may take any form that is agreed by both parties, including combat (which need not be fatal). Likewise, there can only be three druids of 13th level and a single druid (known as the arch-druid) of 14th level.

Druids who attain 12th level or above may have a stronghold magically integrated into a natural setting.

2d12 beings will join the ranger as followers. The nature of these followers is up to the referee.

# Knight

REQUIREMENTS: Constitution 9, Dexterity 9. Alignment.

PRIME REQUISITE: Strength

HEALTH DIE: d10

MAXIMUM LEVEL: 14

ARMOUR: Chainmail, platemail, shields

WEAPONS: All

LANGUAGES: Alignment, Common

Knights serve a noble house. At 1st and 2nd level, they are “squires”, not true knights. Upon 3rd level, they are knighted by their liege and gain the right to bear a coat of arms

ALIGNMENT: A knight must have the same alignment as their liege.

Progression									
Lv	XP	AV	D	W	P	B	S		
1	0	19	12	13	14	15	14		
2	2.5k	19	12	13	14	15	14		
3	5k	19	12	13	14	15	14		
4	10k	17	10	11	12	13	12		
5	18k	17	10	11	12	13	12		
6	37k	17	10	11	12	13	12		
7	85k	14	8	9	10	10	10		
8	140k	14	8	9	10	10	10		
9	270k	14	8	9	10	10	10		
10	400k	12	6	7	8	8	8		
11	530k	12	6	7	8	8	8		
12	660k	12	6	7	8	8	6		
13	790k	10	4	5	6	5	6		
14	920k	10	4	5	6	5	4		

## Chivalric Code

Knights are bound by a code of honor. Breaking code

- revokes knighthood; they become a fighter (see page 9).
- Service of the knight’s liege.
  - Defense of all in their charge
  - Sanctity of single combat.
  - Death over dishonor.

## Knightly Combat

- Knights gain a -2 bonus to AV when mounted.
- Knights gain a -2 bonus to AC when in single combat.
- Once per turn, a knight can take the damage of a melee attack directed at an **Touch** ally.
- A knight of 5th level or higher can train magical animals, using 4 weeks of downtime. See Downtime page Error: Reference source not found.

## Hospitality

A knight of 3rd level or higher can expect hospitality and aid from nobles and other knights of the same alignment or social affiliation. A knight is expected to extend such hospitality in kind.

## Strength Of Will

Knights are immune to fear effects. From 3rd level, companions within a short distance of the knight gain advantage on saving throws against fear effects, and loyalty rolls.

# Princess

**REQUIREMENTS:** Charisma 9, Lawful.

**PRIME REQUISITE:** Intelligence

**HEALTH DIE:** d4

**MAXIMUM LEVEL:** 14

**ARMOUR:** Chainmail

**WEAPONS:** Dagger, sword, short bow

**LANGUAGES:** Alignment, Common, High Elvish

Princesses are from noble houses, usually women, who direct and lead others. While having little combat training, and rarely adventuring, they are highly motivated.

**EQUIPMENT:** Princesses start with an extra 100 cp.

## Progression

Lv	XP	AV	D	W	P	B	S
1	0	20	12	13	14	15	14
2	2k	20	12	13	14	15	14
3	4.5k	19	12	13	14	15	14
4	9k	19	10	11	12	13	12
5	17k	19	10	11	12	13	12
6	36k	17	10	11	12	13	12
7	80k	17	8	9	10	10	10
8	130k	15	8	9	10	10	10
9	250k	15	8	9	10	10	12
10	350k	14	6	7	8	8	8
11	500k	14	6	7	8	8	8
12	650k	12	6	7	8	8	8
13	700k	12	4	5	6	5	6
14	900k	12	4	5	6	5	6

## Royal Status

Princesses can invoke their status to demand parley and fair treatment, even from enemy soldiers and monsters;

She has a +2 bonus to Reaction rolls (in addition to the bonus from Charisma). See page 4.

Her minions begin with one additional loyalty.

## Hospitality

A princess can expect hospitality and aid from noble of the same alignment or social affiliation. She is expected to extend such hospitality in kind.

## Lore

A princess has a 2-in-6 chance of knowing obscure lore pertaining to monsters, magic items, or heroes of folk-tale or legend.

## Inspiration

From 3rd level, the first time each turn a **Close** minion would be slain, they may make a loyalty check, healing 1 on a success.

From 3<sup>rd</sup> level, when sneaking as a group, the group uses the best sneak check, instead of the average.

## Castle

Any time a princess wishes (and has sufficient money), she can build a castle or stronghold and control the surrounding lands.

After reaching 9th level, 3d6 3rd level knights come to serve her.

# Warlock

REQUIREMENTS: 9 charisma, Chaotic.

PRIME REQUISITE: Charisma.

HEALTH DIE: d8

MAXIMUM LEVEL: 12

ARMOR: Leather, chainmail

WEAPONS: non-two-handed, non-blunt

LANGUAGES: Alignment, Common, Patron

Warlocks are spell casters who sell their souls for extraordinary power.

**PATRON LANGUAGE:** A warlock knows the language of their patrons.

Progression									
Lv	XP	AV	D	W	P	B	S		
1	0	19	14	17	13	16	17		
2	2.5k	19	14	17	13	16	17		
3	5k	19	14	16	13	16	16		
4	10k	17	14	16	13	16	16		
5	20k	17	14	15	13	16	15		
6	40k	17	12	15	11	14	15		
7	80k	15	12	14	11	14	14		
8	150k	15	12	14	11	14	14		
9	300k	15	12	13	11	14	13		
10	450k	14	12	13	11	14	13		
11	600k	14	9	12	8	11	12		
12	750k	14	9	12	8	11	12		

## Evil Aura

Undead and fiends won't attack a warlock until provoked.

## Divine Magic

See Magic for full details.

**UNHOLY SYMBOL:** must carry an unholy symbol to use

magic. Begin the game with one. If lost, it is difficult to replace.

**DEITY DISFAVOR:** Warlock must be faithful to the tenets of their alignment, and their patron(s). Take three at random.

- 1 Collect one trophy per session, such as an ear or finger.
- 2 Use of a cursed weapon.
- 3 Inscription of names.
- 4 Become monstrous. See p5.
- 5 Lust for power.
- 6 Secret Missions.
- 7 Refusal to be enchanted.
- 8 Use only blunt weapons, instead of non-blunt.
- 9 Sanctity of single combat.
- 10 15% tithe.
- 11 Blind beyond 1 square.
- 12 Missing an attack causes the weapon to take 1 damage.
- 13 Sanctity of the hunt.
- 14 No natural healing. Once per day, heal 1d6 by drinking fresh humanoid blood.
- 15 Refusal to kill one type of monster.
- 16 Insistence to kill one type of monster.
- 17 Can only use a torch as a weapon, which had a d8 damage die for you.
- 18 Bearing of a cursed amulet.
- 19 Sacrifice an eye and three fingers.
- 20 No mercy for enemies.

## Redemption

If a warlock acquires four or more disavors, they become either a cleric or a fighter.

**SPELL CASTING:** A warlock may pray to receive spells. The power and number of spells available to a warlock are determined by the character's level. Their spell list is found on Magic p12.

### Magic Progression

Lv	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	3	2	-	-	-
5	3	2	-	-	-
6	3	3	-	-	-
7	4	3	1	-	-
8	4	3	2	1	-
9	5	3	2	2	1
10	5	4	3	2	2
11	6	4	3	3	2
12	7	5	4	3	3

### Blood Offerings

Whenever a warlock casts a spell, or has a spell cast on them, they take 1 damage.

If they are holding a silver dagger, they may choose to take additional damage for a chance of the cast spell being remembered. The chance is equal to X-in-8 where X is the additional damage, divided by the level of the spell.

### Blood Libations

Starting at 6<sup>th</sup> level, a warlock can deal up to half the

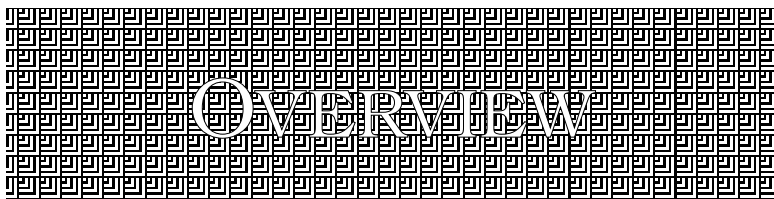
damage from blood offerings to a **Touched** status creature.

### Stronghold

Any time a warlock wishes (and has sufficient money), they can build a keep or abbey and control the surrounding lands. 1d6 apprentices of levels 1–3 will then arrive to study under the warlock.







Demihumans are creatures such as dwarves and elves. Their classes offer a mix of options.

# Dwarf

REQUIREMENTS: Minimum constitution 9

PRIME REQUISITE: Strength

HEALTH DIE: d8

MAXIMUM LEVEL: 12

ARMOUR: Any, shields

WEAPONS: Any

LANGUAGES: Alignment, Common, Dwarvish

Dwarves are stout, bearded demihumans, about 4’ tall and weighing about 150 pounds. They live underground and love fine craftsmanship, gold, hearty food, and strong drink. Dwarves are known for their stubbornness and practicality.

Progression									
Lv	XP	AV	D	W	P	B	S		
1	0	19	11	12	14	16	15		
2	2.2k	19	11	12	14	16	15		
3	4.4k	19	11	12	14	16	15		
4	8.8k	17	11	12	14	16	15		
5	17k	17	9	10	12	14	12		
6	35k	17	9	10	12	14	12		
7	50k	14	9	10	12	14	12		
8	70k	14	6	10	12	14	12		
9	140k	14	6	7	9	11	9		
10	400k	12	6	7	9	11	9		
11	530k	12	6	7	9	11	9		
12	660k	12	3	7	9	11	9		

## Detect Construction

When **Searching**, dwarves also detect new construction, sliding walls, sloping passages and other stone architectural features. See Error: Reference source not found, page 8.

## Infravision

Dwarves have infravision. See Global p10.

## Tough

Dwarves dismember with a advantage. See Global, page 20.

## BERSERKER

While a dwarf has damage equal to or greater than 80% of their health, their AV is reduced by 4.

## Medic

Dwarves make checks for bandaging with advantage See Global, page 19.

## After Reaching 9th Level

A dwarf has the option of creating an underground stronghold that will attract dwarves from far and wide. Dwarves usually live in clans, so dwarves of the character’s clan will be attracted to live under their roof. Dwarves from other clans will generally be friendly and clans may collaborate in times of war or disaster.

A dwarf ruler may only hire dwarven mercenaries. However specialists and hirelings of any race may be hired.

# Elf

**REQUIREMENT:** Intelligence 9  
**PRIME REQUISITE:** intelligence and strength.  
**HEALTH DIE:** d6  
**MAXIMUM LEVEL:** 10  
**ARMOUR:** Any  
**WEAPONS:** Any  
**LANGUAGES:** Alignment, Common, High Elvish, Low Elvish, Sylvan

Elves are fey demihumans with pointed ears. They weigh about 150 pounds and are between 6 and 7 feet tall. They live hundreds of years; Humans seem like animals to them.

Progression									
Lv	XP	AV	D	W	P	B	S		
1	0	19	12	13	13	15	15		
2	4k	19	12	13	13	15	15		
3	8k	19	12	13	13	15	15		
4	16k	17	10	11	11	13	12		
5	32k	17	10	11	11	13	12		
6	64k	17	10	11	11	13	12		
7	120k	14	8	9	9	10	10		
8	250k	14	8	9	9	10	10		
9	400k	14	8	9	9	10	10		
10	600k	12	6	7	8	8	8		

## Detect Secret Doors

Elves have keen eyes that allow them to occasionally detect hidden and secret doors without **Searching**.

## Keen Hearing

Elves have a +1 to check doors See Adventure, page 9.

## Arcane Magic

See Magic for full details.

**SPELL BOOK:** Elves must carry a spell book to use magic.

**SPELL CASTING:** Elves carry spell books containing the formulae for arcane spells. The table shows the number they may memorize, determined by the character's experience level. Elves have the same spell list as wizards, found on Magic page 12.

## Magic Progression

Lv	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	-	-	-
6	2	2	1	-	-
7	3	2	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	3	2

## Immunity To Ghoul Paralysis

Elves are completely unaffected by the paralysis that ghouls can inflict.

## After 9th Level

An elf may construct a stronghold in the depths of the forest, blending in with the natural environment.

Forest animals within a 5 mile radius of the completed stronghold will become friends with the elves.

# Halfling

**REQUIREMENTS:** Minimum constitution 9, minimum dexterity 9

**PRIME REQUISITE:** Dexterity and strength

**HEALTH DIE:** d6

**MAXIMUM LEVEL:** 8

**ARMOUR:** Any appropriate to size, including shields

**WEAPONS:** non-two-handed, short bows.

**LANGUAGES:** Alignment, Common, Halfling

Halfling are small demihumans. They weigh about 50 pounds and are around 3’ tall. They are little known to most humans, and live quite lives in the country side. Though, in some areas, they are interwoven with elven society, where they are respected but servile.

Progression								
Lv	XP	AV	D	W	P	B	S	
1	0	19	8	9	10	13	12	
2	2k	19	8	9	10	13	12	
3	4k	19	8	9	10	13	12	
4	8k	17	6	7	8	10	10	
5	16k	17	6	7	8	10	10	
6	32k	17	6	7	8	10	10	
7	64k	14	4	5	6	7	8	
8	120k	14	4	5	6	7	8	

## Defensive Bonus

Halflings gain a -2 bonus to AC when attacked by large opponents (greater than human-sized).

## Sneaky

A halfling rolls a d10 for sneaking. See Global p9.

## Keen Hearing

Halflings have a +1 to check doors. See Adventure, page 9.

## Missile Attack Bonus

Halflings have a -1 bonus to AV when using ranged or thrown weapons.

## Lucky

Once per session, a halfling can gain advantage on any one roll.

## Stronghold

Any time a halfling wishes (and has sufficient money), they may build a stronghold, which will form a new community of halflings. Halfling communities—called Shires—are typically located in countryside of little rivers and hills. The leader of the community is called the Sheriff.

# Kobold

**REQUIREMENTS:** Three scores ≤ 8. Chaotic.

**PRIME REQUISITE:** Strength

**HEALTH DIE:** d4

**MAXIMUM LEVEL:** 8

**ARMOUR:** Leather, Chainmail, Shield

**WEAPONS:** non-two-handed

**LANGUAGES:** Alignment, Kobold

Kobold are canid creatures that dwell in caves. They stand 3'-4', but often walk on all fours.

**MONSTROUS:** Kobold are monstrous. See p5.

## Progression

Lv	XP	TH0	D	W	P	B	S
1	0	19	16	14	14	14	14
2	2k	19	16	14	14	14	14
3	4k	19	14	12	12	12	12
4	8k	17	14	12	12	12	12
5	16k	17	14	12	12	12	12
6	32k	17	12	10	10	10	10
7	64k	14	10	8	8	8	8
8	120k	14	10	8	8	8	8

## Keen Smell

Kobold have a +1 to check doors. See Adventure, page 9.

Kobold are able to track via sent.

## Speak With Dogs

Kobold are able to speak with dogs and other canine as though by a Speak with Animals spell. See Magic 36.

## Natural Weapon

Kobold can use their bite as a natural weapon. It has a d4 damage die, and melee.

## Defensive Bonus

Kobold gain a -2 bonus to AC when attacked by large opponents (greater than human-sized).

## Infravision

Kobold have infravision. See Global p10.

## Sneaky

A kobold rolls a d10 for sneakings. See Global p9.

## Nature's Favor

Due to their ability to forage, kobold do not need to consume rations when Traveling.

Kobold get +1 healing when receiving healing from a druid or warlock, including bandaging.

## After Reaching 5th Level

A kobold can take over a cave as a dwelling. 3d6 kobold swear loyalty to the new chieftain.

# Felidae

**REQUIREMENT:** Dexterity 9

**PRIME REQUISITE:** Wisdom.

**HEALTH DIE:** d4

**MAXIMUM LEVEL:** 10

**ARMOUR:** Leather, Chainmail

**WEAPONS:** All

**LANGUAGES:** Alignment,  
Common, Sylvan

Felidae demihumans that originate from a distant jungle. They are seen with both respect, and some suspicion.

Progression												
Lv	XP	AV	D	W	P	B	S					
1	0	19	12	13	14	15	16					
2	3k	19	12	13	14	15	16					
3	6k	18	12	13	14	15	16					
4	12k	18	10	11	12	13	14					
5	24k	16	10	11	12	13	14					
6	50k	16	10	11	12	13	14					
7	100k	14	8	9	10	10	12					
8	200k	14	8	9	10	10	12					
9	400k	14	8	9	10	10	12					
10	600k	12	6	7	8	8	10					

## Nine Lives

A total of nine times, a felid may choose to roll a 10 on dismemberment. See Global, page 20.

## Speak With Cats

Felidae are able to speak with cats and other feline as though by a Speak with Animals spell. See Magic 36.

## Paws

Felidae may move an additional step once per turn.

Felidae can use their claws as a natural weapon. It has a 2d4 damage die, melee and two-handed.

Felidae roll a d10 for sneakings. See Global p9.

## Keen Smell

Felidae have a +1 to check doors. See Adventure, page 9.

Felidae are able to track via sent.

## Infravision

Felidae have infravision. See Global p10.

## Back-Stab

When attacking an unaware opponent from behind, a felidae receives a -4 bonus to AV and rolls double damage.

## Nature's Favor

Due to their ability to forage, Legomorphs do not need to consume rations when Traveling.

Legomorphs get +1 healing when receiving healing from a druid or thief, including bandaging.

# Legomorph

**REQUIREMENT:** Constitution 9

**PRIME REQUISITE:** Charisma.

**HEALTH DIE:** d8

**MAXIMUM LEVEL:** 10

**ARMOUR:** Leather, Chainmail

**WEAPONS:** Any

**LANGUAGES:** Alignment,  
Common, Sylvan

Legomorphs are fey demi-humans with light fur and floppy ears. They weigh about 130 pounds and are between 4 and 5 feet tall. They live 30 to 40 years. Due to their short lifespans, they're prone to midlife crises.

## Progression

Lv	XP	AV	D	W	P	B	S
1	0	19	14	13	13	12	15
2	3k	19	14	13	13	12	15
3	6k	18	14	13	13	11	15
4	12k	18	12	11	11	11	12
5	24k	16	12	11	11	10	12
6	50k	16	12	11	11	10	12
7	100k	14	10	9	9	9	10
8	200k	14	10	9	9	9	10
9	400k	14	10	9	9	8	10
10	600k	12	9	7	8	8	8

## Leap

Legomorphs can jump 15' in one bound, and 10' vertically. If they leap immediately before making a melee attack, they get a -2 bonus to AV.

## Speak With Rabbits

Legomorphs are able to speak with rabbits and other burrowing mammals as though

by a Speak with Animals spell. See Magic 36.

## Kick

Legomorphs can use their kick as a natural weapon. It has a d8 damage die, melee, charge and slow.

## Keen Hearing

Legomorphs have a +1 to check doors. See Adventure, page 9.

## Nature's Favor

Due to their ability to forage, Legomorphs do not need to consume rations when Traveling.

Legomorphs get +1 healing when receiving healing from a druid or princess, including bandaging.

## After Reaching 5th Level

A legomorph can dig a burrow as a dwelling. 3d6 legomorphs come to live there.

They can retire, and bestow 80% of their XP, and half their money to a new character.

# Ursadine

**REQUIREMENT:** Constitution 13

**PRIME REQUISITE:** Wisdom.

**HEALTH DIE:** d12

**MAXIMUM LEVEL:** 10

**ARMOUR:** none

**WEAPONS:** All

**LANGUAGES:** Alignment, Common, Sylvan

Standing upto 8’ tall, and weighting upto 500 pounds, ursadine are powerful fey demihumans that live in the foothills.

**MONSTROUS:** ursadine are monstrous. See p5.

Progression										
Lv	XP	AV	D	W	P	B	S			
1	0	19	12	13	14	15	16			
2	3k	19	12	13	14	15	16			
3	6k	18	12	13	14	15	16			
4	12k	18	10	11	12	13	14			
5	24k	16	10	11	12	13	14			
6	50k	16	10	11	12	13	14			
7	100k	14	8	9	10	10	12			
8	200k	14	8	9	10	10	12			
9	400k	14	8	9	10	10	12			
10	600k	12	6	7	8	8	10			

## Speak With Bears

An ursadine is able to speak with bears as though by a Speak with Animals spell. See Magic 36.

## Foodie

Once per session, an ursadine can spend one round eating a ration to heal themselves 1d6+1.

## Paws

An ursadine can use their claws as a natural weapon. It has a d12 damage die, melee, slow and two-handed.

A ursadine rolls a d10 for sneakings. See Global p9.

## Keen Smell

ursadine have a +1 to check doors. See Adventure, page 9.

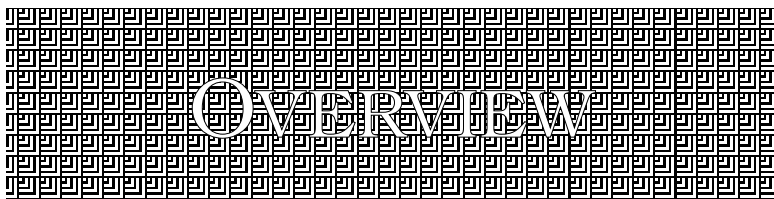
ursadine are able to track via sent.

## Nature’s Favor

Due to their ability to forage, ursadines do not need to consume rations when Traveling.

ursadines get +1 healing when receiving healing from a druid, including bandaging.





NPC characters that might accompany the players.

## Minions

Minions are NPCs including human and demihumans hired to assist on an adventure, trained animals, and even monsters.

### LIMIT

Each character can be a boss to a finite number of minions, determined by **Charisma** (see page 4).

### LEVEL

Minions must be lower level and have fewer hit dice than their boss

### DUTIES

Most minions are not mindless slaves. If abused minions might desert, mutiny, betray, or slander their boss.

### Item Slots

A minion has 5 item slots, and can not use a backpack.

Horses, and some monsters, have different amounts of item slots.

## Loyalty

The starting loyalty of a hireling is indicated by **Charisma** (See page 4).

Monsters start with 4 loyalty.

Animals start with loyalty equal to their morale.

### Loyalty Check

Roll 2d6. The check succeeds if the result is equal to or less than the loyalty.

### Peril

Before engaging in an unusually perilous task, a hireling will check loyalty. If they fail, they refuse the task.

If they take damage during the task, they loose one loyalty.

### Evaluation

Minions evaluate loyalty at the end of each session. See Adventure page 29.

### Betrayal

Minions with one or less loyalty will betray their boss.

## Hirelings

Hirelings are human or demihuman minions that seek employment from the party

### Upkeep

Hirelings must be paid at the start of each session. They come with a starting wage. When a hireling levels up, their wage doubles.

Hirelings will accept a 50% reduction in wages in exchange for a half share of the treasure.

### Recruitment

Hirelings are hired during Warm Up. Some hirelings may seek employment on their own. They can also be recruited directly. See Downtime page 7.

### Items

The hiring PC must provide for food and lodging while traveling, as well as for any new adventuring gear, weapons, or mounts.

## Animals

### Upkeep

Animals do not accept money or treasure. However they do need to be fed. Their upkeep cost is 1 cp per HD.

### Recruitment

Some animals can be bought. See Gear. Wild animals can be tamed. See Downtime, page 10.

# Monsters

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Occasionally, monsters may be swayed to join the party. Monsters may demand food, treasure, a share of the treasure, or something else as payment.

Monsters with loyalty of 9 or higher will not demand payment.



Character