

ZEALOT CLASS

You're devoted, stalwart, and divine. Fervor is your specialty, and your commitment grants you providential powers. You gain **divine spellcasting**. See more on page 31.

LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Starting HP, zealot equipment. Gain divine spellcasting
2	+2	1/safe rest, heal an ally for 1d6/level HP as an active action
3	+2	Pick a zealot archetype. Gain one feature from that archetype
4	+2	+1 to an ability score of your choice
5	+3	Innately sense evildoers, sadists, and agents of chaos
6	+3	+1 to an ability score of your choice
7	+3	Pick one new feature from your archetype
8	+3	+1 to an ability score of your choice
9	+4	Enemies roll morale at disadvantage while you're conscious

ZEALOT BASICS

Starting HP	5 + CON mod
HP each level up	1d8 + CON mod
Armor allowed	All
Proficient weapons	Simple
Ability proficiency	WIS, CHA
Proficient checks	Spellcasting, history, insight, archetype

ZEALOT EQUIPMENT

- Armor of your choice
- Shield
- 1 one handed simple weapon
- Holy symbol (divine focus)
- Healer's kit (1 load, 2 SUP to refill)
- 5 rations (1 load, 5 SUP to refill)
- 2 rolls on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

CLERIC ARCHETYPE

You gain your proficiency bonus to healing, politics, and divine magic related checks. Gain one feature at level 3 and 7.

Healing deals +2 HP	Adv to turn undead
Adv to knowledge	Adv to healing
Allies adv vs Injury	+4 damage vs evil
Bless: active action, ally has +2 next check	

DRUID ARCHETYPE

You gain your proficiency bonus to wilderness, creatures, and druidic magic related checks. Gain one feature at level 3 and 7.

Speak with nature	Wildskin: 1/rest, active. Become a 1HP bird, rat, frog, or tiny creature
Leave no trail	
Immune to poison	
No need to eat	Adv to wilderness

PALADIN ARCHETYPE

You gain your proficiency bonus to instinct, endurance, and athletics related checks. Gain one feature at level 3 and 7.

Martial proficiency	Auto-detect lies
Adv to help allies	+1 permanent AC
Vow: keep a holy vow, gain +2HP and dmg	
Lay on hands: heal 1 HP per level per day	