

Table 1.11: The Lancer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+0	+1	+0	+2	+2	+0	Born in the saddle, <i>lifetime companion</i>
2	+2	+2	+0	+2	+1	+3	+3	+1	Mettle I
3	+3	+2	+1	+2	+1	+4	+3	+1	Bonus feat
4	+4	+2	+1	+2	+2	+5	+4	+1	Bred for war
5	+5	+3	+1	+3	+2	+5	+4	+1	Bonus feat
6	+6	+3	+2	+3	+2	+6	+5	+2	Promotion
7	+7	+4	+2	+4	+3	+7	+5	+2	Bonus feat
8	+8	+4	+2	+4	+3	+8	+6	+2	Bred for war
9	+9	+4	+3	+4	+4	+9	+6	+2	Bonus feat, excellence
10	+10	+5	+3	+5	+4	+10	+7	+3	Master rider 1/mission
11	+11	+5	+3	+5	+4	+10	+7	+3	Bonus feat, mettle II
12	+12	+6	+4	+6	+5	+11	+8	+3	Bred for war, promotion
13	+13	+6	+4	+6	+5	+12	+8	+3	Bonus feat
14	+14	+6	+4	+6	+6	+13	+9	+4	Last stand 1/session
15	+15	+7	+5	+7	+6	+14	+9	+4	Bonus feat, excellence
16	+16	+7	+5	+7	+6	+15	+10	+4	Bred for war
17	+17	+8	+5	+8	+7	+15	+10	+4	Bonus feat
18	+18	+8	+6	+8	+7	+16	+11	+5	Promotion
19	+19	+8	+6	+8	+8	+17	+11	+5	Bonus feat, mettle III
20	+20	+9	+6	+9	+8	+18	+12	+5	Bred for war, master rider 2/mission

MAGE

The mysterious figure in robes decorated with symbols of power, the studious scholar of lost secrets, the master of magical forces great and small, the Mage is all these things and more. His comprehension and control of the arcane grant him dominion of all creation but they also set him apart and compel him to research fearsome truths that shake the very pillars of heaven. Even fellow spellcasters cannot see his path for each Mage is unique, viewing the world through alien eyes.

Depending on your campaign, a Mage could be...

- A hardened war-mage casting destruction across enemy lines
- A wizened necromancer trading the souls of his victims for unholy might
- A traditional robe-and-staff wizard
- A primitive mystic, struggling to harness the power of creation
- A Magister policing the next generation of up and coming spellcasters

Party Role: Wildcard. Your role is determined by your choice of spells and how you use them.

CLASS FEATURES

Requirements: *Sorcery* campaign quality

Favored Attributes: Intelligence, Wisdom, Charisma

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Bluff, Crafting, Impress, Intimidate, Investigate, Medicine, Notice, Prestidigitation, Resolve, Ride, Search, Sense Motive

Skill Points: 8 + Int modifier per level

Vitality: 6 + Con modifier per level

Starting Proficiencies: 2

CORE ABILITY

Arcane Adept: You learn 4 additional Level 0 spells from any School. Also, once per scene as a free action, you may spend and roll up to 3 action dice to gain a number of spell points equal to the result. These action dice cannot explode.

CLASS ABILITIES

Subtle and Quick to Anger: At Level 1, you may purchase ranks in the Spellcasting skill, learn spells from any School, and cast Level 0 spells you know.

Arcane Might: At Levels 2, 11, and 19, the highest of your Intelligence, Wisdom, or Charisma scores rises by 1. Also, you may choose up to 3 spells you know, gaining a +2 bonus with Spellcasting checks to cast them.

Circle of Power I: At Level 3, you may cast Level 1 and lower spells you know.

Circle of Power II: At Level 5, you may cast Level 2 and lower spells you know.

Circle of Power III: At Level 7, you may cast Level 3 and lower spells you know.

Circle of Power IV: At Level 9, you may cast Level 4 and lower spells you know.

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Circle of Power V: At Level 11, you may cast Level 5 and lower spells you know.

Circle of Power VI: At Level 13, you may cast Level 6 and lower spells you know.

Circle of Power VII: At Level 15, you may cast Level 7 and lower spells you know.

Circle of Power VIII: At Level 17, you may cast Level 8 and lower spells you know.

Circle of Power IX: At Level 19, you may cast Level 9 and lower spells you know.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Skill or Spellcasting feat.

Spell Secret: At Levels 6, 9, 12, 15, and 18, you may choose 1 spell you know. Its spell level is considered to be 1 lower than normal for you. You may not apply this ability to the same spell more than once.

Arcane Wellspring I: Your magical reserves run deep. At Level 10, when you have no spell points remaining, you may cast Level 1 spells without spending spell points. However, you may not apply spellcasting tricks to these spells.

Arcane Wellspring II: At Level 20, you may cast Level 2 spells without spell points as well.

Master of Magic: While the mightiest of spells still require your full attention, lesser spells are now trivial for you. At Level 14, you may always take 10 with Spellcasting checks and the time required is not doubled when you do. You may use this ability a number of times per scene equal to your starting action dice.

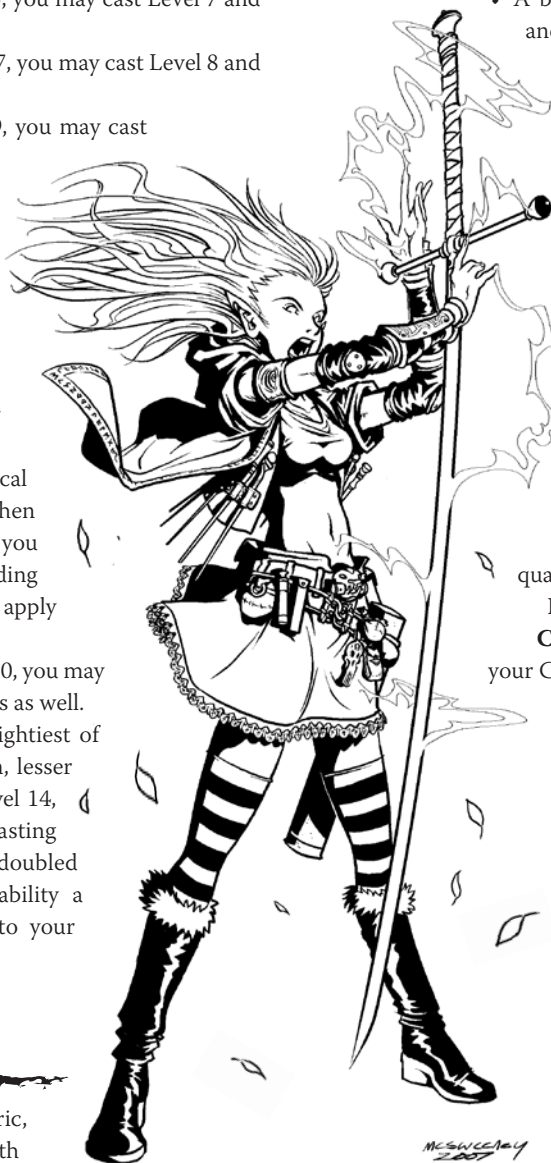
PRIEST

The Priest is a shaman, druid, cleric, acolyte, or other purveyor of the faith who anchors communities and conveys the will of the universe. His power derives from his close connection to the divine; the strength of his faith grants access to special skills, strange and sometimes magical powers, and even miracles. The particulars of these abilities depend on the Priest's faith — if he's devoted to nature he might be a healer, for example, but if he follows an evil trickster god his offerings could include perversions of the mind and body.

Depending on your campaign, a Priest could be...

- A humble parishioner tending the faith of a small community at the edge of an expanding empire of unbelievers

- A fledgling warrior-monk seeking enlightenment and grace in a savage world
- An armored cleric, healing the pious and converting or eliminating unbelievers across the land
- A beleaguered chaplain treating the bodies and souls of soldiers during a bitter war
- The most renowned healer in a major city, trading the gifts of his faith for a life of luxury



Party Role: Wildcard/Backer.

Your class abilities often provide direct or indirect support to your teammates, though your specific role largely depends on the Paths you walk. Common choices include War and Strength, which are helpful to holy warriors, and Protection and Life, which fit the classic "cleric" role.

CLASS FEATURES

Requirements: *Miracles* campaign quality, Alignment (see page 61)

Favored Attributes: Wisdom, Charisma

Caster: Each level in this class increases your Casting Level by 1.

Class Skills: Impress, Intimidate, Medicine, Notice, Resolve, Sense Motive, Alignment skills

Skill Points: 6 + Int modifier per level

Vitality: 9 + Con modifier per level

Starting Proficiencies: 4

CORE ABILITY

Devout: You've been appointed by a higher power to represent divine will in the world of mortals. This divine will is sometimes felt in the form of miracles. When you fail an attack check with your ritual weapon or a skill check with a Priest class skill and don't suffer an

error, you may spend an action die to re-roll the check. You may use this ability only once per check.

CLASS ABILITIES

Acolyte: At Level 1, you take the first Step along any 1 of your Alignment's Paths and gain your Alignment's ritual weapon at no cost. This weapon may not be sold and when it's lost or destroyed it's replaced at no cost at the end of the next Downtime lasting 1 day or more.

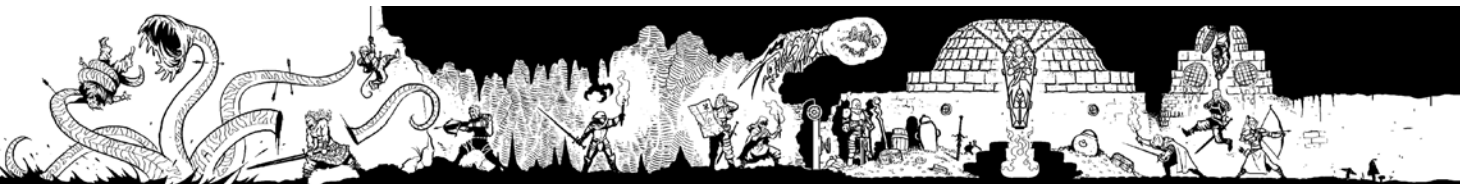


Table 1.12: The Mage

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+0	+0	+2	+0	+1	+1	+1	2	Arcane adept, subtle and quick to anger
2	+1	+0	+0	+3	+1	+1	+2	+2	4	Arcane might
3	+1	+1	+1	+3	+1	+2	+2	+3	6	Circle of power I
4	+2	+1	+1	+4	+2	+2	+2	+3	8	Bonus feat
5	+2	+1	+1	+4	+2	+3	+3	+4	10	Circle of power II
6	+3	+2	+2	+5	+2	+4	+3	+5	12	Spell secret
7	+3	+2	+2	+5	+3	+4	+4	+6	14	Circle of power III
8	+4	+2	+2	+6	+3	+5	+4	+6	16	Bonus feat
9	+4	+3	+3	+6	+4	+5	+4	+7	18	Circle of power IV, spell secret
10	+5	+3	+3	+7	+4	+6	+5	+8	20	Arcane wellspring I
11	+5	+3	+3	+7	+4	+7	+5	+9	22	Arcane might, circle of power V
12	+6	+4	+4	+8	+5	+7	+6	+9	24	Bonus feat, spell secret
13	+6	+4	+4	+8	+5	+8	+6	+10	26	Circle of power VI
14	+7	+4	+4	+9	+6	+8	+6	+11	28	Master of magic
15	+7	+5	+5	+9	+6	+9	+7	+12	30	Circle of power VII, spell secret
16	+8	+5	+5	+10	+6	+10	+7	+12	32	Bonus feat
17	+8	+5	+5	+10	+7	+10	+8	+13	34	Circle of power VIII
18	+9	+6	+6	+11	+7	+11	+8	+14	36	Spell secret
19	+9	+6	+6	+11	+8	+11	+8	+15	38	Arcane might, circle of power IX
20	+10	+6	+6	+12	+8	+12	+9	+15	40	Arcane wellspring II, bonus feat

Signs & Portents I: You may contact higher powers for guidance in times of need. At Level 2, as a 1-minute action, you may request a hint from the GM. If he refuses, you gain 1 bonus action die. You may use this ability a number of times per adventure equal to your starting action dice.

Signs & Portents II: At Level 11, if the GM refuses, you gain 2 action dice.

Signs & Portents III: At Level 19, if the GM refuses, you gain 3 action dice.

Path of the Devoted: At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you take a Step along any 1 of your Alignment's Paths.

Bonus Feat: At Levels 4, 8, 12, 16, and 20, you gain 1 additional Chance or Style feat.

Masks of God: At Levels 6, 9, 12, 15, and 18, you may choose one of the following abilities. Each of these abilities may be chosen only once.

- **Benediction:** You extend divine blessings to close friends. The error ranges of checks made by allies within Close Quarters decrease by 1 (minimum 1).
- **Congregation:** You gain the Followers feat (*see page 98*), the NPC group consisting of Worshipers (*see page 248*). You may gain the Followers feat a second time later, as your character options allow.
- **Exemplar:** You're an ideal of your faith. The threat ranges of checks you make with your Alignment's skills increase by 1.

