

MAGE CLASS

You're clever, powerful, and mysterious. You delve into arcane teachings and demonic sacrifices, untapping eldritch energy. You gain **arcane spellcasting**. See more on page 30.

LEVEL	PROFICIENCY BONUS	CLASS FEATURES
1	+2	Starting HP, mage equipment. Gain arcane spellcasting
2	+2	1/rest, reduce next damage by INT mod; quick, concentration
3	+2	Pick a mage archetype. Gain one feature from that archetype
4	+2	+1 to an ability score of your choice
5	+3	1/safe rest, spend 10 min and dispel any spell below your level
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	Pick 1 known spell up to spell level 3. It is now a cantrip for you

MAGE BASICS

Starting HP	4 + CON mod
HP each level up	1d6 + CON mod
Armor allowed	Shields
Proficient weapons	Simple
Ability proficiency	CON, INT
Proficient checks	Spellcasting, finesse, negotiation, <i>archetype</i>

MAGE EQUIPMENT

- 1 one handed simple weapon
- A shield or 1 hunting bow
- Potionery glassware
- Scribe's kit (0 load, 5 SUP to refill)
- Spell components (3 levels, 6 SUP)
- 2 rations (0 load, 2 SUP to refill)
- 1 roll on Sundries (pg. 47)
- Max SUP (1 load per 5; INT score)

SORCERER ARCHETYPE

You gain your proficiency bonus to charm, chaos magic, and willpower related checks. Gain one feature at level 3 and 7.

AC 12 + DEX mod	Quickcast: pick one known spell, cast it as a quick action instead of an active
Fire damage halved	
Adv to resist magic	
Adv to charm	+4 permanent HP

WARLOCK ARCHETYPE

You gain your proficiency bonus to profane magic, intimidate, and stealth related checks. Gain one feature at level 3 and 7.

Wear light armor	Sacrifice: damage self (max lvl) to gain an equal bonus to next damage
Martial proficiency	
Adv to intimidate	
No need to eat	Darksight

WIZARD ARCHETYPE

You gain your proficiency bonus to diplomacy, insight, and arcane magic related checks. Gain one feature at level 3 and 7.

Pick +1 cantrip	Adv to potions
Adv to magic items	Adv to lore / info
Gain a familiar	Can reroll a mishap
Mastery: double 1 spell's area or duration	