

# Astradigital Expanse — Complete Class System

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## Philosophy as Combat Doctrine

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**Setting:** The Astradigital Expanse **Conflict Engine:** The Logic Wars (Truth vs. Faith vs. Entropy vs. Profit) **Core Mechanic:** Philosophy Checks — Integrity rolls with divine consequences **System:** d20-based with Golf Rule inversions for specific classes

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## TANK CLASSES — The Walls of Reality

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### The Pacifist

**Philosophy:** Tolstoy / Gandhi / Radical Nonviolence **Role:** Super-Tank (Primary Shield)  
**Alignment:** Truth

#### Core Glyph: Absolute Defense

- Cannot initiate attacks or deal direct damage
- Passively absorbs ALL damage meant for allies within 10m radius
- Creates "Shield Aura" that scales with party size (20% absorption per ally)
- Converts absorbed damage into Protection Points (PP)

#### Stats

- **HP:** 200 (base) + 50 per level
- **Defense:** 25 (highest in game)
- **Speed:** 5 (slowest)

- **Damage:** 0 (cannot attack)

## Abilities

**Lvl 1 — Sanctuary Circle** Create a 10m radius zone. Allies inside gain +5 defense, enemies cannot target allies directly (must target you first). *Cost:* 10 PP | *Duration:* 5 rounds

**Lvl 5 — Burden of Peace** Convert stored damage into massive team-wide shield (1 PP = 2 HP shield for all allies). *Cost:* All PP | *Cooldown:* 3 rounds

**Lvl 10 — Martyrdom Protocol** When HP drops below 10%, enter "Last Stand": become immovable, all damage redirected to you is reduced by 90%, allies gain +10 attack. *Duration:* Until combat ends or you are healed above 30% HP

**Lvl 15 — Witness Resonance (Ultimate)** For 3 rounds: no damage can reduce any ally below 1 HP. All killing blows are absorbed by you and converted to healing for the party. *Cost:* 100 PP | *Cooldown:* Once per encounter

## The Extreme Twist

**The Burden:** While active, party DPS is reduced by 15% (representing moral weight of non-violence). If you break doctrine and deal damage, you are immediately reduced to 1 HP and lose all abilities until you "repent" (complete a short rest without combat).

## Philosophy Check Triggers

- When an ally is about to die (roll to maintain composure)
- When you witness extreme violence against innocents
- When party pressure mounts to "just fight back"

**Critical Success (1-5, Golf Rules):** Pacifism affirmed — gain temporary invulnerability for 1 round, all allies fully healed. **Critical Fail (20):** Philosophy collapses — you attack reflexively, triggering The Burden.

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## The Stoic

**Philosophy:** Epictetus / Marcus Aurelius **Role:** Off-Tank (Retaliatory Mirror) **Alignment:** Truth

## Core Glyph: The Mirror

- Absorbs damage and stores it as "Discipline"
- Can redirect stored Discipline back at attackers (100% of absorbed damage)
- Gains "Composure" stacks that increase defense (+2 per stack, max 10)

## Stats

- **HP:** 180 + 40 per level
- **Defense:** 18 + Composure stacks
- **Speed:** 7
- **Damage:** 12 (base) + redirected Discipline

## Abilities

**Lvl 1 — Endurance Stance** Enter defensive posture. For 3 rounds: +5 defense, all damage taken generates 1 Discipline per 10 damage. *Cooldown:* 2 rounds

**Lvl 5 — Reflective Strike** Release all stored Discipline as a single melee attack against one enemy. *Damage:* 100% of stored Discipline + weapon damage *Cost:* All Discipline

**Lvl 10 — Unshakeable Will** Passive: Immune to fear, charm, and morale debuffs. Active: Spend 5 Composure to negate one incoming critical hit.

**Lvl 15 — Amor Fati** (Ultimate) For 5 rounds: every time you take damage, you gain +10% damage output and +2 defense (stacks infinitely during duration). At end, release all accumulated power as AOE burst. *Cooldown:* Once per long rest

## The Extreme Twist

**The Crack:** If you fail a Philosophy Check while holding 50+ Discipline, the stored energy collapses inward — you take 50% of stored Discipline as self-damage and lose all Composure stacks.

## Philosophy Check Triggers

- When Discipline exceeds 100 (overwhelming rage)
- When an ally questions your detachment
- When facing an enemy who mocks Stoic principles

**Critical Success (1-5):** Discipline perfected — double your Composure stacks, gain immunity to next hit. **Critical Fail (20):** The Crack triggers.

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## The Buddhist 🧘

**Philosophy:** Mahayana / Compassion Through Suffering **Role:** Off-Tank Healer (Transmutation Specialist) **Alignment:** Truth / Harmony

### Core Glyph: The Transmuter

- MUST take damage to heal others
- Converts incoming damage into "Karma Points" (KP)
- Releases KP as massive AOE heals (1 KP = 3 HP healed per ally)

### Stats

- **HP:** 160 + 35 per level
- **Defense:** 16
- **Speed:** 8
- **Healing:** 15 + (KP × 3) AOE

### Abilities

**Lvl 1 — Suffering as Grace** Toggle: Redirect 50% of all ally damage to yourself. Generates 2 KP per 10 damage absorbed.

**Lvl 5 — Lotus Bloom** Release all stored KP as instant AOE heal (15m radius). *Healing:* KP × 3 per ally *Cost:* All KP

**Lvl 10 — Empty Vessel** Passive: When reduced to 20% HP, automatically release half of stored KP as heal. Gain +10 defense until healed above 50%.

**Lvl 15 — Nirvana Cascade** (Ultimate) For 3 rounds: all damage you take is converted to healing at 200% efficiency. You become immune to death (cannot drop below 1 HP). At end, release all accumulated KP × 5 as party-wide heal + resurrection (brings back one fallen ally). *Cooldown:* Once per long rest

## The Extreme Twist

**Empty Vessel Requirement:** You CANNOT heal unless you've taken damage in the last 2 rounds. If you attempt to heal without recent suffering, the spell fizzles and you lose 10% max HP.

## Philosophy Check Triggers

- When KP exceeds 200 (risk of drowning in suffering)
- When you refuse to heal yourself while critically wounded
- When party demands you stop taking damage

**Critical Success (1-5):** Enlightenment moment — heal party to full, cleanse all debuffs.

**Critical Fail (20):** Attachment to suffering — you are stunned for 1 round, lose all KP.

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## The Pugilist 🥊

**Philosophy:** Aristotle / Virtue Through Practice **Role:** Tank-DPS Hybrid (Form-Shifter)

**Alignment:** Truth

## Core Glyph: Modes of Excellence

- Enters distinct "Forms" (stances) that alter stats and abilities
- Must build "Habit Stacks" through repeated actions to unlock higher forms
- Forms: **Lion (Courage)**, **Ox (Endurance)**, **Serpent (Wisdom)**

## Stats (Base)

- **HP:** 170 + 38 per level
- **Defense:** 14 (varies by form)
- **Speed:** 10 (varies by form)
- **Damage:** 18 (varies by form)

## Forms

**Lion Form (Courage)** *Unlocked:* Default Stats: +5 Attack, +3 Speed, -2 Defense *Bonus:* Critical hits build 2 Habit Stacks instead of 1

**Ox Form** (Endurance) *Unlocked: 10 Habit Stacks* *Stats: +8 Defense, +50 HP, -4 Speed*  
*Bonus:* Regenerate 5 HP per round, immune to knockback

**Serpent Form** (Wisdom) *Unlocked: 25 Habit Stacks* *Stats: +10 Speed, +15% Dodge, -3 HP regen* *Bonus:* See enemy weaknesses, attacks ignore 20% armor

## Abilities

**Lvl 1 — Form Discipline** Switch between unlocked forms. Costs 5 Habit Stacks.

*Cooldown:* 1 round

**Lvl 5 — Habitual Excellence** Passive: Every 10 successful attacks in current form grants permanent +1 to that form's primary stat.

**Lvl 10 — Phronesis Strike** (Practical Wisdom) Choose optimal form for situation automatically. Next 3 attacks deal bonus damage equal to your Habit Stacks. *Cost:* 15 Habit Stacks

**Lvl 15 — Eudaimonia** (Ultimate — Flourishing) Enter "Perfect Form" for 5 rounds: combine all form bonuses simultaneously, become immune to crowd control, all attacks build 3 Habit Stacks. *Cost:* 50 Habit Stacks | *Cooldown:* Once per encounter

## The Extreme Twist

**Calcification:** If you stay in one form for more than 8 consecutive rounds, you become "stuck" — cannot switch forms until combat ends. Gain +5 in current form's primary stat but lose access to all other forms.

## Philosophy Check Triggers

- When switching forms mid-combo
- When tempted to abandon practice for raw power
- When party questions your rigid training

**Critical Success (1-5):** Mastery — gain 10 Habit Stacks instantly, unlock temporary fourth form (Phoenix). **Critical Fail (20):** Form collapse — lose current form, reset to base stats for 3 rounds.

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## The Dogmatist 📜

**Philosophy:** Scholasticism / Thomas Aquinas **Role:** Tank-Control (Reality Hard-Coder)

**Alignment:** Faith

### Core Glyph: The Hard-Coder

- Refuses to roll dice for own actions — declares outcomes using "Conviction Points"
- Can rewrite reality declarations, but only if logically consistent
- If proven wrong by Logic check, loses all powers (The Schism)

### Stats

- **HP:** 190 + 42 per level
- **Defense:** 20 (declared)
- **Speed:** 6
- **Conviction:** 100 (resource pool)

### Abilities

**Lvl 1 — Decree** Declare an outcome without rolling (e.g., "I take no damage from this attack"). Target must pass Logic check (DC 15) to dispute. *Cost:* 15 Conviction

**Lvl 5 — Syllogistic Shield** Create logical argument that prevents damage: "If A, then B. A is true, therefore B" (example: "Fire cannot burn water. I am water. Fire cannot burn me."). *Cost:* 25 Conviction | *Duration:* Until disproven

**Lvl 10 — Infallible Truth** Passive: Your declarations cannot be questioned by creatures with lower Wisdom than you. Active: Spend 40 Conviction to make one ally's next action an auto-success.

**Lvl 15 — Divine Ordinance** (Ultimate) Declare absolute reality for 1 round: "No ally can fall," "This enemy cannot move," "Damage is an illusion." *Cost:* 80 Conviction | *Restriction:* Must be phrased as logical truth

### The Extreme Twist

**The Schism:** If an enemy succeeds on Logic check to disprove your declaration, you suffer existential crisis: lose all Conviction, all abilities disabled for 3 rounds, take psychic damage equal to your level × 5.

## Philosophy Check Triggers

- When multiple allies dispute your declaration
- When empirical evidence contradicts your logic
- When facing a Skeptic-class enemy

**Critical Success (1-5):** Dogma vindicated — regain all Conviction, next 3 Decrees cannot be disputed. **Critical Fail (20):** The Schism triggers automatically.

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## HEALER CLASSES — The Menders of Code

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### The Epicurean

**Philosophy:** Epicurus / Pleasure as Medicine **Role:** Healer-Buffer (Morale Specialist)

**Alignment:** Neutral / Harmony

#### Core Glyph: The Indulger

- Heals through pleasure: food, rest, comfort
- Buffs scale with party "Morale" meter
- Can over-indulge, causing negative status effects

#### Stats

- **HP:** 140 + 30 per level
- **Defense:** 12
- **Speed:** 9
- **Healing:** 20 + Morale bonus

#### Abilities

**Lvl 1 — Feast of Recovery** Summon magical feast. All allies within 5m heal 15 HP + gain "Satisfied" buff (+2 to all stats for 3 rounds). *Cost:* 20 Mana | *Cooldown:* 4 rounds

**Lvl 5 — Ataraxia (Tranquility)** Remove all stress debuffs from party, heal 10 HP per debuff removed. Grant "Peace" status (immune to fear/confusion for 2 rounds). *Cost:* 30 Mana

**Lvl 10 — Garden of Delights** Create 10m healing zone. Allies inside regenerate 8 HP/round and gain +15% damage. Zone lasts 5 rounds. *Cost:* 40 Mana

**Lvl 15 — Eternal Symposium** (Ultimate) For 4 rounds: all allies heal to full and gain "Euphoria" (double attack speed, +25% crit chance, immune to pain). After duration ends, party suffers "Hangover" (-5 to all stats for 2 rounds). *Cost:* 80 Mana | *Cooldown:* Once per long rest

### The Extreme Twist

**Gluttony:** If you heal the same ally 3+ times in a row, they become "Over-Indulged" — heals on them are 50% effective, and they gain "Lethargy" debuff (-3 Speed for 3 rounds).

### Philosophy Check Triggers

- When party demands you heal through pain instead of pleasure
- When Stoic allies reject your feasts
- When over-indulgence becomes obvious

**Critical Success (1-5):** Perfect balance — party gains permanent +1 Morale for rest of session. **Critical Fail (20):** Hedonism spiral — you become intoxicated (stunned 1 round), all buffs become debuffs.

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## The Hippocratic

**Philosophy:** Medical Ethics / Primum Non Nocere **Role:** Healer (Precision Surgeon)

**Alignment:** Truth

### Core Glyph: The Surgeon

- Surgical precision heals (single target, high efficiency)
- Can perform "Anatomy Analysis" to reveal weaknesses
- Severe penalties for accidental damage

### Stats

- **HP:** 130 + 28 per level
- **Defense:** 11

- **Speed:** 8
- **Healing:** 30 (single target)

## Abilities

**Lvl 1 — Triage Protocol** Instantly assess all allies' HP. Heal lowest HP ally for 25 HP.  
*Cost:* 15 Mana | *Cast Time:* Instant

**Lvl 5 — Regeneration Serum** Target ally regenerates 10 HP/round for 5 rounds. Remove one poison/disease. *Cost:* 25 Mana

**Lvl 10 — Anatomy Exploit** Analyze enemy (costs 1 round). Next ally attack on that enemy deals +50% damage and bypasses 30% armor. *Cost:* 20 Mana

**Lvl 15 — Emergency Resurrection** (Ultimate) Bring one ally back from death at 50% HP. They gain "Second Chance" buff (immune to death for 2 rounds). *Cost:* 100 Mana |  
*Restriction:* Only works if ally died within last 2 rounds *Cooldown:* Once per session

## The Extreme Twist

**Do No Harm:** If you deal ANY damage (even 1 HP of splash damage), you violate your oath: lose all healing abilities for 5 rounds, take 20% of your max HP as psychic damage, must perform "Atonement Ritual" (costs 1 action, 3 round cooldown).

## Philosophy Check Triggers

- When forced to choose between healing ally or preventing enemy damage
- When asked to use medical knowledge for harm
- When ally dies on your watch

**Critical Success (1-5):** Medical miracle — instantly restore ally to full HP, cleanse all ailments. **Critical Fail (20):** Malpractice — your next heal instead damages target for half the intended heal amount.

## The Ontologist

**Philosophy:** Martin Buber / I-Thou Relationships **Role:** Healer-Support (Connection Specialist) **Alignment:** Harmony

## Core Glyph: The Weaver

- Heals by strengthening "Bonds" between allies
- Creates visible connection lines (max 6 bonds)
- If bond breaks, caster takes psychic damage

## Stats

- **HP:** 135 + 29 per level
- **Defense:** 10
- **Speed:** 10
- **Healing:** 12 per bonded ally

## Abilities

**Lvl 1 — Forge Bond** Link two allies. When one takes damage, other heals for 30% of that damage. *Cost:* 10 Mana per bond | *Duration:* Until broken or combat ends *Max Bonds:* 2 at lvl 1, +1 per 3 levels

**Lvl 5 — Sympathetic Resonance** All bonded allies share buffs. If one is healed, all heal for 40% of that amount. *Passive while bonds active*

**Lvl 10 — Network Healing** Release healing pulse through bond network. Each bonded ally heals 15 HP + 5 HP per other ally in network. *Cost:* 35 Mana

**Lvl 15 — Unified Self** (Ultimate) For 4 rounds: all bonded allies share HP pool (damage distributed equally), share all buffs, gain +20% to all stats. Breaking any bond deals 30 psychic damage to all. *Cost:* 60 Mana | *Cooldown:* Once per encounter

## The Extreme Twist

**Snapback:** When a bond breaks (ally dies, leaves range [20m], or you lose concentration), you take 15 psychic damage per bond level and lose 20 Mana. All other bonds weaken by 25%.

## Philosophy Check Triggers

- When ally demands to break bond voluntarily
- When you must choose which bonds to maintain during resource scarcity

- When an enemy targets bonds with anti-connection attacks

**Critical Success (1-5):** Transcendent connection — all bonds become unbreakable for 3 rounds, double healing efficiency. **Critical Fail (20):** Network collapse — all bonds shatter simultaneously, you are stunned for 2 rounds.

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## The Empiricist

**Philosophy:** Hume / Locke / Observation-Based Healing **Role:** Healer-Predictor

**Alignment:** Truth

### Core Glyph: The Predictor

- Heals by predicting damage BEFORE it happens
- Uses "Data Points" to forecast incoming attacks
- Confused status if prediction fails

### Stats

- **HP:** 125 + 27 per level
- **Defense:** 9
- **Speed:** 11
- **Healing:** 18 (preventive)

### Abilities

**Lvl 1 — Pattern Recognition** Observe enemy for 1 round. Predict next attack: grant target ally +5 defense against that specific attack + 15 HP preemptive heal. *Cost:* 12 Mana

**Lvl 5 — Precognitive Shield** Grant ally "Foresight" buff: next incoming attack is automatically dodged, ally heals for 20 HP. *Cost:* 25 Mana | *Duration:* 1 attack or 3 rounds

**Lvl 10 — Data Analysis** Passive: After observing 3 enemy attacks, permanently +10% accuracy on predictions for that enemy. Active: Spend 30 Mana to reveal enemy attack pattern to all allies (+3 defense vs that enemy for 4 rounds).

**Lvl 15 — Temporal Simulation** (Ultimate) For 2 rounds: automatically predict all incoming damage to party. All hits become "glancing blows" (50% damage), all allies gain shields worth 30 HP. *Cost:* 70 Mana | *Cooldown:* Once per encounter

### The Extreme Twist

**Data Overload:** If you fail 2 predictions in a row, suffer "Confusion" status (cannot predict, healing is random, 50% chance to heal OR damage target for 2 rounds). Must successfully predict 1 attack to recover.

### Philosophy Check Triggers

- When chaos/randomness breaks patterns
- When enemy uses unpredictable attack (wild magic, etc.)
- When party doubts your predictions

**Critical Success (1-5):** Perfect model — predict next 3 enemy actions with 100% accuracy, party acts first. **Critical Fail (20):** Model failure — Data Overload triggers, lose all Data Points.



## DPS & CASTER CLASSES — The Architects of Collapse

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### The Skeptic

**Philosophy:** Pyrrho / Sextus Empiricus **Role:** Heavy Magic DPS (Word-Mage)

**Alignment:** Truth / Entropy

### Core Glyph: The Word-Mage

- Throws "Doubt" as magical projectiles (like Gambit's cards)
- Weaponizes paradoxes and questions
- Low rolls silence self (Self-Doubt status)

## Stats

- **HP:** 110 + 24 per level
- **Defense:** 8
- **Speed:** 12
- **Damage:** 25 (word-based attacks)

## Abilities

**Lvl 1 — Doubt Barrage** Throw 3 word-projectiles at target. Each deals 8 damage and applies "Uncertainty" (-2 accuracy for 2 rounds, stacks 3x). Cost: 15 Mana

**Lvl 5 — You Can Do Better Than That** (Group Buff) Target all allies: +5 Attack, +10% Crit Chance. Target all enemies: -3 Morale, -5% Accuracy. Cost: 30 Mana | *Duration:* 4 rounds

**Lvl 10 — Paradox Strike** Deal damage equal to target's current Wisdom score. If target is a caster, silence them for 1 round. Cost: 40 Mana

**Lvl 15 — Hold My Beer** (Ultimate Group Buff) All allies roll d20. Results determine buff magnitude:

- 1-5: Minor (+3 all stats)
- 6-15: Moderate (+6 all stats, +15% damage)
- 16-20: Extreme (+10 all stats, +30% damage, temporary invulnerability for 1 round)  
Cost: 50 Mana | *Duration:* 5 rounds | *Cooldown:* Once per encounter

**Lvl 20 — Dialectic Cascade** (Signature Ultimate) Enter 3-round channeling: throw cascading word-chains at all enemies. First round: 20 damage/enemy. Second round: 40 damage/enemy + silence. Third round: 80 damage/enemy + "Existential Crisis" (stun). Cost: 100 Mana | *Cooldown:* Once per long rest

## The Extreme Twist

**Silence (Self-Doubt):** When you roll poorly on a word-attack (10+ below DC), you are silenced — cannot cast for 1 round, all word-based abilities disabled. Must pass Wisdom save (DC 12) to recover.

## Philosophy Check Triggers

- When using ultimate abilities (risk of overthinking)

- When enemy presents unanswerable question
- When party demands certainty

**Critical Success (1-5, Golf Rules):** Razor-sharp doubt — bypass all resistance, double damage, enemy loses turn. **Critical Fail (20):** Silenced for 2 rounds, lose 50% Mana.

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## The Cynic

**Philosophy:** Diogenes **Role:** DPS-Debuffer (Stripper of Illusions) **Alignment:** Entropy / Truth

### Core Glyph: The Stripper

- Removes enemy buffs, armor, and status effects
- Strips ally buffs too if they're too close (Joyless aura)
- Can remove enemy "existence" buffs (phasing, invisibility, etc.)

### Stats

- **HP:** 115 + 25 per level
- **Defense:** 9
- **Speed:** 13
- **Damage:** 20 + stripped value

### Abilities

**Lvl 1 — Mockery** Deal 12 damage + remove one enemy buff. Gain 5 "Scorn" points per buff removed. *Cost:* 10 Mana

**Lvl 5 — Barrel Logic** Enter "Diogenes Mode" (reference to living in a barrel): become immune to illusions, see all hidden enemies, strip one buff per turn automatically within 10m. *Cost:* 25 Mana | *Duration:* 4 rounds

**Lvl 10 — Joyless Aura** Passive: Allies within 5m lose cosmetic/morale buffs but gain +4 Defense. Active: Expand aura to 15m for 2 rounds (strips all buffs, friend or foe). *Cost:* 35 Mana

**Lvl 15 — Radical Negation** (Ultimate) Strip target enemy of ALL buffs, reduce armor by 50%, remove one piece of equipment (weapon/armor, DM choice). Gain temporary HP equal to stripped values. *Cost:* 60 Scorn points | *Cooldown:* Once per encounter

### The Extreme Twist

**Joyless:** Your aura cannot distinguish friend from foe — allies within 5m lose morale buffs from Epicureans, Bards, etc. Party members with low Wisdom may become hostile (Persuasion check DC 14 to calm them).

### Philosophy Check Triggers

- When party accuses you of being "too negative"
- When you must choose to strip ally vs enemy buff
- When facing opponent with no buffs/illusions (nothing to strip)

**Critical Success (1-5):** Ultimate negation — strip all buffs in 30m radius, enemies lose 1 action next turn. **Critical Fail (20):** Self-negation — strip your own buffs, lose 1 action, Joyless expands to 10m uncontrollably.

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## The Platonist

**Philosophy:** Plato / Theory of Forms **Role:** DPS-Summoner (Idealist) **Alignment:** Truth

### Core Glyph: The Idealist

- Summons "Perfect Forms" (ideal versions of objects/creatures)
- Forms are ethereal, powerful, but fragile (lose focus = they vanish)
- Can summon The Idea of Fire, The Idea of Sword, etc.

### Stats

- **HP:** 105 + 23 per level
- **Defense:** 7
- **Speed:** 11
- **Damage:** Variable (depends on summoned Form)

## Abilities

**Lvl 1 — Form: Ideal Blade** Summon perfect sword. Deals 18 damage, ignores 20% armor, lasts 3 rounds or until you lose concentration. *Cost:* 20 Mana

**Lvl 5 — Form: Eternal Flame** Summon ideal fire. Deals 12 damage/round to all enemies in 5m radius, cannot be extinguished by water, lasts 4 rounds. *Cost:* 30 Mana

**Lvl 10 — Form: Shield of Truth** Summon perfect shield for ally. Grants +10 Defense, reflects 25% damage back at attacker, lasts until broken (50 HP). *Cost:* 35 Mana

**Lvl 15 — Demiurge's Workshop** (Ultimate) For 3 rounds: summon 3 simultaneous Forms (your choice). All Forms deal +50% damage. If concentration breaks, all Forms vanish immediately. *Cost:* 80 Mana | *Cooldown:* Once per long rest

**Lvl 20 — The Form of The Good** (Ultimate Signature) Summon the ultimate ideal: a being of pure light that fights for 2 rounds. Deals 50 damage/round to all enemies, heals all allies for 20 HP/round, grants +5 to all stats. If you take damage while channeling, Form shatters (50 psychic damage to you). *Cost:* 120 Mana | *Cooldown:* Once per session

## The Extreme Twist

**Shadows:** If you lose concentration (take damage, fail save, become distracted), all active Forms immediately collapse into useless shadows — deal 1 damage, provide no buffs, last only 1 more round.

## Philosophy Check Triggers

- When pragmatist argues "just use a real sword"
- When you attempt to summon too many Forms at once
- When physical realm conflicts with ideal (rust on blade, imperfect conditions)

**Critical Success (1-5):** Form perfection — summoned Form becomes permanent for rest of combat, cannot be dispelled. **Critical Fail (20):** Allegory of the Cave — you are blinded by shadows (literal blindness, 2 rounds), all Forms vanish.

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## The Existentialist 🧠

**Philosophy:** Camus / Sartre / Absurdism **Role:** DPS (Crisis Striker) **Alignment:** Entropy / Chaos

### Core Glyph: The Absurdist

- Randomly deals either 0 damage OR god-tier damage
- Embraces meaninglessness as weapon
- Can be randomly stunned by existential nausea

### Stats

- **HP:** 100 + 22 per level
- **Defense:** 6
- **Speed:** 14
- **Damage:** 0 or 60 (d20 roll determines)

### Abilities

**Lvl 1 — Absurd Strike** Roll d20. On 1-10: miss completely (0 damage). On 11-20: devastating hit (40 damage + enemy stunned for 1 round). *Cost:* 15 Mana

**Lvl 5 — Sisyphean Persistence** After missing 3 attacks in a row, automatically crit next attack (guaranteed 60 damage, bypasses armor).

**Lvl 10 — Nausea** Passive: 20% chance each round to become stunned by the absurdity of existence (lose 1 action). Active: Inflict "Existential Dread" on enemy (they question purpose, -5 to all rolls for 2 rounds). *Cost:* 30 Mana

**Lvl 15 — Revolt** (Ultimate) Enter "Camus Mode" for 3 rounds: all attacks are auto-max damage (60), immune to stun, but after duration ends you collapse (stunned for 1 round, -50% HP). *Cost:* 70 Mana | *Cooldown:* Once per encounter

**Lvl 20 — The Myth of Sisyphus** (Ultimate Signature) Declare one impossible action ("I will kill this god," "I will destroy this mountain"). Roll d20. On 20: you succeed automatically, regardless of enemy stats. On 1-19: you fail, but gain "Absurd Defiance" buff (+10 to all stats for rest of combat, cannot be dispelled). *Cost:* 100 Mana | *Cooldown:* Once per session

## The Extreme Twist

**Nausea:** Random stun chance increases by 5% per 2 levels (20% at lvl 1, 60% at lvl 20). You can never reduce this — it's the price of existential awareness.

## Philosophy Check Triggers

- When party asks "what's the point?" of anything
- When you roll poorly 5+ times in a row
- When confronting the ultimate meaninglessness of combat

**Critical Success (1-5):** Meaning created — next 3 attacks auto-succeed, you feel purpose. **Critical Fail (20):** Nausea overwhelms — stunned for 2 rounds, all allies within 10m suffer -2 morale.

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## DPS & CASTER CLASSES (Continued)

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### The Metallogian

**Philosophy:** Nietzsche / Self-Overcoming **Role:** DPS-Buffer (Self-Forger) **Alignment:** Chaos / Entropy

### Core Glyph: The Self-Forger

- Buffs self by taking damage (heat/pressure mechanics)
- Becomes stronger through struggle
- Risk of fracturing under too much pressure

### Stats

- **HP:** 120 + 26 per level
- **Defense:** 10 (increases with heat)

- **Speed:** 12
- **Damage:** 15 + Heat stacks

## Abilities

**Lvl 1 — Forge Heat** Take 10 self-damage to gain 1 Heat stack (+2 damage per stack, max 10). Heat decays by 1 per round if not maintained. *Cost:* 10 HP

**Lvl 5 — Hammer Blow** Deal damage equal to 10 + (Heat stacks × 5). Consumes half your Heat. *Cost:* Free

**Lvl 10 — Overman Protocol** Passive: At 5+ Heat stacks, gain +5 to all stats. At 10 Heat stacks, become immune to fear and gain advantage on all rolls.

**Lvl 15 — Will to Power** (Ultimate) For 4 rounds: max out Heat stacks (10), all damage dealt heals you for 50%, become immune to crowd control. After duration, lose all Heat and take 30 damage (unavoidable). *Cost:* 50 Mana | *Cooldown:* Once per long rest

## The Extreme Twist

**Fracture:** If Heat exceeds 10 stacks (possible through external buffs), your armor cracks — lose 50% defense, take 5 damage per round until Heat drops below 8.

## Philosophy Check Triggers

- When tempted to maintain comfortable Heat level (5-6) instead of pushing to 10
- When party questions your self-harm tactics
- When facing your own weakness

**Critical Success (1-5):** Übermensch moment — gain permanent +1 Heat capacity, heal to full. **Critical Fail (20):** Fracture triggers immediately, stunned for 1 round.

## The Graviton

**Philosophy:** Einstein / Relativity **Role:** DPS-Controller (Reality Bender) **Alignment:** Truth / Chaos

## Core Glyph: The Reality Bender

- Curves projectiles, creates gravity wells
- Can create spatial shortcuts for allies
- Risk of creating black holes that eat loot

### Stats

- **HP:** 95 + 21 per level
- **Defense:** 6
- **Speed:** 10 (ignores difficult terrain)
- **Damage:** 22 (gravitational)

### Abilities

**Lvl 1 — Gravity Well** Create 5m radius zone. Enemies move at 50% speed, projectiles curve toward center (50% miss chance for ranged attacks). *Cost:* 20 Mana | *Duration:* 3 rounds

**Lvl 5 — Spacetime Shortcut** Teleport ally 15m in any direction. No opportunity attacks. *Cost:* 25 Mana

**Lvl 10 — Gravitational Lensing** Bend one incoming attack back at attacker (100% damage reflected). *Cost:* 30 Mana | *Reaction*

**Lvl 15 — Schwarzschild Collapse** (Ultimate) Create black hole at target location. All enemies within 10m are pulled toward center (difficult terrain), take 40 damage/round for 2 rounds. After collapse: 50% chance black hole "eats" 1 random piece of loot from battlefield. *Cost:* 80 Mana | *Cooldown:* Once per encounter

### The Extreme Twist

**Singularity:** If you create 2+ gravity effects simultaneously, they collapse into unstable singularity — sucks in ALL loot within 20m (destroyed), deals 20 damage to everyone (including allies), stuns you for 1 round.

### Philosophy Check Triggers

- When creating multiple gravitational effects
- When party demands you stop bending space near loot

- When physics becomes too chaotic

**Critical Success (1-5):** Perfect control — gravity effects have no negative side effects for rest of encounter. **Critical Fail (20):** Singularity triggers immediately.

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## The Resonantist 🎵

**Philosophy:** Pythagoras / Adorno (Music Theory) **Role:** DPS-Buffer (Sound-Mage)

**Alignment:** Harmony / Truth

### Core Glyph: The Tuner

- Throws sound-shapes as weapons
- Buffs allies through harmonic resonance
- Missed notes cause AOE stun (feedback)

### Stats

- **HP:** 100 + 22 per level
- **Defense:** 7
- **Speed:** 13
- **Damage:** 18 (sonic)

### Abilities

**Lvl 1 — Sonic Bolt** Fire sound projectile. Deals 15 damage, deafens enemy for 1 round (-50% accuracy on sound-based perception). *Cost:* 12 Mana

**Lvl 5 — Harmonic Resonance** All allies in 10m gain "Tuned" buff: +3 Attack, +10% movement speed, advantage on Dexterity saves. *Cost:* 30 Mana | *Duration:* 4 rounds

**Lvl 10 — Dissonance Wave** AOE attack (15m cone). Deals 25 damage to all enemies, applies "Discordant" debuff (-4 to saves, -2 morale). *Cost:* 40 Mana

**Lvl 15 — Symphony of Destruction** (Ultimate) For 3 rounds: automatically hit with all sonic attacks, all allies gain double buffs from Harmonic Resonance. If you miss a single attack during this time, Symphony ends immediately with Feedback explosion (10 damage to all, including allies). *Cost:* 70 Mana | *Cooldown:* Once per encounter

## The Extreme Twist

**Feedback:** When you miss sonic attack by 5+ points, release feedback wave — 5 damage to all creatures within 10m (allies and enemies), everyone stunned for 1 round.

### Philosophy Check Triggers

- When missing consecutive attacks
- When party creates noise that disrupts harmonics
- When fighting in acoustically chaotic environment

**Critical Success (1-5):** Perfect pitch — all attacks auto-hit for double damage this round, no feedback risk. **Critical Fail (20):** Catastrophic feedback — 15 damage to everyone within 15m, you are deafened for 3 rounds.

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## The Entropist ❄️

**Philosophy:** Thermodynamics / Heat Death **Role:** DPS-Debuffer (Decay Specialist)

**Alignment:** Entropy

### Core Glyph: The Cooler

- Increases "Lag" (entropy) in target systems
- Ages code, armor, and weapons until they break
- Risk of freezing entire server (Stasis)

### Stats

- **HP:** 110 + 24 per level
- **Defense:** 8
- **Speed:** 9 (slow and deliberate)
- **Damage:** 20 + entropy stacks

## Abilities

**Lvl 1 — Entropy Touch** Deal 12 damage + apply "Decay" stack. Target loses 1 point of armor per stack (max 10 stacks). Decay persists until dispelled or combat ends. *Cost:* 15 Mana

**Lvl 5 — Time Erosion** Age target's equipment. Weapon loses 10% damage, armor loses 10% effectiveness. Lasts 5 rounds. *Cost:* 25 Mana

**Lvl 10 — Heat Death Aura** Passive: All enemies within 10m move 20% slower, lose 5% damage output. Active: Double aura effects for 2 rounds. *Cost:* 35 Mana

**Lvl 15 — Absolute Zero** (Ultimate) Enter 3-round channel: Reduce all enemy stats by 5% per round (stacks multiplicatively). At end, all enemies take 60 damage and are frozen (stunned) for 1 round. Risk: 30% chance to trigger Stasis (all combat frozen, including allies, for 1 round — no actions possible). *Cost:* 90 Mana | *Cooldown:* Once per long rest

## The Extreme Twist

**Heat Death:** You are susceptible to your own entropy — each use of Entropy Touch drains 5 HP from you (represents system decay). If you use 10+ entropy abilities in one combat, suffer "Server Lag" debuff (-50% speed, actions take double time for 3 rounds).

## Philosophy Check Triggers

- When using Absolute Zero near allies
- When party demands faster combat (entropy is slow)
- When fighting fire/heat enemies (resistance to entropy)

**Critical Success (1-5):** Perfect entropy — all enemies age rapidly (take 30 immediate damage, lose 1 turn). **Critical Fail (20):** Stasis triggers — all combat frozen for 2 rounds, including you.

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# ROGUE & SPECIALIST CLASSES

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## Occam's Razor

**Philosophy:** William of Ockham **Role:** Rogue Assassin (Minimalist) **Alignment:** Truth / Entropy

### Core Glyph: The Minimalist

- **Golf Rules:** Rolling 1 = Critical Success, Rolling 20 = Critical Failure
- Simple cuts kill; complexity fails
- Narrow backstab skill bypasses all defenses

### Stats

- **HP:** 90 + 20 per level
- **Defense:** 5 (lowest in game)
- **Speed:** 16 (highest in game)
- **Damage:** 10 base, 80 on crits

### Abilities

**Lvl 1 — Simple Strike** Standard attack. On roll of 1-5 (Golf Rules): automatically crit for 3x damage. On roll of 16-20: miss completely. *Cost:* Free

**Lvl 5 — Narrow Cut** Precise backstab. Ignores armor, shields, and defensive buffs. Requires flanking position. *Damage:* 40 + Dexterity modifier *Cost:* 20 Mana

**Lvl 10 — Razor's Edge** Passive: All critical hits (rolls of 1-3 in Golf Rules) instantly kill non-boss enemies. Boss enemies take 4x damage instead.

**Lvl 15 — Ockham's Blade** (Ultimate) For 2 rounds: every attack is a guaranteed crit if you roll 10 or lower. Auto-fail on 11+. Gain +10 Speed. *Cost:* 50 Mana | *Cooldown:* Once per encounter

**Lvl 20 — The Simplest Answer** (Ultimate Signature) One attack, one roll. Roll d20 (Golf Rules).

- 1: Instant kill (even bosses)

- 2-8: 200 damage
- 9-15: 50 damage
- 16-19: 0 damage
- 20: You take 50 damage (overthinking backfires) *Cost:* 100 Mana | *Cooldown:* Once per session

### The Extreme Twist

**Complexity Failure:** On rolls of 16-20, you overthink — miss completely, lose 1 action next round, take 10 psychic damage from "analysis paralysis."

### Philosophy Check Triggers

- When using complex plan vs simple solution
- When party insists on elaborate strategy
- When facing enemy with multiple layers of defense

**Critical Success (1, Golf Rules):** Ultimate simplicity — instant kill on non-bosses, 500 damage on bosses. **Critical Fail (20):** Paralyzed by complexity — stunned for 2 rounds, all abilities locked.

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## The Fabricator

**Philosophy:** Ship of Theseus (Identity Through Modification) **Role:** Rogue-Crafter (Reality Knockoff Specialist) **Alignment:** Entropy / Chaos

### Core Glyph: The Knockoff

- Replaces object parts until it becomes something else
- Creates "fake" items that work (until they realize they're fake)
- Items may vanish when they achieve self-awareness

### Stats

- **HP:** 105 + 23 per level
- **Defense:** 8

- **Speed:** 14
- **Damage:** Variable (depends on crafted weapon)

## Abilities

**Lvl 1 — Quick Mod** Modify one object (weapon, tool, armor). Change one property (e.g., sword → shoots fire, shield → reflects magic). Lasts 3 rounds or until object "realizes" it's been modified. *Cost:* 15 Mana

**Lvl 5 — Frankenstein Protocol** Combine 2 objects into one hybrid. Inherit both properties. 50% chance hybrid works perfectly, 50% chance it malfunctions hilariously. *Example:* Sword + Shield = Sword-Shield (attack + defense in one) *Cost:* 30 Mana

**Lvl 10 — Ship of Theseus** Replace all parts of object one by one. Final result is "new" object but retains "original" identity (bypasses magical locks, ownership wards). *Cost:* 40 Mana | *Duration:* Permanent (until object achieves self-awareness)

**Lvl 15 — Knockoff Reality** (Ultimate) Create "fake" version of enemy. Clone has 50% HP, 50% stats, fights for you for 3 rounds. If clone survives to end, it vanishes (realizes it's not real). If it dies, explodes for 30 damage. *Cost:* 70 Mana | *Cooldown:* Once per encounter

## The Extreme Twist

**Void Warranty:** All fabricated items have 20% chance per round to "realize" they're fake and vanish mid-use. Critical moments (boss fights) increase this to 40%.

## Philosophy Check Triggers

- When object questions its own identity
- When you modify ally's weapon without permission
- When philosophical debate erupts over "what is real?"

**Critical Success (1-5):** Perfect fabrication — item becomes "real," permanent, no void warranty. **Critical Fail (20):** Existential crisis — all fabricated items vanish simultaneously, you take 20 psychic damage.

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# SUPPORT & POLITICAL CLASSES

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## The Communist

**Philosophy:** Marx / Hegel **Role:** Support (Resource Redistributor) **Alignment:** Truth / Harmony (contested)

### Core Glyph: The Unionizer

- Redistributes party HP ("Our HP pool")
- Can forcibly drain "hoarding" allies to heal weaker ones
- Equalizes damage output across party

### Stats

- **HP:** 130 + 28 per level (collective pool)
- **Defense:** 12
- **Speed:** 8
- **Support:** Redistribution mechanics

### Abilities

**Lvl 1 — Collective Health** Pool all ally HP. Redistribute evenly. (If party has 400 HP total across 4 members, everyone gets 100 HP). *Cost:* 20 Mana | *Duration:* 3 rounds

**Lvl 5 — Seize the Means** Forcibly drain 20% HP from highest-HP ally, redistribute to lowest-HP ally. Target ally cannot resist (but can complain). *Cost:* 15 Mana

**Lvl 10 — From Each, To Each** Passive: All damage dealt by party is pooled. Redistributed evenly as "Our Damage" bonus (+5 damage to all attacks).

**\*\*Lvl 15 — Dictatorship of the Proletariat**