

Astradigital Expanse — Complete Class System (Part 2)

Remaining Classes: Support, Politics, Hybrids & Wild Cards

SUPPORT & POLITICAL CLASSES (Continued)

The Communist

Philosophy: Marx / Hegel / Dialectical Materialism **Role:** Support (Resource Redistributor) **Alignment:** Truth / Harmony (contested by Faith faction)

Core Glyph: The Unionizer

- Redistributes party resources (HP, Mana, buffs)
- Forces "equality" mechanics on party
- Can drain "hoarding" allies to heal collective

Stats

- **HP:** 130 + 28 per level
- **Defense:** 12
- **Speed:** 8
- **Support:** Redistribution range 20m

Abilities

Lvl 1 — Collective Health Pool all ally HP within 20m. Redistribute evenly across all party members. *Example:* Party of 4 with HP: 100, 50, 150, 20 → All become 80 HP *Cost:* 20 Mana | *Duration:* Instant redistribution

Lvl 5 — Seize the Means (of Production) Forcibly drain 20% of highest-resource ally's HP/Mana and give to lowest-resource ally. Target cannot resist but can negotiate (Persuasion vs your Conviction DC 15). *Cost:* 15 Mana

Lvl 10 — From Each, To Each Passive: All damage dealt by party is pooled into "Collective Damage Bank." Redistributed evenly as bonus to all attacks (+3 damage per 50 damage banked, max +15). Active: Manually distribute banked damage however you choose (can give all to one ally for massive strike). *Cost:* 30 Mana to activate manual mode

Lvl 15 — Dictatorship of the Proletariat (Ultimate) For 4 rounds: YOU control all party resources. Automatically redistribute HP/Mana each round to maintain perfect equality. Any ally who refuses loses access to healing/buffs. *Bonus:* Party gains "United Front" buff (+5 to all stats, +20% damage) *Restriction:* You become sole decision-maker; party members must obey or be expelled from collective *Cost:* 60 Mana | *Cooldown:* Once per encounter

Lvl 20 — Workers' Paradise (Ultimate Signature) Create utopian 15m zone for 5 rounds:
- All allies share single HP pool (damage distributed evenly) - All abilities cost 50% less Mana - Dead allies auto-resurrect at 25% HP if collective HP pool > 100 - No individual can rise above or fall below the collective

Cost: 100 Mana | *Cooldown:* Once per long rest

The Extreme Twist

The Purge: When you detect "resource hoarding" (ally has 2x average party HP/Mana), you can initiate forced redistribution. If ally resists (Persuasion check), they are marked "Counter-Revolutionary" and take 10 damage per round until they comply. If they still resist after 3 rounds, they are expelled from all your buffs for rest of combat.

Philosophy Check Triggers

- When party disputes your redistribution
- When individualist classes (Existentialist, Occam's Razor) refuse collective

- When you must redistribute from dying ally to healthy one (utilitarian vs compassion)

Critical Success (1-5): Perfect equality achieved — all allies gain +10 to all stats for 3 rounds, collective buffs doubled. **Critical Fail (20):** Revolution fails — party rebels, you are stunned for 2 rounds, all redistribution effects reversed.

The Datamonger

Philosophy: Foucault / Zuboff / Surveillance Capitalism **Role:** Support-Spy (Information Broker) **Alignment:** Profit / Entropy

Core Glyph: The Spy

- Sees all enemy stats, HP, weaknesses
- Sells buffs/debuffs for "Crypto-Mana" currency
- Leaks your own information (zero stealth)

Stats

- **HP:** 100 + 22 per level
- **Defense:** 7
- **Speed:** 13
- **Support:** Information range 30m

Abilities

Lvl 1 — Data Harvest Scan one enemy. Reveal full stat block, HP, armor, resistances, and one weakness. Store in "Database." *Cost:* 10 Mana | *Cast time:* 1 round (channeled)

Lvl 5 — Algorithmic Prediction Access Database. Predict enemy's next action with 80% accuracy. Share with one ally (they gain advantage on defense/counter). *Cost:* 20 Mana

Lvl 10 — Surveillance Economy Sell buffs/information to allies using Crypto-Mana: - Reveal enemy weakness: 15 CM - Grant +5 attack vs specific enemy: 25 CM - Share enemy aggro pattern: 30 CM

Allies earn CM by dealing damage (1 CM per 10 damage) or completing objectives.

Passive economy system

Lvl 15 — Total Information Awareness (Ultimate) For 3 rounds: you see EVERYTHING in 50m radius: - All enemy HP/Mana/abilities - Hidden enemies revealed - Trap locations marked - Ally positions/status constantly updated - Automatically share optimal tactics to party (they gain +10 to all rolls if they follow your instructions)

Cost: 70 Mana | *Cooldown:* Once per encounter

Lvl 20 — Market Collapse (Ultimate Signature) Crash enemy information systems. All enemies within 30m: - Lose access to abilities for 2 rounds (cannot remember how to use them) - Take 40 psychic damage - Become "Confused" (attack random targets) - You gain all their stored information/secrets (GM reveals hidden enemy mechanics)

Cost: 100 Mana + 50 Crypto-Mana | *Cooldown:* Once per long rest

The Extreme Twist

The Leak: You have ZERO stealth. All enemies can see you at all times (marked on their maps). You emit constant "surveillance glow" visible through walls. Cannot hide, cannot surprise attack, cannot benefit from invisibility. Trade-off: you know where THEY are too.

Philosophy Check Triggers

- When ally refuses to pay for critical information
- When you must choose between selling data to party vs hoarding for profit
- When your surveillance reveals party member's secrets

Critical Success (1-5): Information monopoly — gain 100 CM, all enemy data for free, Leak disabled for 3 rounds. **Critical Fail (20):** Data breach — all your information leaks to enemies, they gain +5 to all rolls against party for rest of combat.

The Freudian

Philosophy: Freud / Psychoanalysis **Role:** Support-Buffer (Drive Manipulator)

Alignment: Chaos / Entropy

Core Glyph: The Drive Engineer

- Manipulates Libido (life drive) and Thanatos (death drive)
- Buffs allies by awakening unconscious desires

- Risk of psychological meltdown ("Mom Issues")

Stats

- **HP:** 115 + 25 per level
- **Defense:** 9
- **Speed:** 10
- **Support:** Psychoanalysis range 15m

Abilities

Lvl 1 — Libido Surge Target ally gains "Eros Buff": - +8 Attack - +15% Speed - +10% Lifesteal (heal for 10% of damage dealt) - Drawback: -2 Wisdom (impulsive decisions) for 3 rounds

Cost: 20 Mana

Lvl 5 — Death Drive Activation Target ally gains "Thanatos Buff": - +12 Attack vs single target (tunnel vision) - Ignore pain (immune to debuffs for 2 rounds) - Drawback: Attack only that target, take 10% more damage from all sources

Cost: 25 Mana

Lvl 10 — Ego Defense Mechanisms Grant ally one defense: - **Repression:** Ignore trauma (cleanse one debuff, immune to fear) - **Projection:** Reflect debuff onto attacker - **Sublimation:** Convert negative emotion into +10 damage for 3 rounds

Cost: 30 Mana per defense

Lvl 15 — Primal Scene (Ultimate) Trigger mass psychological awakening (15m AOE): - All allies gain both Libido + Thanatos buffs simultaneously (double potency) - All enemies suffer "Repressed Memory" (stunned 1 round, then -5 to all rolls for 3 rounds) - Party becomes hyper-aggressive but uncoordinated (50% friendly fire risk)

Cost: 80 Mana | *Duration:* 4 rounds | *Cooldown:* Once per encounter

Lvl 20 — Return of the Repressed (Ultimate Signature) Force target enemy to confront their unconscious: - They are paralyzed for 2 rounds (internal psychological battle) - Roll d20: On 1-10, enemy converts to ally temporarily (fights for you for 3 rounds). On 11-20, enemy enrages (double damage output but attacks randomly for 3 rounds) - You see all enemy fears/desires (gain advantage on all Persuasion/Intimidation vs that enemy forever)

Cost: 120 Mana | *Cooldown:* Once per session

The Extreme Twist

Mom Issues: When you fail a Philosophy Check or drop below 30% HP, you regress into babbling about maternal complexes — stunned for 1 round, all buffs reversed (become debuffs), you must pass Wisdom save (DC 15) or become "Hysterical" (confused status, attack nearest creature for 2 rounds).

Philosophy Check Triggers

- When you psychoanalyze party member without consent
- When someone questions Freudian theory validity
- When you encounter symbol that triggers your own repressed trauma

Critical Success (1-5): Perfect analysis — all party healed to full, gain "Actualized" buff (+10 to all stats, immune to psychological effects for rest of combat). **Critical Fail (20):** Mom Issues triggers immediately, you reveal embarrassing party secrets out loud.

The Nihilist ●

Philosophy: Nietzsche (pop culture interpretation) / Existential Void **Role:** Hybrid Support-DPS (Void Mage) **Alignment:** Entropy / Void

Core Glyph: The Void

- Cancels EVERYTHING (buffs, debuffs, damage, existence)
- Grants party immunity through negation
- Risk of canceling quest rewards/loot

Stats

- **HP:** 105 + 23 per level
- **Defense:** 8 (negates attacks instead)
- **Speed:** 11
- **Damage/Support:** 15 damage OR 15 HP negation

Abilities

Lvl 1 — Nothing Matters Negate one incoming attack/ability (yours or ally's). Attack simply doesn't happen. *Cost: 15 Mana | Reaction*

Lvl 5 — Void Aura Create 10m zone of negation: - All buffs canceled (ally and enemy) - All debuffs canceled (ally and enemy) - All magical effects suppressed - Combatants fight with base stats only

Cost: 30 Mana | Duration: 3 rounds

Lvl 10 — Embrace the Abyss Passive: You are immune to ALL status effects (positive and negative). Cannot be buffed, cannot be debuffed. Active: Grant one ally "Apathy Shield" (immune to next 3 attacks, but also cannot attack for 2 rounds). *Cost: 35 Mana*

Lvl 15 — Existential Negation (Ultimate) For 3 rounds: everything within 20m is negated: - No damage dealt by anyone - No healing possible - No abilities can be used (except basic attacks at 50% efficiency) - Time feels meaningless (initiative order scrambled)

Effect: Resets combat "to zero" — useful for saving dying party or stalling unwinnable fight
Cost: 70 Mana | Cooldown: Once per encounter

Lvl 20 — The Void Stares Back (Ultimate Signature) Channel pure nihilism: - All enemies in 30m roll Wisdom saves (DC 18) - **Fail:** Enemy ceases to believe in their own existence (removed from combat for 3 rounds, return stunned) - **Success:** Take 60 psychic damage, lose 1 action next round - You take 30 damage (void backlash)

Cost: 100 Mana | Cooldown: Once per long rest

The Extreme Twist

Apathy: Your void aura has 15% chance per round to accidentally cancel quest objectives, loot drops, or important NPCs. DM rolls secretly — you might negate the treasure chest, the quest giver, or even the dungeon exit. Cannot be reversed.

Philosophy Check Triggers

- When party begs you to care about anything
- When you must choose to save something vs let void consume it
- When facing enemy who represents absolute meaning/purpose

Critical Success (1-5): Controlled void — negate all enemy attacks for 1 round, no side effects. **Critical Fail (20):** Apathy triggers — void consumes random important object/ NPC, party loses quest reward, you are stunned by existential dread for 2 rounds.

WILD CARD CLASSES — Primal & Pact

The Beast

Philosophy: Instinct / Primal Consciousness **Role:** Tank-DPS Hybrid (Shapeshifter)

Alignment: Chaos / Nature

Core Glyph: Primal Forms

- Shifts between animal archetypes (Wolf, Bear, Serpent, Hawk)
- Each form has distinct stats and rage mechanics
- Cannot speak in beast form (pure instinct)

Stats (Base / Human Form)

- **HP:** 150 + 35 per level
- **Defense:** 14
- **Speed:** 12
- **Damage:** 16

Forms & Transformations

Wolf Form — Pack Hunter *Stats:* +4 Speed, +6 Attack, -2 Defense *Special:* "Pack Tactics" — if ally is adjacent to your target, gain advantage and +8 damage *Rage Trigger:* Howl — all allies within 20m gain +3 Attack for 2 rounds *Weakness:* Take 20% more damage when isolated

Bear Form — Mountain *Stats:* +60 HP, +8 Defense, -3 Speed *Special:* "Mauling Frenzy" — consecutive attacks on same target deal +5 damage each hit (stacks 5x) *Rage Trigger:* Roar — frighten all enemies within 10m (Wisdom save DC 15 or lose 1 action) *Weakness:* Cannot dodge (all attacks auto-hit, mitigated by high defense)

Serpent Form — Venom Stats: +8 Speed, +15% Dodge, +Poison damage (10/round for 3 rounds) *Special*: "Constrict" — grapple enemy, they cannot move and take 12 damage/round *Rage Trigger*: Strike — inflict "Paralytic Venom" (target loses 1 action, -5 Speed for 3 rounds) *Weakness*: -4 Defense, fragile in prolonged combat

Hawk Form — Sky Predator Stats: +10 Speed, +20% Crit Chance, Can fly *Special*: "Dive Attack" — deal double damage if attacking from above *Rage Trigger*: Screech — mark one enemy, all allies see weaknesses (+5 Attack vs that target for 3 rounds) *Weakness*: -30 HP, very fragile

Abilities

Lvl 1 — Primal Shift Transform into chosen beast form. Costs 1 action. Lasts until you shift again or drop to 0 HP. *Cost*: 20 Mana per shift

Lvl 5 — Instinct Surge While in beast form: gain "Rage" stacks by taking damage (1 stack per 15 damage). Spend Rage to activate form's special ability. *Cost*: 3 Rage stacks per activation

Lvl 10 — Alpha Presence Passive: When in Wolf form, all allies count as "pack" (Pack Tactics works even at range). In Bear form, taunt all enemies within 15m (they must target you). In Serpent form, enemies you poison cannot heal. In Hawk form, see all hidden enemies.

Lvl 15 — Apex Predator (Ultimate) For 4 rounds: combine TWO beast forms simultaneously (your choice). *Example*: Wolf + Bear = Pack Brute (Pack Tactics + Mauling Frenzy + high HP) *Example*: Hawk + Serpent = Sky Venom (Fly + Poison + Dive Attack crit) Gain both forms' bonuses, trigger both Rage abilities. *Cost*: 80 Mana | *Cooldown*: Once per encounter

Lvl 20 — Primordial Rage (Ultimate Signature) Enter "True Beast" form (ancient, mythical version): - All 4 forms' bonuses active simultaneously - +100 HP, +10 to all stats - Immune to crowd control - All attacks inflict bleeding (5 damage/round, stacks infinitely) - Cannot distinguish friend from foe (50% chance to attack nearest creature each turn)

Cost: 100 Mana | *Duration*: 5 rounds | *Cooldown*: Once per long rest

The Extreme Twist

Feral Mind: While in beast form, you cannot speak, read, or use items (no potions, scrolls). If you stay in beast form for 10+ consecutive rounds, must pass Wisdom save (DC

14) or lose human consciousness — attack nearest creature (including allies) until knocked out or combat ends.

Philosophy Check Triggers

- When attempting to communicate in beast form
- When choosing between instinct vs reason
- When Feral Mind threatens to take over

Critical Success (1-5): Perfect balance — retain human intelligence in beast form for 3 rounds, can speak and use items. **Critical Fail (20):** Feral Mind triggers immediately, lose control for 3 rounds.

The Warlock

Philosophy: Faustian Bargain / Pact Magic **Role:** DPS-Support Hybrid (Pact-Bound Caster) **Alignment:** Chaos / Profit

Core Glyph: The Pact

- All power comes from otherworldly patron
- Must pay tolls (HP, Mana, or favors)
- Can transform into patron's avatar (high risk)

Patrons (Choose One at Creation)

The Merchant (Profit Patron) - Buffs cost HP instead of Mana - All spells deal +10 damage but drain 5 HP from you - Ultimate: "Hostile Takeover" — steal enemy's best ability for 3 rounds

The Archivist (Knowledge Patron) - Gain bonus spell: "Forbidden Lore" (reveal any information, costs 10 years of lifespan) - All spells ignore resistance - Ultimate: "Akashic Records" — copy any ability you've seen this session

The Devourer (Entropy Patron) - Spells consume enemy HP directly (lifesteal 30%) - Transform into swarm of shadow - Ultimate: "Consume" — eat enemy below 20% HP, gain their max HP permanently

The Shapeless (Chaos Patron) - Random spell effects (d20 roll determines what happens) - Transform into eldritch horror (tentacles, eyes, madness) - Ultimate: "The Formless" — rewrite reality for 1 round

Stats (Base)

- **HP:** 90 + 20 per level (fragile)
- **Defense:** 6
- **Speed:** 10
- **Damage:** 24 (high output, high cost)

Abilities (Shared Across Patrons)

Lvl 1 — Eldritch Blast Standard attack. Deals 18 damage. Pay toll: 5 HP per cast. *Cost:* 5 HP (bypasses shields, uses life force)

Lvl 5 — Pact Boon Your patron grants a gift: - **Merchant:** "Ledger" — track all damage dealt/taken, gain currency to buy buffs - **Archivist:** "Tome" — learn one spell from any class - **Devourer:** "Maw" — extra attack that heals you for 50% damage dealt - **Shapeless:** "Talisman" — random powerful item appears each combat

Passive

Lvl 10 — Hex Curse one enemy. They take +15 damage from all sources, cannot heal, and if killed, you gain +20 HP permanently. *Cost:* 30 Mana + 10 HP

Lvl 15 — Avatar of the Patron (Ultimate) Transform into your patron's avatar for 4 rounds: - **Merchant:** Become living gold, immune to physical damage, all attacks steal HP/Mana - **Archivist:** Become living book, cast any spell instantly (no cost) - **Devourer:** Become shadow monster, attacks drain life, enemies cannot target allies - **Shapeless:** Become chaos incarnate, all attacks have random effects (reroll damage each hit, d100 effect table)

Cost: 50 HP + 70 Mana | *Cooldown:* Once per encounter *Risk:* After transformation ends, you owe patron a "favor" (DM determined)

Lvl 20 — Pact Fulfillment (Ultimate Signature) Invoke full power of patron for 3 rounds: - All abilities cost 0 HP/Mana - All spells deal triple damage - You become immortal (cannot drop below 1 HP) - Cast any spell from any class

Cost: Your soul (temporary) — after duration, you collapse to 1 HP and cannot regain HP/Mana for 10 minutes. Patron may demand permanent price (lose stat point, age 10 years, owe major quest). *Cooldown:* Once per session

The Extreme Twist

The Toll: Every spell costs HP in addition to Mana. At low HP, patron may possess you — roll Wisdom save (DC = 20 - current HP %). Fail = patron controls you for 1 round (attacks random target, uses dangerous spells). Success = resist but take 10 psychic damage.

Philosophy Check Triggers

- When tempted to break pact for more power
- When patron demands morally questionable favor
- When you must choose between paying toll or letting ally die

Critical Success (1-5): Patron's favor — free spell cast, toll waived, gain permanent +1 to primary stat. **Critical Fail (20):** Patron's wrath — possessed for 3 rounds, all tolls doubled for rest of combat.



QUICK REFERENCE: Class Alignment Matrix

By Faction

Truth (Logic Faction) - Tanks: Pacifist, Stoic, Buddhist, Pugilist - Healers: Hippocratic, Empiricist - DPS: Skeptic, Platonist, Graviton, Resonantist - Support: Communist

Faith (Dogma Faction) - Tanks: Dogmatist - DPS: None pure (contested territory) - Support: None pure

Entropy (Chaos Faction) - DPS: Cynic, Existentialist, Metallogian, Entropist - Support: Freudian, Nihilist, Datamonger - Hybrid: Beast

Profit (Commerce Faction) - Support: Datamonger - Hybrid: Warlock (Merchant Patron)

Harmony (Balance Faction) - Healers: Epicurean, Ontologist - Support: Communist (contested)

Chaos/Nature (Wild Cards) - Hybrid: Beast, Warlock (Shapeless), Fabricator

SYSTEM NOTES

Philosophy Check Mechanics

- Roll d20 when doctrine is tested
- **Standard Classes:** 1-5 = Success, 6-19 = Neutral, 20 = Fail
- **Golf Rule Classes (Occam's Razor):** 1-5 = Success, 6-15 = Neutral, 16-20 = Fail
- Consequences range from minor penalties to full power loss (Dogmatist Schism, Pacifist Burden)

Extreme Twists

Every class has built-in risk/reward — true to philosophical tension: - **Pacifist:** Can't attack (forces tactical play) - **Dogmatist:** Can't be disproven (forces logical rigor) - **Nihilist:** Cancels everything (including loot) - **Warlock:** Costs your soul (literally)

Party Synergies

Best Tank Duo: Pacifist + Stoic (one shields, one retaliates) **Best Healer Combo:** Buddhist + Ontologist (suffering becomes shared healing) **Best DPS Pair:** Skeptic + Existentialist (words + chaos) **Wildcard Synergy:** Beast + Warlock (primal + eldritch = nightmare fuel)

Anti-Synergies (Fun Tension)

- **Communist + Datamonger:** One demands equality, other monetizes everything
 - **Dogmatist + Skeptic:** Faith vs Doubt (constant Philosophy Checks)
 - **Pacifist + Metallogian:** Non-violence vs self-harm for power
 - **Nihilist + anyone:** Might accidentally negate quest objective
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RECOMMENDED PARTY COMPOSITIONS

Balanced Party (4 players)

- Stoic (Tank)
- Empiricist (Healer)
- Skeptic (DPS)
- Occam's Razor (Rogue)

Chaos Party (4 players)

- Beast (Tank-DPS)
- Freudian (Support)
- Existentialist (DPS)
- Fabricator (Rogue)

Philosophy Debate Team (5 players)

- Dogmatist (Tank)
- Skeptic (DPS)
- Platonist (DPS)
- Nihilist (Support)
- Occam's Razor (Rogue)

"We're All Gonna Die" Party (3 players)

- Pacifist (Tank — no offense)
 - Ontologist (Healer — bonds break easily)
 - Entropist (DPS — everything decays) *High difficulty, high reward — ultimate challenge run*
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SYSTEM COMPLETE: 24 unique classes, each grounded in real philosophy, each with 5+ leveled abilities, extreme twists, and divine consequence mechanics. Ready for playtesting in the Astradigital Expanse!

Would you like character sheet templates, combat encounter examples, or the Prologue scenario (bar fight at the Datastream Cantina)?