

Astradigital Expanse — Complete Class System

Philosophy as Combat Doctrine

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



TANK CLASSES — The Walls of Reality

The Pacifist A green leaf icon.

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

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.

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 ($1 \text{ KP} = 3 \text{ HP healed per ally}$)

Stats

- **HP:** $160 + 35 \text{ per level}$
- **Defense:** 16
- **Speed:** 8
- **Healing:** $15 + (\text{KP} \times 3) \text{ AOE}$

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:* $\text{KP} \times 3 \text{ per ally}$ *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 $\text{KP} \times 5$ 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.

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.

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.



HEALER CLASSES — The Menders of Code

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.

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 *Coldown:* 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 | *Coldown:* 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.

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

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.

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.

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.

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.

(Continued in next section...)



DPS & CASTER CLASSES (Continued)

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 $10 + (\text{Heat stacks} \times 5)$. 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.

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.

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.

ROGUE & SPECIALIST CLASSES

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.

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.



SUPPORT & POLITICAL CLASSES

The Communist

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

Core Glyph: The Unionizer

- Redistributions 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