

snoissessoq

 $mə \eta I$

]

Cleric

Weapon training: A cleric is trained to use weapons used by faithful followers of their god. Clerics may use armor and spell checks are not hindered by its use.

Magic: Clerics can call upon the favor of their god to cast spells. A cleric's spell check is usually Id20 + personality modifier + level. The cleric aims to roll above the disapproval range, and failing to cast a roll above the disapproval range, and failing to cast a

+1 :9gnbA 1	Disapproval
-------------	-------------

spell or committing sin will increase this range.

Turn unholy: A cleric can utilize a spell check to deter creatures deemed unholy by the cleric's god. This check is also modified by the cleric's Luck stat. Lay on hands: By making a spell check, a cleric can heal damage to any living creature. The amount healed is measured in hit-die of the creature and is increased for creatures of the same alignment as the cleric. The number of dice healed cannot exceed the level (or HD) of the creature. Healing a creature of the opposed alignment is always considered sinful.

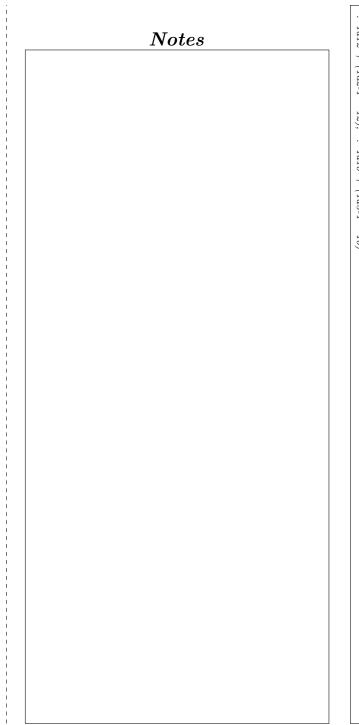
Ī	pəsoddo	adjacent	same	среск
	Failure	Failure	Failure	11-1
	əib 1	əib 1	2 dice	12-13
	əib 1	95ib 2	$_{ m 50ib}$ $_{ m 5}$	6 1- ⊅I
	S dice	95 dice	95ib ₽	20-21
	95ib &	əsib 4	əəib d	+22

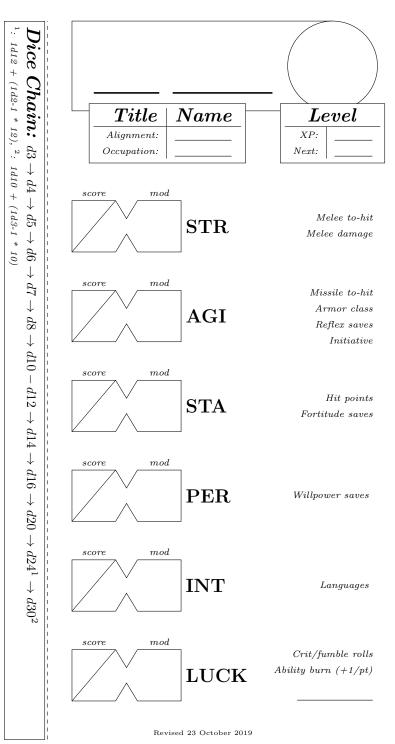
Divine sid: As a devout follower you are entitled to be seech your deity for divine sid. This is modeled as a normal spell check against a DC proportional to the magnitude of the sid requested. Failure will impart $a+10~{\rm penalty}$ to your disapproval range.

syiyS

p		 	
		 	-







$suoissesso{m q}$

mə ηI

 $d \vartheta$

d6

pinna

Wespon training: Druids can use any weapon or armor they choose, however using weapons or armor made of metal causes them to use their call of the animal, woodland stride, and animal shape abilities for 24 hours.

Call of the animal: Druids can channel the savagery of nature into their being. Making a personality roll, a druid can call an animal spirit into their body for relevant bonuses.

raids can identify flora and fauna	Natural lore: Dr
sneak and hide as per thief class	əsnoM
backstab skill as per thief class	Зпаке
+2 to any ranged attacks	Hawk
tracking and infravision	Coyote
$\downarrow \text{be}\text{B}' + \text{5be}\text{B}$	ΉοW
+2 to AC, REF	хоЯ
1d8+STR melee attacks	Grizzly Bear
	Mountain Lion
successful for (PER+level)x2 rounds	+81
successful for $(PER+level)$ rounds	71-91
successful for $(PER+level)/2$ rounds	31-41
failure but not lost	12-13
lost, failure	2-11
ailure and lost for 144 days	Ţ
.common	DOGY TOT TELEVALLE

Natural lore: Druds can identify flora and fauna with ease, and if water is clean and safe to drink. With an INT check, they can tell the weather for the next 12 hours.

Natural weapons: Given materials, druids can construct weapons from stone, wood, and bone.

Woodland stride: Druids can move through natural obstructions such as brambles or thick branches as if they were water. A druid will take no damage from such obstacles, and does not leave tracks.

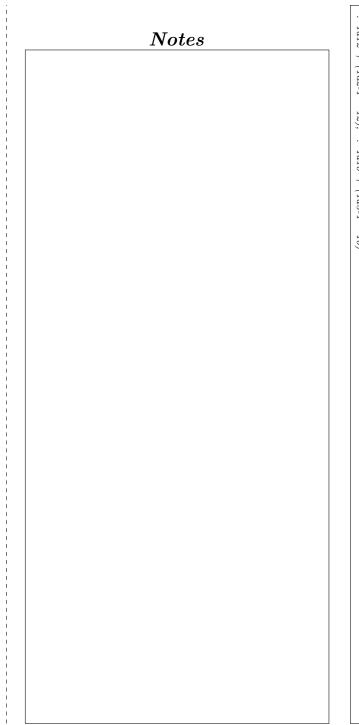
Animal shape: Druids can cast the animal shape spell using 1d20+level+PER. They cannot spellburn, but can suffer from corruption and misfire.

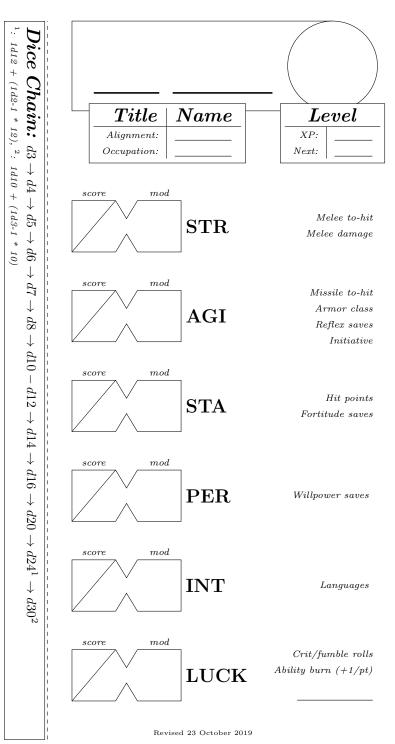
 	 	 	 	1	

slliAS

 h_{fun}







 $mə \eta I$

_				
	1			
-				
	-			
		_		

Dmart

Luck: A dwarf's Luck modifier applies to attack rolls with one specific kind of weapon, chosen at first level:

Wespon training: A dwarf is trained in the use of the battleaxe, club, dagger, handaxe, longsword, mace, shortsword, warhammer, crossbow, javelin, shortbow, and slong. Dwarves wear whatever armor they can afford.

Attack modifier: Dwarves use a "deed die" instead Attack modifier. The dwarf rolls this die on of an attack modifier.

each attack and applies it to both their chance to hit and their damage. Mighty deed of arms: Prior to any attack roll, a dwarf can declare a Mighty "Deed of Arms." This

Mighty deed of arms: Prior to any attack roll, a dwarf can declare a Mighty "Deed of Arms." This deed is a dramatic combat maneuver within the scope of the current combat. Such maneuvers may include:

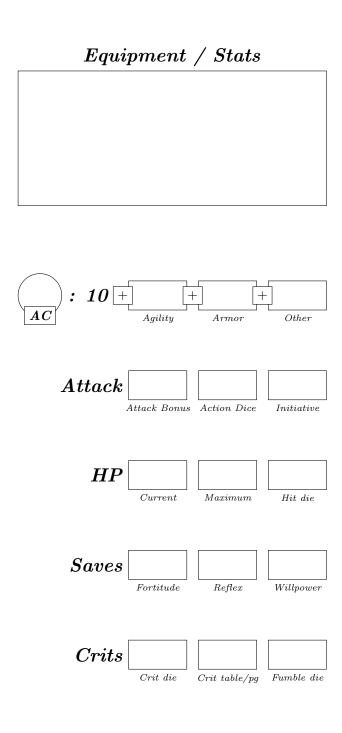
- gaibaild •
- $\bullet \ \ disarming$
- bnsppscks
- trips and throws
- precision shots
- e rallying allies
- defensive maneuvers

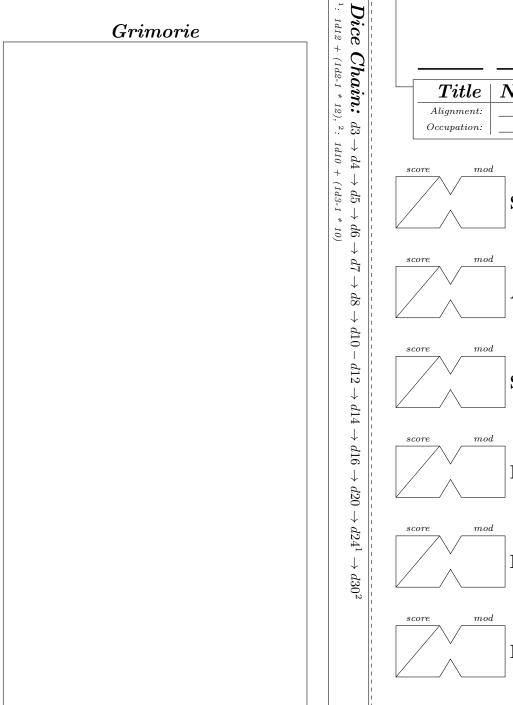
The deed does not increase damage. The dwarf's deed die (above) determines the deeds success. If the deed die is a 3 or higher, and the attack lands, the deed succeeds. A higher roll on the deed die gives a better result (see page 88). If the deed die is a 2 or less, or the overall attack fails, the deed fails as well. Sword and board: Dwarves excel at fighting with a shield. When using a shield, a dwarf always gains a shield. When using a shield, a dwarf always gains a shield bash as a second attack (dl4, ld3 damage). Infravision: a dwarf can see in the dark up to 60'. Underground skills: When underground, dwarves receive a bonus equal to their level in attempts to detect constructions such as traps. Additionally, a dwarf can smell gold and gems.

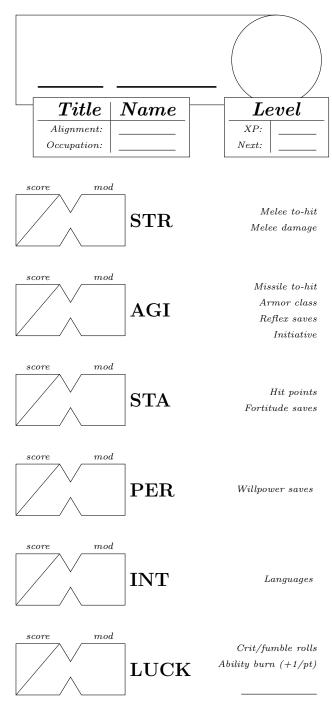
$01+ \ 6+ \ 8+ \ \ \mathcal{L}+ \ 9+ \ \ \mathcal{G}+ \ \ 7+ \ \ \mathcal{E}+ \ \ \mathcal{E}+ \ \ \mathcal{I}+$

SHIIS

 h_I







Revised 23 October 2019

$suoissesso_{oldsymbol{d}}$

 $mə \eta I$

1		

FI

Luck: At 1st level, an elf may choose to apply their modifier does not change as the elf's luck score changes

Wespon training: An elf is trained to use the dagger, javelin, lance, longbow, longsword, short-bow, shortsword, staff, spear and two-handed sword. Elves often wear armor, although it does affect their spellcasting.

Magic: Elves cast spells by making a spell check. A elf's spell check is usually 1d20 + intelligence modinator + level. Elves automatically receive the spells invoke patron and patron bond.

Corruption: Magical corruption results from naturatoring and patron in the corruption of the corruption of the corruption is a corruption of the corruption of the

rail is on spell checks, such as misfire and/or corruption. Corruption effects are permanent but modified by the wizard's luck score.

Infravision: An elf can see in the dark up to 60'. Immunities: Elves are immune to magical sleep

and paralysis.

Vulnerabilities: Elves are extremely sensitive to the touch of iron and iron alloys. Direct contact over prolonged periods causes burning and exposure at a distance makes them uncomfortable. An elf may not wear iron armor or use iron weapons for extended periods. Prolonged contact causes lhp of damage periods.

Hightened Senses: All elf characters receive a +4 bonus to detecting secret doors. When passing within 10 feet of a secret door, elves are entitled to a check to detect it.

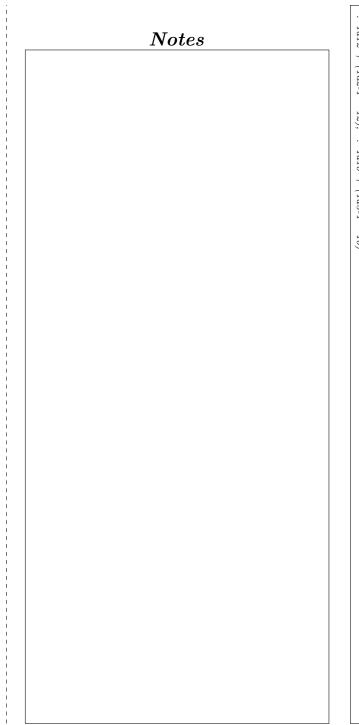
Corruption effects

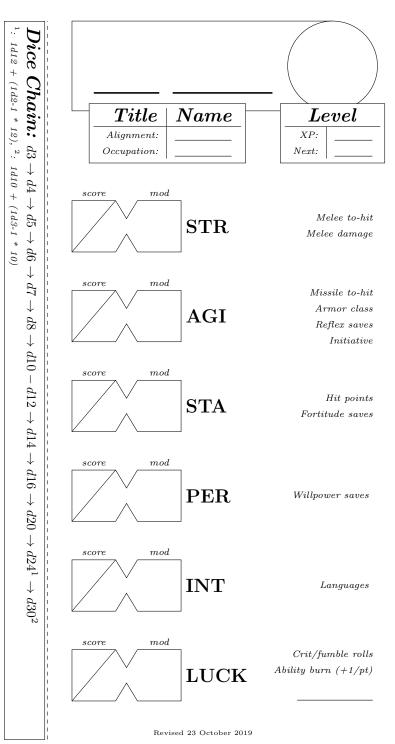
L		J	
	[]		
 	[]		
 	[]		
	[
	[
 	[]		
	l		
	[
 	[]		
 	[
 	[]		
 	[
 	[
	1 1 1		

SHIIS

 h_{arphi}







 $m_{\partial I}$

$\mathit{buiHloH}$

Luck: Having a halfling accompanying an adventuring party is considered lucky. One halfling in the party (chosen at random daily) receives the following abilities for being "lucky:"

- The lucky halfling doubles the bonus of burning luck. For every 1 point of luck expended, the halfling gains +2 to their roll.
 The lucky halfling's luck is restored nightly at
- a rate equal to their level.
 The lucky halfling can donate their luck to apply a bonus to an ally's roll out of turn.

Weapon training: Halflings prefer to battle with a weapon in each hand. A halfling is trained in the use of the club, crossbow, dagger, handaxe, javelin, shortbow, shortsword, sling, and staff. Halflings usually wear armor.

Two weapon fighting:

- A halfling is always considered to have a minimum agility of 16 when fighting with two weapons. In other words, a halfling uses 1d16/1d16 for their two-weapon attacks unless their agility would cause a better roll.
 A halfling can fight with two equal-sized one
- handed we apons. \bullet Halflings can inflict critical hits as normal with
- either attack.

 When fighting with two weapons, halflings
- When fighting with two weapons, halflings fumble only with both dice roll 1.

Infravision: A halfling can see in the dark up to

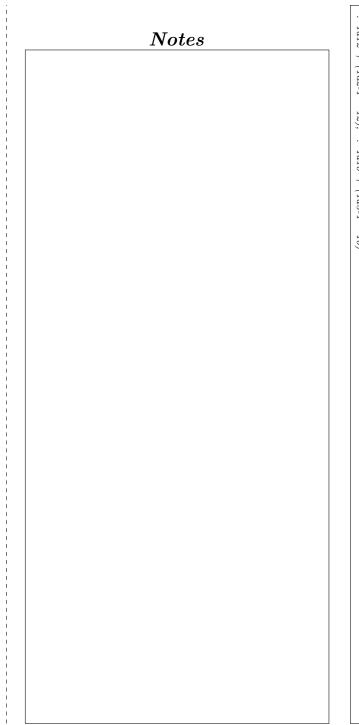
30).

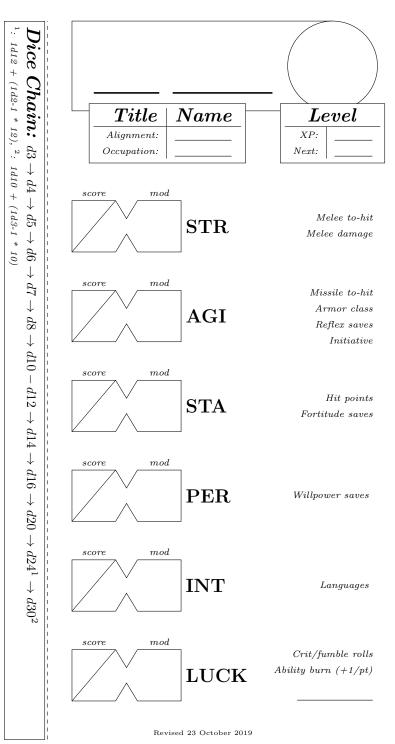
Small Size: Halflings are 2-4 feet tall and less than 70lbs. This small size means they can squeeze into small spaces easily, but they move at 2/3 the rate of the taller races

Stealth: Halflings receive a bonus to sneak and hide according to their level (see page 62).

r	η	1	1	 .,	r	 1	1







snoissessoq

 $m_{\partial I}$

fəiyL

Skills: Thieves receive bonuses to various skills according to their alignment. See table 1-9.

Thieves Cant: Thieves speak a secret language called the cant, which can be used to communicate with other thieves covertly through double-entendre. Luck: For each point of Luck expended, the thief rolls and applies that modifier to their roll.

Thieves restore spent luck upon sleeping at a rate equal to their level.

Wespon training: A thief is trained the use of the blackjack, blowgun, crossbow, dagger, dart, garrote, longsword, short sword, sling, and staff. Thieves are careful in their choice of armor, as it affects the use of their skills.

Sneak: A thief's sneak check is never opposed. The hard DCs are noted as follows:

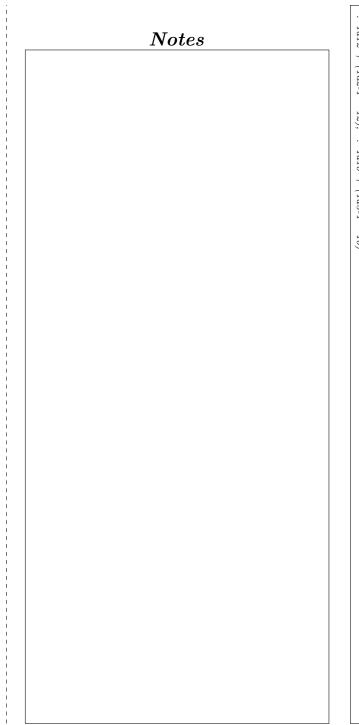
- cushioned surfaces (grass): $\overline{\mathrm{DC}}$ 5.
- stone surfaces: $\overline{DC 10}$.
- DC 15.
- extremely noisy surfaces (water, leaves): $\overline{\mathrm{DC}\ 20}.$
- Hide: A thief's hide check is never opposed. The hard DCs are noted as follows:
- at night or in dim lighting: $\overline{\mathrm{DC}}$ 5.
- under a full moon: $\overline{DC 10}$.
- in daylight but in a dark shadow or behind an
- object: DC 15.

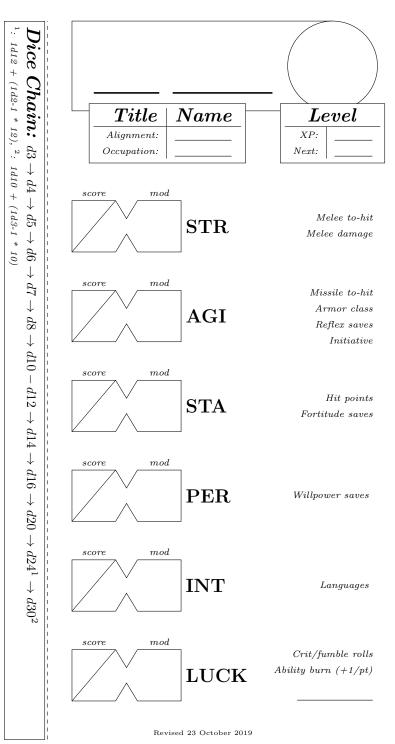
 in broad daylight with minimal obstruction:

 $\overline{\mathrm{DC}\ 50}$.

Backstab: When attacking a target from behind or when the target is otherwise unaware, the thief makes the check with a bonus according to their backstab skill. In addition, if they hit, the thief automatically achieves a critical hit, rolling on the crit table as per their level. Backstab attempts can only be made against creatures with clear anatomical vulnerabilities.







 $mə \eta I$

1	

 $d \vartheta$

d6

noinnow

Luck: A warriors Luck modifier applies to attack rolls with one specific kind of weapon, chosen at first level:

gninisat	uoc	тқаМ
uodva	m	
		:[9v9]
oute abre	TTOTA	A CITO

Weapon training: A warrior is trained in the use of the battleaxe, club, crossbow, dagger, dart, handaxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Warriors wear whatever armor they can afford.

Attack modifier: Warriors use a "deed die" instead of an attack modifier. The warrior rolls this die on each attack and applies it to both their chance to hit and their damage.

Mighty deed of arms: Prior to any attack roll, a warrior can declare a Mighty "Deed of Arms." This deed is a dramatic combat maneuver within the scope of the current combat. Such maneuvers may

:epnləui

- gaibaild •
- animing •
- bnsppscks
- trips and throws
- precision shots
- rallying allies
- \bullet defensive maneuvers

The deed does not increase damage. The warriors deed die (above) determines the deeds success. If the deed die is a 3 or higher roll on the deed die gives a deed succeeds. A higher roll on the deed die is a 2 or better result (see page 88). If the deed die is a 2 or better result (see page 88). If the deed fails as well. Initiative: A warrior adds their class level to their Initiative:

17-20	01-9
18-20	8-3
16-20	₹- [

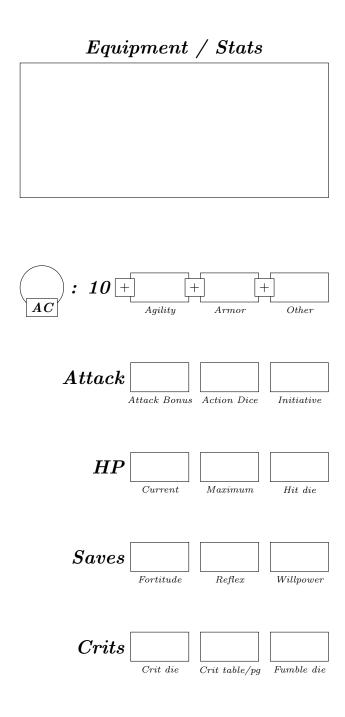
initiative rolls.

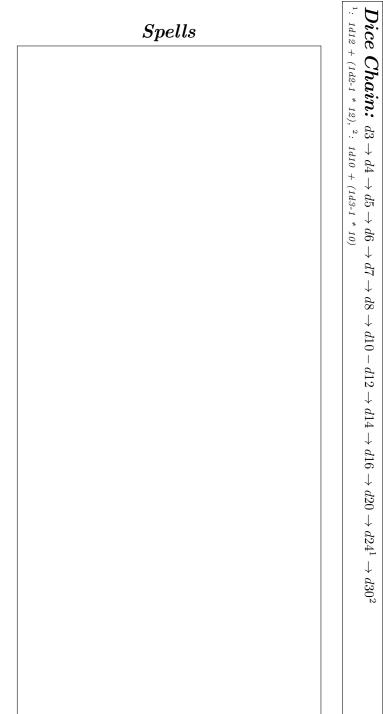
Crit Range: A
warrior's crit range
changes by level:

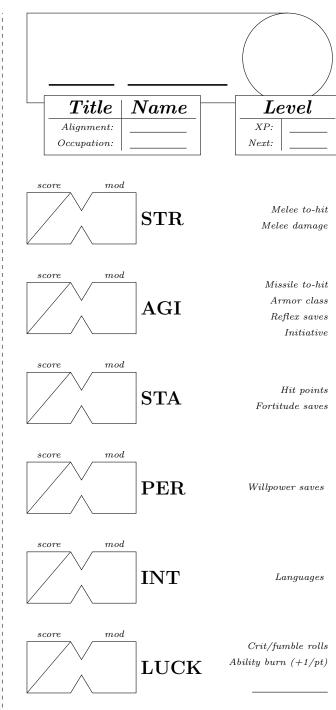
						_		
 [l]	l	[[l	1	
 								-
 		l	l	l				
 								-
 				ļ				
 								-
 								-
 							1	
 				· · · · · · ·				
 				ļ				
 l	l	l	l	l	l	l	l	
1	1	1	1	I			l	

SIIIAS

 $_{B}$







Revised 23 October 2019

uə ηI

			•	
	+			
	+			
	1			
	1			
	\dashv			
	4			
	1			
	1			
1				

Witch

Wespon training: Witches are trained in the use of the dagger, javelin, lance, longbow, longsword, shortbow, shortsword, staff, spear, and two-handed sword. Witches often wear armor, even though it affects their spellcasting.

Magic: Witches cast spells by making a spell check. A witch's spell check is usually 1d20 + intelligence modifier + level.

Channeled magic: Witches can channel magic into physical augmentations. Channeled spells are drawn from the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC, and do not refrom the mutation lists from MCC.

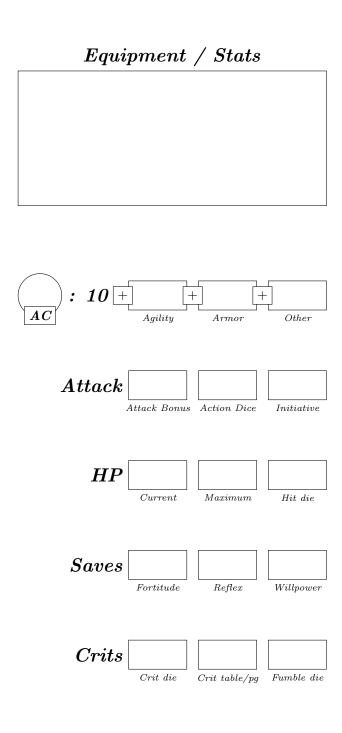
Corruption effects

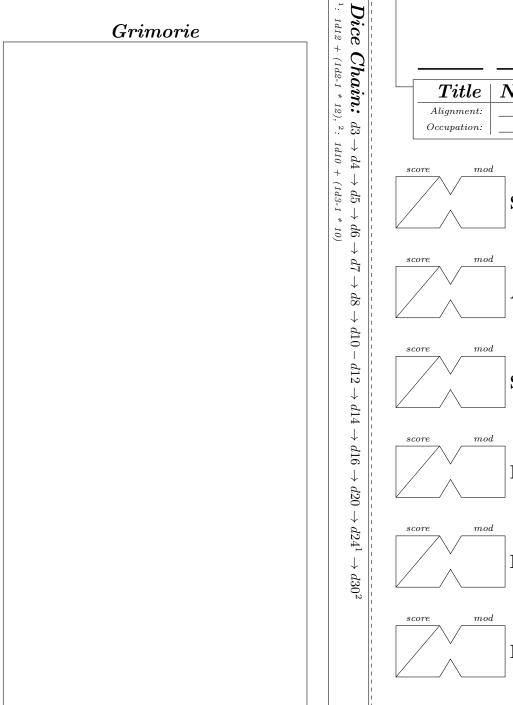
quire verbal or material components nor have mercurial effects. Witches can gain a number of passive channeled spells equal to their max spell level.

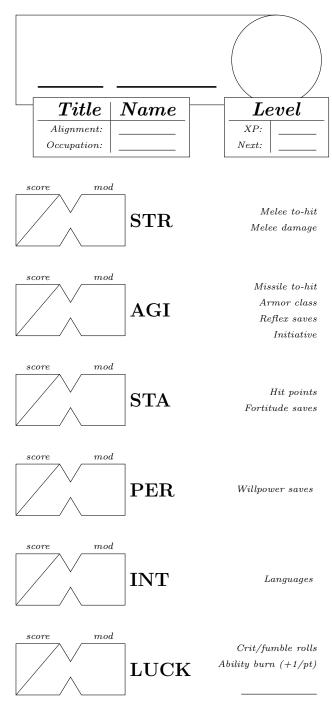
Spellburn: Witches may sacrifice ability point they bonuses to spell checks. For every ability point they expend, the witch adds +1 to their spell check. Ability scores lost in this way return at a rate of 1 per day that spellburn has not been inflicted. Other sacrafices can also net casting bonuses, at a rate of +1 rifices can also net casting bonuses, at a rate of +1

per 500gp.

 	q	,	,			 ŋ	
 						 	-
 						 	-
]]	
 		1		1		 	
 				.		 	
 				+		 	-
 			l]	







Revised 23 October 2019

$suoissəsso_{\mathbf{d}}$

uə ηI

			•	
	1			
	-			
	_			

panziM

Luck: A wizards Luck modifier applies to rolls for corruption and mercurial magic.

Languages: A wizard knows two additional lan-

guages for every point of Int modifier.

Wespon training: A wizard is trained in the use of the dagger, longbow, longsword, shortbow, short sword, and staff. Wizards rarely wear armor, as it

hinders spellcasting.

Magic: Wizards cast spells by making a spell check.

A wizard's spell check is usually 1d20 + intelligence

Spellburn: Wizards may sacrifice ability scores for bonuses to spell checks. For every ability point they expend, the wizard adds +1 to their spell check. Ability scores lost in this way return at a rate of 1 per day that spellburn has not been inflicted. Other sacrifices can also net casting bonuses, at a rate of sacrifices can also net casting bonuses, at a rate of

+1 per 500gp. Corruption: Low-level wizards are powerful. Highlevel wizards fear for their souls. Natural 1s on spell checks can result in misfire and/or corruption. Corruption effects are permanent but modified by the

Corruption effects

wizard's luck score.

modifier + level.

	П
	- 1
	- 1
	- 1
	- 1
	- 1
	- 1
	- 1
	- 1
	- 1
	- 1
	- 1
	- 1

 	,	,				 ,	
 						 	-
 						 	-
				1			
 						 1	
 				1		 	