

Fighter Class

Blood-soaked gladiators in dented armor, acrobatic duelists with darting swords, or far-eyed elven archers who carve their legends with steel and grit.

Weapons: All weapons

Armor: All armor and shields

Hit Points: 1d8 per level

Hauler. Add your Constitution modifier, if positive, to your gear slots.

Weapon Mastery. Choose one type of weapon, such as longswords. You gain +1 to attack and damage with that weapon type. In addition, add half your level to these rolls (round down).

Grit. Choose Strength or Dexterity. You have advantage on checks of that type to overcome an opposing force, such as kicking open a stuck door (Strength) or slipping free of rusty chains (Dexterity).

FIGHTER TALENTS

2d6	Effect
2	Gain Weapon Mastery with one additional weapon type
3-6	+1 to melee and ranged attacks
7-9	+2 to Strength, Dexterity, or Constitution stat
10-11	Choose one kind of armor. You get +1 AC from that armor
12	Choose a talent or +2 points to distribute to stats

“Nothing sings sweeter than a whistling axe!”
-Jorbin, dwarf fighter

Priest Class

Crusading templars, prophetic shamans, or mad-eyed zealots who wield the power of their gods to cleanse the unholy.

Weapons: Club, crossbow, dagger, mace, longsword, staff, warhammer

Armor: All armor and shields

Hit Points: 1d6 per level

Languages. You know Celestial, Diabolic, or Primordial.

Turn Undead. You know the *turn undead* spell. It doesn't count toward your number of known spells.

Deity. Choose a god to serve who matches your alignment (see Deities, pg. 28). You have a holy symbol for your god (it takes up no gear slots).

Spellcasting. You can cast priest spells you know.

You know two tier 1 spells of your choice from the priest spell list on pg. 51.

Each time you gain a level, you choose new priest spells to learn according to the Priest Spells Known table.

For casting priest spells, see Spellcasting on pg. 44.

PRIEST TALENTS

2d6	Effect
2	Gain advantage on casting one spell you know
3-6	+1 to melee or ranged attacks
7-9	+1 to priest spellcasting checks
10-11	+2 to Strength or Wisdom stat
12	Choose a talent or +2 points to distribute to stats

PRIEST SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	2	-	-	-	-
2	3	-	-	-	-
3	3	1	-	-	-
4	3	2	-	-	-
5	3	2	1	-	-
6	3	2	2	-	-
7	3	3	2	1	-
8	3	3	2	2	-
9	3	3	2	2	1
10	3	3	3	2	2



Thief Class

Rooftop assassins, grinning con artists, or cloaked cat burglars who can pluck a gem from the claws of a sleeping demon and sell it for twice its worth.

Weapons: Club, crossbow, dagger, shortbow, shortsword

Armor: Leather armor, mithral chainmail

Hit Points: 1d4 per level

Backstab. If you hit a creature who is unaware of your attack, you deal an extra weapon die of damage. Add additional weapon dice of damage equal to half your level (round down).

Thievery. You are adept at thieving skills and have the necessary tools of the trade secreted on your person (they take up no gear slots).

You are trained in the following tasks and have advantage on any associated checks:

- Climbing
- Sneaking and hiding
- Applying disguises
- Finding and disabling traps
- Delicate tasks such as picking pockets and opening locks



THIEF TALENTS



2d6	Effect
2	Gain advantage on initiative rolls (reroll if duplicate)
3-5	Your Backstab deals +1 dice of damage
6-9	+2 to Strength, Dexterity, or Charisma stat
10-11	+1 to melee and ranged attacks
12	Choose a talent or +2 points to distribute to stats

Wizard Class

Rune-tattooed adepts, bespectacled magi, and flame-conjuring witches who dare to manipulate the fell forces of magic.

Weapons: Dagger, staff

Armor: None

Hit Points: 1d4 per level

Languages. You know two additional common languages and two rare languages (see pg. 32).

Learning Spells. You can permanently learn a wizard spell from a spell scroll by studying it for a day and succeeding on a DC 15 Intelligence check.

Whether you succeed or fail, you expend the spell scroll.

Spells you learn in this way don't count toward your known spells.

Spellcasting. You can cast wizard spells you know.

You know three tier 1 spells of your choice from the wizard spell list (see pg. 52).

Each time you gain a level, you choose new wizard spells to learn according to the Wizard Spells Known table.

For casting wizard spells, see Spellcasting on pg. 44.



WIZARD SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

WIZARD TALENTS

2d6 Effect

2	Make 1 random magic item of a type you choose (pg. 282)
3-7	+2 to Intelligence stat or +1 to wizard spellcasting checks
8-9	Gain advantage on casting one spell you know
10-11	Learn one additional wizard spell of any tier you know
12	Choose a talent or +2 points to distribute to stats



Druid Spells

Neutral wizards can choose from the below spells in addition to standard wizard spells.

TIER 1

- Breath
- Instill
- Oxidize
- Whisperwind

TIER 2

- Barkskin
- Befriend
- Magnetize
- Truespeech

TIER 3

- Alchemy
- Anima
- Locusts
- Treeshape

TIER 4

- Mycelium
- Summon Storm

TIER 5

- Earthquake
- Naming



Mage Spells

Lawful wizards can choose from the below spells in addition to standard wizard spells.

TIER 1

- Cleanse
- Flare
- Reveal
- Ward

TIER 2

- Absorb
- Meld
- Pacify
- Push/Pull

TIER 3

- Banish
- Forbid
- Identify
- Speak With Object

TIER 4

- Glyph
- Stasis

TIER 5

- Abjure
- Permanence



Witch Class

Cackling crones stooped over cauldrons, chanting shamans smeared in blood and clay, and outcast maidens with milky eyes that see portents and secrets.

Weapons: Dagger, staff

Armor: Leather armor

Hit Points: 1d4 per level

Languages. You know Diabolic, Primordial, and Sylvan.

Familiar. You have a small animal such as a raven, rat, or frog who serves you loyally. It can speak Common.

Your familiar can be the source of spells you cast. Treat it as though it were you for determining spell ranges.

If your familiar dies, you can restore it to life by permanently sacrificing 1d4 hit points.

Spellcasting. You can cast witch spells you know.

You know three tier 1 spells of your choice from the witch spell list (see pg. 24).

Each time you gain a level, you choose new witch spells to learn according to the Witch Spells Known table.

You use your Charisma stat to cast witch spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest.

If you roll a natural 1 on a spellcasting check, you must also roll on the corresponding Diabolical Mishap table for the spell's tier (see pg. 22).

WITCH SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	3	-	-	-	-
2	4	-	-	-	-
3	4	1	-	-	-
4	4	2	-	-	-
5	4	2	1	-	-
6	4	3	2	-	-
7	4	3	2	1	-
8	4	4	2	2	-
9	4	4	3	2	1
10	4	4	4	2	2

WITCH TALENTS

2d6 Effect (2 duplicate = +1 use per day)

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|-------|--|
| 2 | 1/day, teleport to your familiar's location as a move |
| 3-7 | +2 to Charisma stat or +1 to witch spellcasting checks |
| 8-9 | Gain advantage on casting one spell you know |
| 10-11 | Learn an additional witch spell of any tier you can cast |
| 12 | Choose one option or 2 points to distribute to stats |



Pit Fighter Class

Blood-soaked warriors circling each other in a roaring arena, scarred desert bandits dueling for the right to lead their gang, or brash tavern brawlers who never turn down a challenge.

Weapons: All weapons

Armor: Leather armor, shields

Hit Points: 1d8 per level

Flourish. 3/day, regain 1d6 hit points when you hit an enemy with a melee attack.

Implacable. You have advantage on Constitution checks to resist injury, poison, or endure extreme environments.

Last Stand. You get up from dying with 1 hit point on a natural d20 roll of 18-20.

Relentless. 3/day, when you are reduced to 0 HP, make a DC 18 Constitution check (the Implacable talent applies to this roll). On a success, you instead go to 1 HP.

PIT FIGHTER TALENTS

2d6	Effect (2 duplicate = additional use per day)
2	1/day, ignore all damage and effects from one attack
3-6	You gain +1 to melee weapon damage
7-9	+2 to Strength or Constitution stat, or +1 to melee attacks
10-11	Increase the HP you gain from Flourish by 1d6
12	Choose one option or +2 points to distribute to stats

"It's over when I SAY it's over!"
-Markesh, human pit fighter

Sea Wolf Class

Seafaring raiders who prowl the isles for plunder in dragon-headed longboats. When the warhorn sounds, they become fierce berserkers and shield maidens who hope to please their gods with a brave death.

Weapons: Dagger, greataxe, handaxe (see New Gear on pg. 20), longbow, longsword, spear

Armor: Leather armor, chainmail, shields

Hit Points: 1d8 per level

Seafarer. You have advantage on checks related to navigating and crewing boats.

Old Gods. Each day, your purpose aligns with one of the Old Gods (pg. 17). Choose one of the below options after you complete a rest; you gain its benefits until you complete your next rest.

- **Odin.** You regain 1d4 HP every time you kill an enemy.
- **Freya.** You gain a luck token if you don't have one. Each time you use a luck token, add 1d6 to your roll.
- **Loki.** You have advantage on checks to lie, sneak, and hide.

Shield Wall. If you wield a shield, you can use your action to take a defensive stance. Your AC becomes 20 during this time.

SEA WOLF TALENTS

2d6	Effect (2 duplicate = +1 use/day, 10-11 duplicate = reroll)
2	1/day, go berserk: immune to damage for 3 rounds
3-6	Your attacks deal +1 damage
7-9	+2 to Strength or Constitution stat, or +1 to attacks
10-11	Duality; choose two different Old Gods effects each day
12	Choose a talent or +2 points to distribute to stats

Seer Class

Baleful diviners who reek of smoke and blood. They untangle the whispers of the gods by reading the runes, the bones, and the stars. Their knowledge of fate allows them to bend it.

Weapons: Dagger, stave, spear

Armor: Leather armor

Hit Points: 1d6 per level

Destined. Whenever you use a luck token, add 1d6 to the roll.

Omen. 3/day, you can make a DC 9 WIS check. On a success, gain a luck token (you can't have more than one luck token at a time).

Spellcasting. You can cast seer spells you know. You know one tier 1 spell of your choice from the seer spell list (see pg. 30).

Each time you gain a level, you choose a new seer spell to learn according to the Seer Spells Known table.

You use your Wisdom stat to cast seer spells. The DC is 10 + the spell's tier.

If you fail a spellcasting check, you can't cast that spell again until you complete a rest. If you roll a natural 1 on a spellcasting check, you can't cast that spell again until you complete Seer Penance.

SEER TALENTS

2d6	Effect
2	Learn an additional seer spell from any tier you can cast
3-6	Gain an additional use of your Omen talent each day
7-9	+2 to WIS or CHA stat, or +1 to spellcasting checks
10-11	Increase the die category of your Destined talent by one
12	Choose a talent or +2 points to distribute to stats

SEER SPELLS KNOWN

Spells Known By Spell Tier

Level	1	2	3	4	5
1	1	-	-	-	-
2	2	-	-	-	-
3	2	1	-	-	-
4	2	2	-	-	-
5	2	2	1	-	-
6	2	2	2	-	-
7	2	2	2	1	-
8	2	2	2	2	-
9	2	2	2	2	1
10	2	2	2	2	2

SEER PENANCE

Spell Tier	Sacrifice
1	Temporarily give up 1d4 HP (you stay at 1 HP minimum); it returns in a week
2	Temporarily lower your WIS stat by 2 points; it returns in two weeks
3	Sacrifice 1 point of Charisma; it never returns
4	Ritualistically sink a burning longboat into the sea
5	Ritualistically sacrifice 9 humanoid lives



Ranger Class

Skilled trackers, stealthy wanderers, and peerless warriors who call the wilds their home.

Weapons: Dagger, longbow, longsword, shortbow, shortsword, spear, staff

Armor: Leather armor, chainmail

Hit Points: 1d8 per level

Wayfinder. You have advantage on checks associated with:

- Navigation
- Tracking
- Bushcraft
- Stealth
- Wild animals

Herbalism. Make an INT check to prepare an herbal remedy you choose. If you fail, you can't make that remedy again until you successfully rest. Unused remedies expire in 3 rounds.

HERBAL REMEDY

DC	Effect
11	Salve. Heals 1 HP
12	Stimulant. You can't be surprised for 10 rounds
13	Foebane. You get ADV on attacks and damage against one creature type you choose for 1d6 rounds
14	Restorative. Ends one poison or disease
15	Curative. Equivalent to a <i>Potion of Healing</i>

RANGER TALENTS

2d6	Effect
2	You deal d12 damage with one weapon type you choose
3-6	+1 to melee or ranged attacks and damage
7-9	+2 to Strength, Dexterity, or Intelligence stat
10-11	You gain ADV on Herbalism checks for a remedy you choose
12	Choose a talent or +2 points to distribute to stats

Bard Class

Bards are welcome wanderers and wise advisors; it is their task to protect and share knowledge handed down through the ages.

Weapons: Crossbow, dagger, mace, shortbow, shortsword, spear, staff

Armor: Leather armor, chainmail, shields

Hit Points: 1d6 per level

Languages. You know four additional common languages and one rare language.

Bardic Arts. You're trained in oration, performing arts, lore, and diplomacy. You have advantage on related checks.

Fascinate (Focus). Make a DC 12 CHA check. On a success, you transfix all targets in near whose LV is equal to or less than 1 + half your level (round down). If you fail, excluding focus, you can't use this again until you rest.

Inspire. Each day, you can grant a number of luck tokens equal to your Charisma modifier (min. 1).

Magical Dabbler. You can activate spell scrolls and wands using your Charisma modifier. If you critically fail, roll a wizard mishap.

In place of making a talent roll, you may choose to find a random priest or wizard wand (you decide which type).

BARD TALENTS

2d6 Effect (2 duplicate = reroll)

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|-------|---|
| 2 | You have ADV on downtime checks (excluding carousing) |
| 3-6 | +1 to melee and ranged attacks or +1 to Fascinate rolls |
| 7-9 | +2 points to distribute to any stats |
| 10-11 | Add +2 to your group's carousing event rolls |
| 12 | Choose a talent |

Duelist Class

Spinning swordsmen and fast-talking fame mongers. Duelists deliver insults and injuries alike to defeat their foes in style.

Weapons: Dagger, all swords

Armor: Leather armor, mithral chainmail

Hit Points: 1d8 per level

Parry. Once per day, an attack of your choice that would hit you misses instead.

Tale Spinner. You may make a DC 15 CHA check. If you pass, strangers around you believe you are famous and important for the remainder of your interaction with them.

The same individual cannot be fooled by this twice.

Taunt. When an enemy misses you with an attack, you have advantage on attacks against that enemy next round.

DUELIST TALENTS

2d6 Effect (2 duplicate = +1 use per day)

2 1/day, all attacks that would hit you this round miss instead

3-6 +1 to melee attacks and damage or +1 Parry per day

7-9 +2 to Strength, Dexterity, or Charisma stat

10-11 Deal +1d6 damage when you hit with a Taunt attack

12 Choose a talent or +2 points to distribute to stats

“Have I told you about the time I defeated a baron in a tabletop duel at his own wedding banquet?”

-Reginald Merrymay, human duelist