## Bard

### Actor

Level 1:

* You are famous. This means that you are somewhat recognizable- NPCs’ attitudes may vary towards you. You are most likely to be recognized in more populated parts of the world.

Level 2:

* Obtain a Cultural Side Quest from the Cultural Side Quest Generator. This side quest is eternal, irrevocable, and unchangeable. It may result in additional awards upon the completion of objectives throughout the game.

Level 5:

* Gain Attraction. You may be able to place a low-wisdom creature under the spell of your magnificent good looks twice per long rest (only affects one enemy at a time). While attracted to you, this creature is distracted from the actions of the rest of the party for three turns, but is extremely aware of your actions. They will not attack you unless placed in extreme circumstances.
* Gain Perfect Memory. Anything that the DM has said to you before, the actor remembers perfectly (the player may ask the DM). Any memory-related spells have -5 to hit on the Actor.

Level 10:

* Gain a Spectral Manager. The manager will keep you informed of any important cultural and political events upon request. It may also send you concert invites, which are considered major side quests.
* Gain Booking Agent. You now may take one day to travel to any part of the world, and your booking agent will arrange travel free of cost.

Level 15:

* You can now perform a perfect impersonation of anyone. As long as they cannot see you, this person will be convinced that you are that person (as long as they do not use magic to detect otherwise).
* You also gain a costume kit. Within reason, you can appear as other characters in the game. Speak with the DM about the limits of thuis ability.

Level 19:

* Become able to perform a Forgotten Act. Upon performing a Forgotten Act in its entirety, one of the Old Gods descends upon you and you have an end-game level encounter.
* This encounter will result in significant rewards for the Shaman, and potentially other players in the party.

### Muse

Level 1:

* Gain the ability to play two instruments of your choice.
* You may occasionally encounter musicians throughout the world, who will potentially grant you phenomenal rewards if you play in jam sessions with them. *Only Muses can play in Divine Jams.*
* Gain an Enchanted Instrument of your choice. This deals 1d6 true damage to all enemies within earshot when played, and can be further enchanted later in the game.

Level 2:

* Obtain a Cultural Side Quest from the Cultural Side Quest Generator. This side quest is eternal, irrevocable, and unchangeable. It may result in additional awards upon the completion of objectives throughout the game.

Level 5:

* Gain Hypnosis. You may attempt to hypnotize low-intelligence creatures while playing an instrument. While hypnotized, they are susceptible to your commands for three turns.

Level 10:

* Gain a Spectral Manager. The manager will keep you informed of any important cultural and political events upon request. It may also send you concert invites, which are considered major side quests.
* Gain Booking Agent. You now may take one day to travel to any part of the world, and your booking agent will arrange travel free of cost.
* Your Enchanted Instrument’s base damage increases by 1d8.

Level 15:

* Gain Patron Demigod. One of the demigods adopts your as their muse, and once every four combat sessions, you may summon the demigod to assist you. *Note- at this stage in the campaign,* ***some*** *demigods may be of little use*.
* Patron Demigods are automatically re-assigned upon the death of the demigod. *I’m not saying you have to kill your demigod, but it’s really all about the implication.*
* There may be consequences if you disappoint your Patron with the music you play.

Level 19:

* Gain instant knowledge of the Forgotten Tunes. Upon playing a Forgotten piece of music, one of the Old Gods descends upon you and you have an end-game level encounter.
* This encounter will result in significant rewards for the Muse, and potentially other players in the party.

### Craftsman

Level 1:

* Gain Resourcefulness. You can use the materials around you to build something of your choosing within the following limits:
  + The object cannot be overly technical
  + The materials cannot be unreasonably dangerous or difficult to move/transport/carry.
  + You must have the tools to build it
  + The object must be used *primarily for utility and not for aesthetic purposes. You are not an artist*.
* You gain an additional toolkit.

Level 2:

* Obtain a Cultural Side Quest from the Cultural Side Quest Generator. This side quest is eternal, irrevocable, and unchangeable. It may result in additional awards upon the completion of objectives throughout the game.

Level 5:

* You are now an architect. You can build a safe shelter for you and your allies that keeps you hidden (within reason) from enemies around you, is stable, and protects you from the effects of cold.
* You gain a fire-starting kit. If this kit is destroyed, lost, taken from you, or you lose possession of it in any other way, it reappears with you after a long rest.

Level 10:

* Gain a Spectral Manager. The manager will keep you informed of any important cultural and political events upon request. It may also send you fair and conference invites, which are considered major side quests.
* You gain Craftsman’s Hammer. The hammer deals 2d10 damage to any enemy that you bonk with it, and can break any material that is not rare if you are given enough time to work with it.

Level 15:

* Gain Patron Demigod. One of the demigods adopts your as their craftsman of choice, and once every four combat sessions, you may summon the demigod to assist you. *Note- at this stage in the campaign,* ***some*** *demigods may be of little use*.
* Patron Demigods are automatically re-assigned upon the death of the demigod. *I’m not saying you have to kill your demigod, but it’s really all about the implication.*
* There may be consequences if you disappoint your Patron with the music you play.

Level 19:

* Become able to craft a Forgotten Object. Upon breaking a Forgotten Object, one of the Old Gods descends upon you and you have an end-game level encounter.
* This encounter will result in significant rewards for the Craftsman, and potentially other players in the party.

### Shaman

Level 1:

* Gain a spirit totem that gives off an aura of your choosing. While within the aura, allies get +2 to any one trait (Athletics, acrobatics, etc). However, once you choose the totem, it cannot be changed.

Level 2:

* Obtain a Cultural Side Quest from the Cultural Side Quest Generator. This side quest is eternal, irrevocable, and unchangeable. It may result in additional awards upon the completion of objectives throughout the game.

Level 5:

* Gain Distortion. Once per long rest, you may project your energy into the spirit realm (roll dice with (WIS + INT) / 2 modifier for bonus) to bring about a desired effect. How you affect the spirits may bring about a variety of effects in the real world.

Level 10:

* Gain Spiritual Traveler. You may phase into the spirit world at any point when you are not in combat. Initially, you will be very strong in the spirit realm, but beware, as your great power may soon attract some unwanted attention.
* Gain Ancestry Summon. You may summon the ancestor spirits to empower you when in combat. These spirits will grant a variety of buffs depending on how you have played the game. *If the ancestors are disappointed, the rewards will be minimal.*

Level 15:

* **Secret Upgrade**

Level 19:

* Become able to perform a Forgotten Ritual. Upon performing a Forgotten Ritual, one of the Old Gods descends upon you and you have an end-game level encounter.
* This encounter will result in significant rewards for the Shaman, and potentially other players in the party.