

THE WARRIOR

The **Warrior** is a skilled combatant who uses **Force** to punish enemies in melee.

- **Hit Die (HD):** D8
- **Wearable Armor:** Any
- **Drive:** Overcome ever more powerful foes
- **Starting Feats:** *Advantage vs. Paralysis, Cleave, Disarm, Fight Defensively, Press the Attack, Two-Handed Fighting*
 - *Advantage vs. Paralysis:* **Advantaged** when testing abilities against paralyzing, petrifying, or sleep effects.
 - *Cleave:* Upon defeating an enemy in melee, deal any excess damage to another enemy **in reach**.
 - *Disarm:* On a successful weapon hit, disarm an enemy instead of damaging them.
 - *Fight Defensively:* Attack while keeping Defense up, +2 Defense, -4 to hit.
 - *Press the Attack:* Attack fiercely at the expense of Defense, +2 to hit, -4 Defense.
 - *Two-Handed Fighting:* Deal D10 damage wielding a two-handed weapon with both hands.
- **Specialties (level 2+):** *Berserker, Duelist, Ranger*
- **Starting Pack:** Longsword, Spear, Chainmail (+3 Defense), Rations (3), Tinderbox, Torch, Waterskin



THE ZEALOT

The **Zealot** is a crusader for a higher cause who uses **Will** to channel divine energy.

- **Hit Die (HD):** D8
- **Wearable Armor:** Any
- **Drive:** Purge evil and restore order
- **Starting Feats:** *Advantage vs. Poisons and Disease, Guidance, Lay on Hands, Oath, Spare the Dying*
 - *Advantage vs. Poisons and Disease:* **Advantaged** when testing abilities against poisons or diseases afflicting you.
 - *Guidance:* Meditate in a sacred place to receive conviction of purpose—a quest.
 - *Lay on Hands:* Heal one ally for [level] HD + [Will] HP over a night's rest, cure one injury, or remove one disease.
 - *Oath:* Make an unbreakable vow; all who hear believe you. Forsaking the vow means forsaking your feats.
 - *Spare the Dying:* Once a day, stabilize a dying ally with a touch.
- **Specialties (level 2+):** *Druid, Paladin, Prophet*
- **Starting Pack:** Morningstar, Shield (+1 Defense), Chainmail (+3 Defense), Book of Prayers, Rations (3), Tinderbox, Torch, Waterskin



THE ROGUE

The **Rogue** is a stealth specialist who uses **Finesse** to enter unseen and handle delicate tasks.

- **Hit Die (HD):** D6
- **Wearable Armor:** Light (Heavy armor negates feats)
- **Drive:** Infiltrate a place undetected
- **Starting Feats:** *Advantage vs. Area Effects, Backstab, Climb Sheer Walls, Hide in Shadows, Move Silently, Pick Locks*
 - *Advantage vs. Area Effects:* **Advantaged** when testing abilities to avoid explosive blasts, dragon's breath, or noxious gas.
 - *Backstab:* Deal +D6 damage attacking undetected **close by**.
 - *Climb Sheer Walls:* Scale surfaces impassable to others.
 - *Hide in Shadows:* Disappear in dark places when still.
 - *Move Silently:* Travel soundlessly even while armed.
 - *Pick Locks:* Lockpick quickly and quietly.
- **Specialties (level 2+):** *Assassin, Bard, Thief*
- **Starting Pack:** Crossbow & Bolts (6), Dagger, Knives (3), Gambeson (+2 Defense), Grappling Hook, Lockpicking Kit, Oil Flask, Rations (3), Rope (50'), Tinderbox, Torch, Waterskin



THE MAGE

The **Mage** is a student of arcane lore who uses **Wit** to cast and acquire spells.

- **Hit Die (HD):** D4
- **Wearable Armor:** None (Any armor negates feats)
- **Drive:** Uncover and harness a secret power
- **Starting Feats:** *Advantage vs. Magic, Arcana, Grimoire, Inscribe Spell, Prepare Spells, Prestidigitate, Spellcast (Wit)*
 - *Advantage vs. Magic:* **Advantaged** when testing abilities against magic channeled directly at you.
 - *Arcana:* Touch an object or creature for 1 turn to sense magic within.
 - *Grimoire:* Begin with a spellbook containing D4 random **Initiate Spells** plus [Wit] **Initiate Spells** of your choice:

1. Aural Glamour	7. Lock
2. Charm	8. Magic Missile
3. Circle of Protection	9. Read Language
4. Detect Magic	10. Read Magic
5. Floating Disc	11. Shield
6. Light	12. Sleep
 - *Inscribe Spell:* Copy 1 spell/hour from another source to your spellbook. Requires use of the spell Read Magic.
 - *Prepare Spells:* After a night's sleep, prepare [level + Wit] spells as a 1-hour ritual using material components.
 - *Prestidigitate:* Create tiny magical effects like sparks.
 - *Spellcast (Wit):* Cast a prepared spell of 1 **power** using hands and voice. Once cast, the spell is gone until prepared again.
- **Specialties (level 2+):** *Sorcerer, Witch, Wizard*
- **Starting Pack:** Spellbook, Wand of Frost (slows a **nearby** target to half speed for 1 turn), Knife, Components Pouch, Alchemist's Kit, Candle, Rations (3), Tinderbox, Waterskin

