
Character Classes

A character's class defines their basic role in the game and what special abilities they have access to. There are 4 classes in the game: Fighter, Rouge, Mage, and Healer. Each has their own requisite attribute score and role in the adventuring "party", most groups should have at least one of each. For larger groups or more experienced players looking for a little variation there are 3 "subclasses" for each class that have a secondary requisite attribute, but larger advantages and drawbacks to the regular classes. They are more specialized and will require different styles of play when compared to the regular classes. (There is no multi-classing, but characters who are of an archetype class, i.e. fighter, may choose to move to a subclass, i.e. knight, if they have the second required attribute score, keeping all of their old special abilities, but only able to gain new ones from their new class ability list)

Fighter (Archetype Class)

Fighters are usually recently released from service soldiers or guards, they are good at what they do and have very few ties to any particular place. They signed up for the service to attain fame and fortune and now intend to continue that goal. They are the prototypical adventurer: skilled in combat with weapons and armor they have been using since hunting as a child, and filled with a desire to both help those in need and achieve everlasting glory.

Must have a 3 in Strength.

Begins with: Mail Armor (H), a leather shield, a dagger, and a longsword or battleaxe.

Starts with 2 Adrenaline Points

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Parry (Automatic) – May attack once (out of turn) after a successful dodge.

Rage – +2 to hit an enemy that has previously injured them.

Survivalist – +1 to a skill check for tracking, finding food, building or finding shelter, and finding water.

Knowledge Local – +1 to a skill check about knowledge of the area the character is from.

Double Strike – May attack twice during a combat round if they do not move.

Knight (Fighter Subclass)

Knights are those of the nobility who have chosen to prove their worth and obtain glory through battle. They are often skilled in etiquette and very capable of using their charm to influence people. On the battlefield they prefer to remain heavily armed and armored, preferring short, decisive (often bloody) combat. Those in the adventuring business have often lost much of their wealth or prestige and are attempting to gain it back, or prefer a simpler, more action packed life, and attempt to hide their former status.

Must have 3 Strength and 3 Aura

Begins with: Mail Armor (H), a Metal (S) shield, a dagger, a longsword and a Spear (H) (Throwing)

Starts with 2 Adrenaline Points

Can't use Poison or Acid

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Parry (Automatic) – May attack once (out of turn) after a successful dodge.

Survivalist – +1 to a skill check for tracking, finding food, building or finding shelter, and finding water.

Double Strike – May attack twice during a combat round if they do not move.

Knowledge Area – +1 to a skill check about knowledge of the current country, nobility, or political situation.

Honor – +1 to any roll during a "fair" fight (meaning the character may not ambush, use underhanded tactics, surprises, or reinforcements)

Silver Spoon, Silver Tongue – +1 to any roll for convincing, bartering, or intimidating.

Fighting Style: Strong – When being attacked the character gains +1 armor rating.

Barbarian (Fighter Subclass)

Barbarians are those men of far off tribes whose customs and codes of conduct are mostly foreign to those of the lands in which they are found as adventures. They are strong, ruthless, temperamental, and built like mountains. They often are in land far away from their own due to wanderlust, or, in worse situations, most of their tribe has been wiped out. Often they are quick to fight, and they find armor a hindrance, attacking with a swift fury. Their usual goals are to obtain power and wealth, with a life of fighting not letting them see much more.

Must have 3 Strength and 3 Endurance

Begins with: Leather Armor (L), a leather shield, a club, and a battleaxe.

Starts with 4 Adrenaline Points

Won't wear armor heavier than Leather (L)

Can ignore one (non-serious) injury per Adrenaline Point spent

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Parry (Automatic) – May attack once (out of turn) after a successful dodge.

Survivalist – +1 to a skill check for tracking, finding food, building or finding shelter, and finding water.

Double Strike – May attack twice during a combat round if they do not move.

Rage – +3 to hit an enemy that has previously injured them.

Knowledge Local – +1 to a skill check about knowledge of the area the character is from.

Tough as they Come – May treat a serious injury as a regular injury once per fight.

Fighting Style: Brutal – When attacking the character gains +1 to a damage roll.

Monk (Fighter Subclass)

Monks are those from up in the high temples who have spent their whole lives training to control their bodies and minds. They are extremely focused, motivated, and spiritual. Those that do join up with adventuring parties often do so when given instruction by their temple to complete a mission, and stay with the group to continue to do good in the world. Most that venture out have some, relatively uncommon, martial arts training, or even fighting experience. But their preference for hand to hand combat and spiritual opposition to using bladed weapons makes them more likely to try their opponents in a battle of wits or diplomacy.

Must have 3 Strength and 3 Knowledge

Begins with: Cloth Armor (in the form of robes), a Tome, a staff, and several pieces of mesmerizing jewelry

Starts with 3 Adrenaline Points

Can't use edged/bladed weapons.

Can't be an expert in any weapon except hands and feet.

Is an expert with hands and feet +1 to hit (attack)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Parry (Automatic) – May attack once (out of turn) after a successful dodge.

Survivalist – +1 to a skill check for tracking, finding food, building or finding shelter, and finding water.

Double Strike – May attack twice during a combat round if they do not move.

Knowledge Intuition – +1 to a skill check about knowledge of the spirituality, accomplishments and motives of a person.

Sound Mind – When using adrenaline points roll a D10, on a 5-10, the point(s) are not used.

Fighting Style: Precise – When attacking the character gains +1 to attack rolls.

Iron Fist – Fists have a damage rating of 1 and feet of 2

Rogue (Archetype Class)

Most rogues are societal outcasts and the downtrodden whose only methods of surviving were less than glamorous trades. They try to hide themselves from the world in cloaks and shadows, away from the figures of authority that have betrayed them or those who appear too strong or smart for them the fight or fool. They have to skilled with their hands and on their feet, and they are usually cunning if not smart. Those that choose the life of an adventurer do so either out of a desire to escape the world they currently live in, or as a necessity to earn enough money to live.

Must have a 3 in Dexterity.

Begins with: Leather armor (L), a Dagger, a shortsword, a bag of sand, and a vial of poison or lockpicks.

Starts with 1 adrenaline point

Can't use special abilities in armor heavier than Mail (L)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Pick Locks/Pick Pockets (Automatic) – +1 to a skill check for picking locks or pockets. +1 to a skill check for silence when doing so.

Free Climb – +2 to a skill check for climbing any climbable surface.

Backstab – If attacking from cover or in ambush a successful hit will automatically down an opponent or deal 3 HP of Damage.

Survivalist/Knowledge Nature – +1 to skill checks for tracking or knowledge about the local ecosystem.

Locate/Disarm Trap – +1 to a skill check to detect and/or disarm a trap.

Thief (Rogue Subclass)

From men in cloaks hiding in the shadows to the dirty street tricksters and pocket pickers; thieves aren't hard to come by, but good ones are almost impossible to detect, intentionally. Their skill has been ironed out through long years of necessity and honed to a level similar to a craftsman in a more "palatable" profession. Despite their pride in their skills they yearn for a more "honest" or at least comfortable life. A good percentage will attempt to join adventuring parties whenever possible while attempting to conceal what they are. This can make for some peculiar predicaments where the thief will have the skills necessary to move the team forward in their mission, but will be attempting to hide them doing so.

Must Have 3 Dexterity and 3 Perception

Begins with: Leather armor (L), a Dagger, a bag of sand, a bag of marbles, a vial of poison, and lockpicks.

Starts with 1 adrenaline point

Can't use special abilities in armor heavier than Mail (L)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Pick Locks/Pick Pockets (Automatic) – +2 to a skill check for picking locks or pockets. +1 to a skill check for silence when doing so.

Free Climb – +2 to a skill check for climbing any climbable surface.

Backstab – If attacking from cover or in ambush a successful hit will automatically down an opponent or deal 3 HP of Damage.

Survivalist/Knowledge Nature – +1 to skill checks for tracking or knowledge about the local ecosystem.

Locate/Disarm Trap – +2 to a skill check to detect and/or disarm a trap

Silent – +1 to skill checks for being sneaky, silent, or unseen

Always a Back Door – +1 to skill checks for finding secret entrances, compartments, or hidden items.

Who? – +1 to skill checks for creating disguises, and +1 to skill checks for convincing creatures the disguise is real.

Ranger (Rogue Subclass)

Rangers are military auxiliaries recruited from the borders of territories where the land is often "unexplored" and harsh. They carry few of the harpings of their military occupation, forgoing uniforms and standardized equipment for what they know. They are experts in tracking, traveling through the wilderness, surviving on next to nothing, and maintaining order with very few resources. The reputation of rangers precedes them, and most realize their only chance of survival traveling through vast untamed wilderness or small dotted villages under constant threat of raiding is with them. Often they are assigned by their commanders to assist adventurers on their missions, but there are a few "retired" and outcast rangers who desire the adventuring life.

Must Have 3 Dexterity and 3 Strength

Begins with: Leather armor (H), a shortsword, a crossbow or bow (12 bolts or arrows), a packet of herbs, and a hooded cloak.

Starts with 2 adrenaline points

Can't use special abilities in armor heavier than Mail (L)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Free Climb (Automatic) – +2 to a skill check for climbing any climbable surface.

Ambush (Backstab) – If attacking from cover or in ambush a successful hit will automatically down an opponent or deal 3 HP of Damage.

Knowledge Nature – +2 to skill checks for tracking, hunting, or knowledge about the local ecosystem.

Locate/Disarm Trap – +1 to a skill check to detect and/or disarm a trap

Animal Training – Is able to ride on any trained animal. Gets a +1 bonus to attempting to ride and untrained animal

Silent – +1 to skill checks for being sneaky, silent, or unseen

Field Medic – Can stabilize a dying character (preventing them from dying for 6 hours) and +1 to skill checks for using natural items to bind, disinfect, and bandage wounds.

Fighting Style: Quick – After a successful attack may make one more attack that doesn't require moving. (max 2 attacks per turn)

Bard (Rogue Subclass)

Wandering performers of many talents who nonetheless tend to set up in "unsavory" establishments, bards are masters of lore and spinning yarns. The tales they tell, usually in song, are spread for miles around and likewise stories filter in from the countryside and make their way to the bard's ears. Those most adept at their profession are known by name throughout the land, but many with less talent simply stealthily remove items from happy drunks pockets to get by. Many learn, sometimes unintentionally, the effect music can have on people and that particular modes of musical conveyance can allow them to bend some of the magic of the world to their will like a mage. This is a very well kept secret among the bardic community, and many disparage them as they sing songs or act otherwise unconcerned when casting "spells" in the midst of battle.

Must have 3 Dexterity and 3 Aura

Begins with: Leather armor (L), a Dagger, a bag of sand, a musical instrument, and a bottle of foul smelling liquid.

Starts with 1 adrenaline point

Can't use special abilities in armor heavier than Mail (L)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Pick Locks/Pick Pockets (Automatic) – +1 to a skill check for picking locks or pockets. +1 to a skill check for silence when doing so.

Free Climb – +2 to a skill check for climbing any climbable surface.

Backstab – If attacking from cover or in ambush a successful hit will automatically down an opponent or deal 3 HP of Damage.

Fortunes Favorite – +2 to any skill check that is luck or divinely based.

Song – May cast a "spell" in the form of a song (New ones are learned the same way a spell is added to a spellbook) Begins with 1 (normal spell casting parameters apply)

Counter-song – If performed just before or during the start of a song "spell" or equivalent regular spell, the effect will be negated.

Bardic Knowledge – +1 to skill checks about knowledge of ancient legends, folk tales, songs, etc.

Mage (Archetype Class)

Mages are those magic users who, after years of study and practice, are now competent enough in the magical arts to venture out and actually perform spells in the world, away from their carefully prepared laboratories or schools. They have committed to memory huge ancient tomes and precise, complicated casting movements. Despite this the world is still a very dangerous place for mages; the precise movements needed for casting and a long life studying books means they are unable to wear armor, and even after years of study their limited spell selection can leave them helpless very quickly. Many take to sticking indoors near where they study to venture out when they become more powerful. But some feel the urge to test their skills and venture out. They make powerful allies and often have a solution where other adventurers skills fall short.

Must have a 3 in Knowledge.

Begins with: Cloth armor (Can't wear armor heavier than Leather (L)) in the form of their robes, a casting implement (either as staff or a wand), a spellbook containing 3 spells, 2 flasks of acid, and a shortsword.

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Spellcasting (Automatic) – Cast a spell from a spellbook. Each spell can be cast once per day. Additional spells can be cast for 1 adrenaline point each.

Prestidigitation – Cast a minor illusion (smoke, fire, thunder, etc) at will.

Knowledge Arcana – +1 to a skill check for knowledge of ancient texts, rituals, and magic.

Wizard (Mage Subclass)

Older and more studious, the wizard's command of magic is great, in their laboratory. Thousands of hours of study have weakened them, and the unpredictability of the outside world makes casting magic in it a difficult task. As per the ancient tradition they must wear their robes to cast, often making them targets, but they are still easily a force to be reckoned with, especially those who have had time to adapt to casting in the outside world and have added more spells to their repertoire. Such individuals quickly become legendary figures of the local lore with their keeps and deeds standing imposingly over land long after they are gone.

Must have 3 Knowledge and 3 Perception

Begins with: Cloth armor (Can't wear heavier armor) in the form of their robes, a casting staff, a spellbook containing 4 spells, 2 flasks of acid, and a shortsword. (and, at the players option, a bag of glassware and 4 selected potion ingredients)

Must wear robes and carry a staff to perform magical tasks

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Spellcasting (Automatic) – Cast a spell from a spellbook. Each spell can be cast once per day. Additional spells can be cast for 1 adrenaline point each.

Prestidigitation – Cast a minor illusion (smoke, fire, thunder, etc) at will.

Knowledge Arcana – +2 to a skill check for knowledge of ancient texts, rituals, and magic.

Create Scroll – May attempt to create a magic scroll imbued with the power of a spell from their spellbook

Vanish – Can disappear and reappear up to 50 feet away (if they know what is where they are teleporting) at will. (This can add +1 to Dodge rolls but doesn't prevent attack)

Alchemy – May attempt to create potions using found materials and knowledge from various sources

Shaman (Mage Subclass)

More transient and in tune with their people and the world, shamans learn magic not from long hours studying ancient books, but from years of teaching by their predecessors. It is unknown if their power comes from the magic of the world like many other casters or from the gods themselves, and of this fact they are very secretive. Most seek a place in the world for them and their people as their ancient power begins to dwindle. They are not often found without their tribe; those that are either seek reunification or revenge for their destruction. Traveling and companions do not suit them, but those they do make alliances with the will defend to the death.

Must have 3 Knowledge and 3 Aura

Begins with: Cloth armor (Can't wear armor heavier than Cloth) in the form of their gowns, a casting staff, an icon (required to cast spells), 2 flasks of alchemists fire, and a shortsword.

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Spellcasting (Automatic) – Can cast spells. Each spell can be cast once per day. Additional spells can be cast for 1 adrenaline point each. (begins with 3) (may learn holy spells)

Prestidigitation – Cast a minor illusion (smoke, fire, thunder, etc) at will.

Knowledge Legends – +1 to a skill check for knowledge of ancient legends, rituals, and ceremonies.

Hypnotize – May attempt to hypnotize a character by making an aura skill check minus the character/creatures perception. A hypnotized character will obey very simple commands, and speak freely for 10 minutes. (They may not move faster than a drowsy person or the hypnosis will be broken)

Stabilize – Can use magic to stabilize a dying character. This will keep them alive for 6 hours

Knowledge Religion – +1 to any skill check about religious practices, sects, or magic.

Druid (Mage Subclass)

The most mysterious and secretive of the magic-users, druids always wear long, hooded robes and often speak in languages long dead to others. The magic tomes they study are illegible to most eyes. And their temples far from major civilization coupled with a general reluctance to speak to outsiders doesn't help their case when many evils are blamed on them. Such antagonism generally means they stay far away from the areas most frequented by others, preferring to practice their magic and attunement with its whims. However, upon occasion, some are sent out in times of turmoil and chaos to attempt to maintain the order of the universe.

Must have 3 Knowledge and 3 Strength

Starts with 2 Adrenaline Points

Can't use "defiling" weapons (slashing or burning) including spells.

Begins with: Cloth armor (Can't wear armor heavier than Cloth) in the form of their robes, a casting wand, a spellbook containing 3 spells, 2 random potions, and a club. (and, at the players option, a bag of glassware and 4 selected potion ingredients)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Spellcasting (Automatic) – Cast a spell from a spellbook. Each spell can be cast once per day. Additional spells can be cast for 1 adrenaline point each.

Prestidigitation – Cast a minor illusion (smoke, fire, thunder, etc) at will.

Knowledge Arcana – +3 to a skill check for knowledge of ancient texts, rituals, and magic.

Summon – May attempt to summon an elemental spirit for 2 combat rounds or 1 minute with a knowledge skill check. (May attempt once per day)*

Alchemy – May attempt to create potions using found materials and knowledge from various sources

***Elemental Stat Block**

Know: 2	Dex: 2
End: 2	Str: 2
Per: 2	Aura: 2
Dodge: +3	Attack: +3
Weapons:	Elemental Weapon +3
Armor:	Ethereal 8
Description and Abilities:	
Perceived as a vague creature (of many possible types: humanoid, arachnid, mammalian, etc) made of the element it is bound to (one of: fire, earth, water, air.)	
<i>Once summoned the summoned may choose to spend adrenaline point, each of the elementals stats increase by 1 with every point spent.</i>	

Healer (Archetype Class)

The most devout and good of the members of the temple are, as a reward, granted the power to heal the injured and cast away evil by their god (or gods). These powers are few and far between but nearly all who possess them have ventured out into the world to care for those in need and protect the innocent from powerful evils that lurk throughout. Arming themselves they set off to join armies, expeditions, and posses to press back the evil from villages, cities, and the nations border; following it from where it came to eradicate its source, and helping as many as they can along the way.

Must have a 3 in Aura.

Begins With: Leather Armor (H), a Holy Symbol or Book, a flask of nectar, and a Mace or Crossbow (12 Bolts)

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Healing Touch (Automatic) – Must be close enough to touch to use. Revives a downed character for 1 action, heals an injury for 1 action, and heals a severe injury for 2 actions.

Holy Light – Creates a 20ft diameter dome of light that injures the undead if they enter and reduces the vision of any looking in. Must make a successful skill check each turn used. Can perform no movements or actions when in effect.

Sworn Protector – +1 to any skill check that is to help a character.

Knowledge Religion – +1 to any skill check about religious practices, sects, or magic.

Priest (Healer Subclass)

In ministerial regalia priests travel the land, spreading to word of their god(s)(ess). They must be arbiters on the physical plain for their deity, proving the truth of their god's word and might with their own actions of triumph, aid, and forgiveness. Those more exceptional make it their mission not only to build temples and church communities, but also hospitals, roads, and any other structures that can give aid. In times of crisis they must answer the call to good, but can act as many things: engineers, soldiers, doctors, etc. Though they are guided and commanded only by the perceived (but quite possibly real) will of their deity.

Must have 3 Aura and 3 Perception

Begins With: Leather Armor (L) (Can't wear heavier armor), a Holy Symbol, a Holy Book, a Dagger, and a Crossbow (12 Bolts)

Can specialize in worshiping in one god/goddess, and may "call upon" their help once per day

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Healing Touch (Automatic) – Must be close enough to touch to use. Revives a downed character for 1 action, heals an injury for 1 action, and heals a severe injury for 2 actions.

Holy Light – Creates a 20ft diameter dome of light that injures the undead if they enter and reduces the vision of any looking in. Must make a successful skill check each turn used. Can perform no movements or actions when in effect.

Knowledge Religion – +2 to any skill check about religious practices, sects, or magic.

Fortunes Favorite – +1 to any skill check that is luck or divinely based.

Shelter of the Gods – +1 to convincing people to let you take refuge in their homes. +1 to those in the house not being found or the house not being searched.

Paladin (Healer Subclass)

Holy warriors tasked by their deity to smite evil, paladins are among the strongest of the forces of good in existence. Their arms and armor are polished and bathed in a holy light that inspires confidence in everyone who looks upon it. They are very serious about their mission, trained from close to birth they are sent out by divine choice to follow and destroy evil to its very roots. Their continuous quest to prove themselves and end the greatest of evils is all that prevents them from ending every single evil act they encounter. With such great strength afforded to them they are usually solitary, or with groups of less divine power, but on the rare occasion an army of paladins is raised, the world is in gravest danger, and their exploits will live on forever.

Must have 3 Aura and 3 Strength

Starts with 3 Adrenaline Points

Begins With: Mail Armor (L), a Holy Symbol or Book, a flask of nectar, and a Longsword

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Healing Touch (Automatic) – Must be close enough to touch to use, one adrenaline point is spent per use, can't be used without adrenaline. Revives a downed character for 1 action, heals an injury for 1 action, and heals a severe injury for 2 actions.

Holy Light – Creates a 20ft diameter dome of light that injures the undead if they enter and reduces the vision of any looking in. Must make a successful skill check each turn used. Can perform no movements or actions when in effect.

Sworn Protector – +2 to any skill check that is to help a character.

Knowledge Religion – +1 to any skill check about religious practices, sects, or magic.

Double Strike – May attack twice during a combat round if they do not move.

Fighting Style: Protection – If any one is being attacked within the range of the paladins weapons, once in between their rounds, they may intervene and attack the attacker.

Cleric (Healer Subclass)

Beyond simply the power to heal, the clerics, who straddle the lines between warrior, mage, and temple leader, are given the power to command great magics to aid them in the fight against evil. True clerics are the rarest of the classes, most are powerful and inspirational leaders from the battlefield to the community. In accepting their gifts from they steel themselves from pain and pleasure. Their powers must only be used to aid the forces of good, no matter how small, or hopeless the issue. Few are sent to serve the world at any given time, but those previous are known through all of the land.

Must have 3 Aura and 3 Knowledge

Begins With: Leather Armor (L), a Holy Symbol or Book, a flask of nectar, and either a Net and Club or a Sling (15 Bullets)

Starts with 1 Adrenaline Point

Can't use slashing or piercing weapons.

Special Abilities: (Characters gain 2, the first is automatic and another can be selected from the list.)

Healing Touch (Automatic) – Must be close enough to touch to use. Revives a downed character for 1 action, heals an injury for 1 action, and heals a severe injury for 2 actions.

Holy Light – Creates a 20ft diameter dome of light that injures the undead if they enter and reduces the vision of any looking in. Must make a successful skill check each turn used. Can perform no movements or actions when in effect.

Sworn Protector – +1 to any skill check that is to help a character.

Knowledge Religion – +1 to any skill check about religious practices, sects, or magic.

Spellcasting – May cast holy spells that have been committed to memory (this is done the same way a mage adds spells to their spellbook) Begins with 1. (Normal spell casting parameters apply)