CLERIC

Hit Dice: d10+d5 **Starting Hit Points:** 15 **Pain Threshold:** 4/6/8 (low), 5/7/9 (mid), 5/8/10 (high)
Critical Success Range: 1-4; 0 perfect
Special Perfect Hit: Deals holy damage (2x damage to unholy opponents)



CAST A CLERIC SPELL!

Roll dice pool (d100 + any bane or boon dice in effect)
Compare result to Spellcasting Score
If result ≤ Spellcasting Score, success; if result > Spellcasting Score, fail
If result within dynamic, critical, or perfect range = dynamic, critical, or perfect success
If result is 95-98, critical fail- lose failed spell for day (unless basic spell)
If result is 99, epic fail- lose failed spell for day (unless basic spell) and immediate Crisis of Faith!

AFTER CASTING A CLERIC SPELL - MAGIC COSTS FAITH/FAVOR WITH DEITY!

Low-level spell: decrease Current Faith/Favor Score by 1 point on success or by 2 points on fail
Mid-level spell: decrease Current Faith/Favor Score by 2 points on success or by 4 points on fail
High-level spell: decrease Current Faith/Favor Score by 3 points on success or by 6 points on fail
If Current Faith/Favor Score hits zero- Crisis of Faith!

SKILLS

Spellcasting: See notes above
Read Runes: Decipher runes or similar arcane symbols.

FEATS

Miracles: Expend points of F/F to invoke a miracle. Minor miracles for low-level clerics:

- Consecrate Water/Oil: -1 F/F Point: One hour prayer to make holy water or holy oil
- Divine Guidance: -1+ F/F Point(s): For each point expended, gain a boon die on next roll

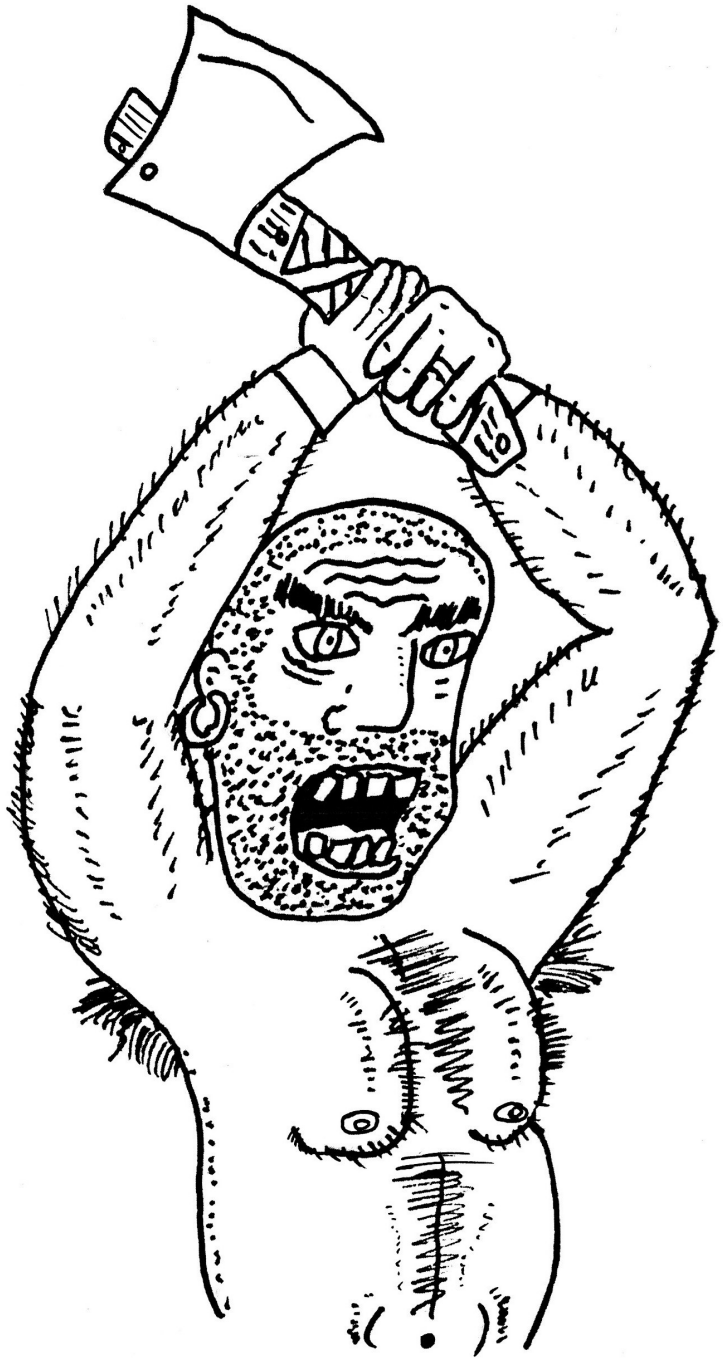
Reliquary: Visit a church of your deity to acquire a holy relic (may only possess one at a time).

Tend the Injured: Use a medical kit to heal an injured ally (out of combat) or to stabilize a dying character (in or out of combat).

Vanquish Unholy: After killing an unholy opponent, increase Current F/F Score by +3 (not to exceed max) and gain a boon die on next attack in this combat.

Warding Sign: As the last move or action on a turn, extend holy symbol to ward off beasts, reptiles, and unholy opponents of equal or lesser level. Affected opponents must succeed on a Willpower Save at the start of their turn or they cannot approach the cleric. If the save succeeds, they may approach and attack the cleric but suffer a bane die on attack rolls.

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MARAUDER

Hit Dice: 2d10 **Starting Hit Points:** 20 **Pain Threshold:** 5/7/10 (low), 6/8/11 (mid), 6/9/12 (high)
Critical Success Range: 1-4 (low), 1-6 (mid), 1-9 (high); 0 perfect for all levels
Special Perfect Hit: On close combat attack, destroy target's armor (does not affect natural armor)

SKILLS

Breach: Burst through doors, windows, walls. Opponents on opposite side of breach must Succeed on an opposing Courage Save or gain the panicked condition. Marauder makes immediate bonus Melee Attack if any opponent is within reach.

Charge: Charge an opponent that is not already engaged in close combat with the marauder. Move minimum 10', maximum 2x Movement Rate. On success, increase damage value. If roll fails, intended target counterattacks. Certain weapons have special charge effects.

Derring-do: Attempt a special maneuver or attack against an engaged opponent. Announce maneuver before rolling. If roll fails, intended target counterattacks. Examples: blinding attack, defensive fighting, disarm, mount, pin, push, trip.

Grapple: Lunge unarmed at an opponent. On success, grab opponent and begin a death grip. Marauder and target both gain the grappled condition. Can drop grapple as free action at any time. On subsequent turns, may attempt to maintain the grapple.

FEATS

Brutal Blow: May swing a one-handed weapon with both hands to increase damage. Roll as a Two-Handed Melee Attack and increase damage value.

Frenzy: After killing an opponent with a close combat attack, make an immediate bonus Melee Attack roll with a boon die if another opponent is within reach.

Hack & Slash: If dual wielding with two swords, two handaxes, or one of each and both Dual Wielding attack rolls hit, the second hit deals damage as a critical hit.

Hurl: Can throw any melee weapon as a ranged thrown weapon.

Improvise: Do not suffer a bane die on attack rolls with improvised weapons.

Rage: As free action enter state of rage. Gain boon die on STR related rolls and Courage Saves. Increase damage value for STR-based attacks. Suffer bane die on FOC, INT, and PSY related rolls. Rage Rate 2x (low), 3x (mid), 4x (high). Rate = how many rages per day and how many rounds per rage.

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PALADIN

Hit Dice: d10+d5 **Starting Hit Points:** 15 **Pain Threshold:** 4/6/8 (low), 5/7/9 (mid), 5/8/10 (high)
Critical Success Range: 1-4; 0 perfect
Special Perfect Hit: Deals holy damage (Multiply damage to unholy opponents by HDM)
Holy Damage Multiplier (HDM): x2 (low), x3 (mid), x4 (high)

SKILLS

Charge: Charge an opponent that is not already engaged in close combat with the paladin. Move minimum 10', maximum 2x Movement Rate. On success, increase damage value. If roll fails, intended target counterattacks. Certain weapons have special charge effects.

Shield Bash: See Slash & Bash feat below.

Shield Block: As the last move or action on a turn, position shield to defend against a particular opponent. Do not roll yet. When that opponent attacks, if their attack roll is successful, roll an opposing Shield roll to block. If successful, the warrior takes no damage. Cannot defend against spells or critical hits.

Smite: Must be wielding consecrated weapon and expend 3 F/F Points. Damage as critical hit and deal holy damage to unholy opponents (multiply damage by HDM). If target dies, regain 3 F/F points. If target survives, roll 1d5: (1) prone, (2) slowed, (3) fatigued, (4) stunned, (5) aflame with holy fire.

FEATS

Aide: As a move or action, assist an adjacent ally. Aide automatically succeeds. Target gains a boon die on their next action.

Charging Smite: If conditions are met to both Charge and Smite as same attack, roll whichever skill has The lowest Skill Score. Success has effect of Smite but damage increases 2 values instead of 1, and the Special charge effect of a weapon applies, if applicable.

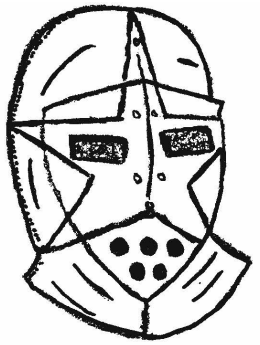
Miracles: Expend points of F/F to invoke a miracle. Minor miracles for low-level paladins:

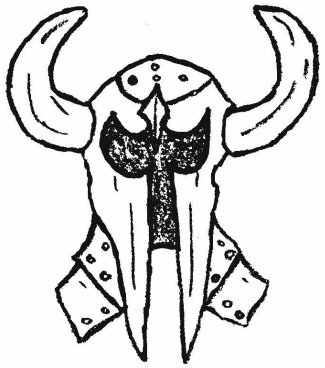
- Consecrate Weapon/Shield: -2 F/F Points: One hour prayer to consecrate weapon or shield
  - Weapon = Deals holy damage (Multiply damage to unholy opponents by HDM)
  - Shield = Add +5 to TBH, boon die to Shield Block rolls, & holy damage on Shield Bash
- Divine Guidance: -1+ F/F Point(s): For each point expended, gain a boon die on next roll

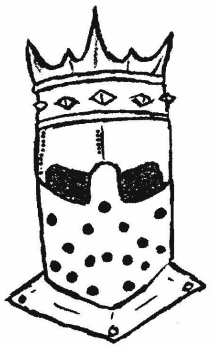
Reliquary: Visit a church of your deity to acquire a holy relic (may only possess one at a time).

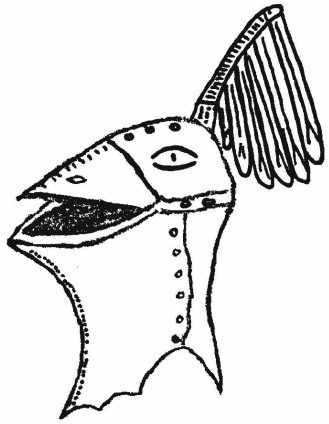
Slash & Bash: After a successful One-Handed Melee attack roll, immediately roll a bonus attack against the same opponent to bash with shield. Shield deals 1d5+STR Mod bludgeoning damage.

Vanquish Unholy: After killing an unholy opponent, increase Current F/F Score by +3 (not to exceed max) and gain a boon die on next attack in this comba









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ROGUE- ASSASSIN OR THIEF

Hit Dice: d10+d5 **Starting Hit Points:** 15 **Pain Threshold:** 4/6/8 (low), 5/7/9 (mid), 5/8/10 (high)
Critical Success Range: 1-4; 0 perfect
Special Perfect Hit: On Melee Attack or Dual Wielding roll multiply damage by ADM
Ambush Damage Multiplier (ADM) / Shiv Rate / Barrage Rate: x2 (low), x3 (mid), x4 (high)

SKILLS

Ambush: Backstab an opponent that is unaware of the rogue's presence, helpless, or was just outmaneuvered by a Footwork roll. Roll damage, add STR Mod, then multiply sum by ADM. Inflict wound on successful Luck roll. Ambush damage explodes (if damage result is 10 roll again and add).

- **Shiv (ambush with knife):** Damage = Xd5 (X=Shiv Rate) then multiply result by ADM. If any d5 results in a 5, target is bleeding; if 2+ d5s result in a 5, target suffers organ damage.
- **Whack (ambush with cudgel):** Damage as regular ambush attack and target is stunned

Disguise: Disguise self or willing ally or blend into a crowd. May be opposed by an Alertness Save.

Footwork: As a move or action, make a special maneuver to land behind opponent. If successful, may roll Ambush as next action this turn. If roll fails, intended target counterattacks.

Infiltrate: Climb a sheer surface, climb up or slide down a rope quickly, slip between bars, squeeze through a tight space, break and enter silently through an unlocked passage, move cross adjacent rooftops, etc.

Sleight of Hand: (1) Pickpocket, filch a small item, secretly draw or sheathe a small weapon, hide a small object on one's person, or perform a minor trick. (2) Throw multiple small weapons equal to Barrage Rate as one Sleight of Hand roll.

FEATS

Catlike Reflexes: (1) On a successful Reflex Save that would normally halve damage, instead take no damage; (2) Take half damage from falling

Cloak & Dagger: (1) Ignore Armor Penalty for wearing a cloak; (2) If wearing a cloak in the dark, gain a boon die on Sneak/Hide rolls and Ambush rolls against unaware opponents

Escape/Evade: (1) Roll Reflex Save when disengaging from close combat- if successful, opponent does not counterattack. (2) In lieu of Might Save to break a bind or grapple, may instead roll Reflex Save.

Improvise: Do not suffer a bane die on attack rolls with improvised weapons.

Interfere: As a move or action, interfere with an adjacent opponent. Interfere automatically succeeds. Target suffers a bane die on their next action.

Sniper: Roll Called Shot to shoot an unaware or helpless target in the head or other critical spot. Roll damage, adjust by FOC Mod, then multiply the sum by ADM. Inflict wound on successful Luck roll.

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ROGUE- NINJA

Hit Dice: d10+d5 **Starting Hit Points:** 15 **Pain Threshold:** 4/6/8 (low), 5/7/9 (mid), 5/8/10 (high)
Critical Success Range: 1-4; 0 perfect
Special Perfect Hit: On Melee Attack or Dual Wielding roll multiply damage by ADM
Ambush Damage Multiplier (ADM) / Shiv Rate / Barrage Rate: x2 (low), x3 (mid), x4 (high)



SKILLS

Ambush: Backstab an opponent that is unaware of the rogue's presence, helpless, or was just outmaneuvered by a Footwork roll. Roll damage, add STR Mod, then multiply sum by ADM. Inflict wound on successful Luck roll. Ambush damage explodes (if damage result is 10 roll again and add).

- **Shiv (ambush with knife):** For damage roll Xd5 where X=Shiv Rate then multiply result by ADM
- **Whack (ambush with cudgel):** Damage as regular ambush attack and target is stunned

Disguise: Disguise self or willing ally or blend into a crowd. May be opposed by an Alertness Save.

Footwork: As a move or action, make a special maneuver to land behind opponent. If successful, may roll Ambush as next action this turn. If roll fails, intended target counterattacks.

Infiltrate: Climb a sheer surface, climb up or slide down a rope quickly, slip between bars, squeeze through a tight space, break and enter silently through an unlocked passage, move cross adjacent rooftops, etc.

Sleight of Hand: (1) Pickpocket, filch a small item, secretly draw or sheathe a small weapon, hide a small object on one's person, or perform a minor trick. (2) Throw multiple small weapons equal to Barrage Rate as one Sleight of Hand roll.

FEATS

Catlike Reflexes: (1) On a successful Reflex Save that would normally halve damage, instead take no damage; (2) Take half damage from falling

Escape/Evade: (1) Roll Reflex Save when disengaging from close combat- if successful, opponent does not counterattack. (2) In lieu of Might Save to break a bind or grapple, may instead roll Reflex Save.

Interfere: As a move or action, interfere with an adjacent opponent. Interfere automatically succeeds. Target suffers a bane die on their next action.

Monk Weapon: Trained in martial arts. Can use the special abilities of monk weapons.

Sniper: Roll Called Shot to shoot an unaware or helpless target in the head or other critical spot. Roll damage, adjust by FOC Mod, then multiply the sum by ADM. Inflict wound on successful Luck roll.

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SLAYER

Hit Dice: d10+d5 **Starting Hit Points:** 15 **Pain Threshold:** 5/7/10 (low), 6/8/11 (mid), 6/9/12 (high)
Critical Success Range: 5-9 (low or mid), 5-14 (high); 0-4 perfect for all levels
Special Perfect Hit: On Melee Attack or Slay in close combat, resolve damage then roll Lop as bonus attack against same opponent



SKILLS

Anatomy/Lore: As a move or action, recognize a monster and know a useful fact about it. Identify footprints, hair sample, scat, etc. or examine the corpse of a monster's victim to learn about its killer.

Declaw/Defang: Target a monster's claws or teeth. Damage value is decreased, but subsequent attacks with the damaged claws or teeth deal damage at decreased value. If damage would decrease below d5, the claws or teeth are destroyed and cannot be used.

Lop: Can only be used (1) after a perfect Melee Attack or Slay roll or (2) if the slayer has multiple actions per turn as a second action after a successful Melee Attack or Slay roll. Lop must target the same opponent that the preceding attack hit. On success, lop off monster's limb.

Slay: Make a focused attack against an already damaged monster. Deals damage as a critical hit. Gain boon on Slay roll if target monster is wounded. A monster is instantly killed if damage from a Slay roll reduces its Current Hit points to an amount that is less than or equal to the slayer's level.

Vicious Gear: Modify certain weapons, shields, or armor with barbs, bristles, fangs, horns, nails, spikes, thorns, quills, etc. collected from dead monsters. Vicious armor deals d5 piercing damage when an engaged opponent fails a close combat attack against the wearer. Vicious weapons deal piercing damage at an increased damage value.

FEATS

Exploding Damage: If a damage roll results in a 10, roll again and add the results.

Heavy Damage: If a damage roll results in a 1, reroll the die. Never accept a damage result of 1.

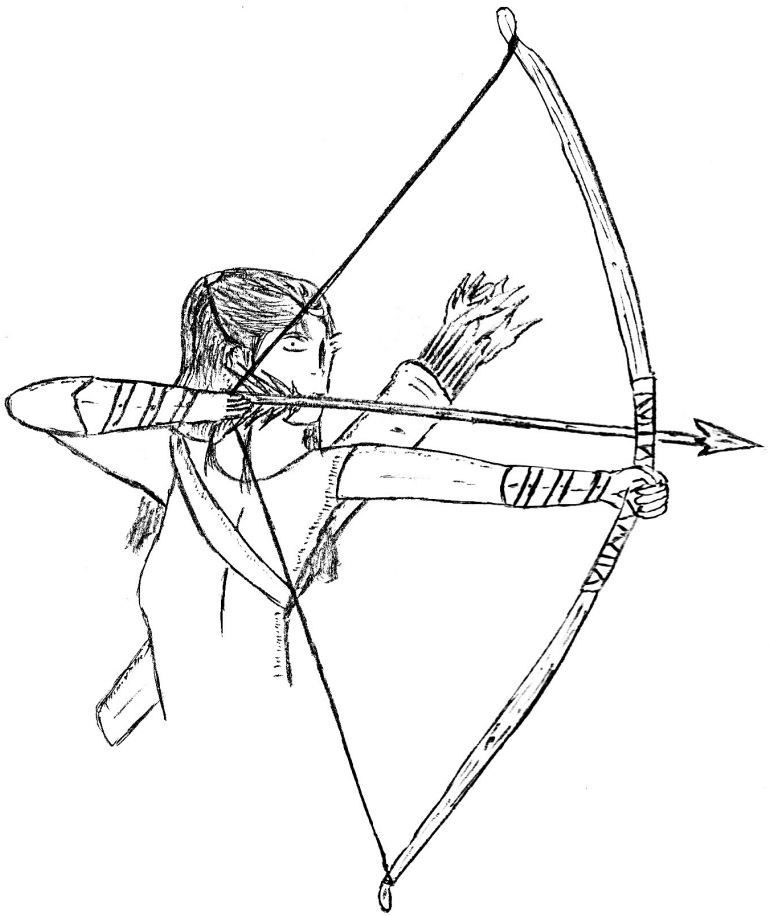
Precision: A slayer never accidentally hits their ally with a ranged attack.

Reputation (if wanderer subtype): (1) Gain boon die on PSY rolls to intimidate a target that could know the slayer's reputation. (2) When slayer first rolls an attack against a monster who could know their reputation, the monster must succeed on a Courage Save or gain the panicked condition.

Snake Milker: Roll Handle Animal to attempt to extract poison from a subdued or restrained monster.

Tracker: Gain 1 boon die (low), 2 boon dice (mid), or 3 boon dice (high) on FOC rolls to track.

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WARRIOR- ARCHER

Hit Dice: 2d10 **Starting Hit Points:** 20 **Pain Threshold:** 5/7/10 (low), 6/8/11 (mid), 6/9/12 (high)
Critical Success Range: 1-4 (low), 1-6 (mid), 1-9 (high); 0 perfect for all levels
Special Perfect Hit: On close combat attack, destroy target's armor (does not affect natural armor)

SKILLS

Charge: Charge an opponent that is not already engaged in close combat with the marauder. Move minimum 10', maximum 2x Movement Rate. On success, increase damage value. If roll fails, intended target counterattacks. Certain weapons have special charge effects.

Derring-do: Attempt a special maneuver or attack against an engaged opponent. Announce maneuver before rolling. If roll fails, intended target counterattacks. Examples: blinding attack, defensive fighting, disarm, mount, pin, push, trip.

Shield Block: As the last move or action on a turn, position shield to defend against a particular opponent. Do not roll yet. When that opponent attacks, if their attack roll is successful, roll an opposing Shield roll to block. If successful, the warrior takes no damage. Cannot defend against spells or critical hits.

War Cry: As a move or action, howl a war cry. All allies who hear the cry are inspired and gain a boon die on any skills rolls on their next turn and any save rolls before the warrior's next turn. All intelligent opponents who hear the cry must succeed on an opposing Courage Save or gain the panicked condition. 1x per combat.

FEATS

Delay Action: If a warrior succeeds on an Initiative Roll but chooses to delay their action until Phase 3 of Initiative Order, they gain a boon die on all attacks that turn. All actions and moves must be delayed.

Formation: As a move, form a battle formation with an adjacent friendly warrior or marauder. The formation ends when the allies are no longer adjacent. Choose either an offensive formation (all members of the formation gain a boon die on close combat attack rolls) or defensive formation (attackers suffer a bane die on any close combat attack rolls against a member of the formation).

Precision: An archer never accidentally hits their ally with a ranged attack.

Quick Draw: When an archer is making ranged attacks, Initiative Score is the greater of (1) Effective AGI Score After Armor Penalty plus Warrior Level or (2) Effective FOC Score.

Trick Shot: Roll Called Ranged Attack to make a special trick shot with a bow. Announce trick shot before rolling. Examples: blinding, disarming, head, multi, parting, pinning, or tripping shot.

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WARRIOR- CAVALRY

Hit Dice: 2d10 **Starting Hit Points:** 20 **Pain Threshold:** 5/7/10 (low), 6/8/11 (mid), 6/9/12 (high)
Critical Success Range: 1-4 (low), 1-6 (mid), 1-9 (high); 0 perfect for all levels
Special Perfect Hit: On close combat attack, destroy target's armor (does not affect natural armor)



SKILLS

Charge: Charge an opponent that is not already engaged in close combat with the marauder. Move minimum 10', maximum 2x Movement Rate. On success, increase damage value. If roll fails, intended target counterattacks. Certain weapons have special charge effects.

Derring-do: Attempt a special maneuver or attack against an engaged opponent. Announce maneuver before rolling. If roll fails, intended target counterattacks. Examples: blinding attack, defensive fighting, disarm, mount, pin, push, trip.

Shield Block: As the last move or action on a turn, position shield to defend against a particular opponent. Do not roll yet. When that opponent attacks, if their attack roll is successful, roll an opposing Shield roll to block. If successful, the warrior takes no damage. Cannot defend against spells or critical hits.

War Cry: As a move or action, howl a war cry. All allies who hear the cry are inspired and gain a boon die on any skills rolls on their next turn and any save rolls before the warrior's next turn. All intelligent opponents who hear the cry must succeed on an opposing Courage Save or gain the panicked condition. 1x per combat.

FEATS

Art of War: Gain a boon die on all One-Handed or Two-Handed Melee Attack rolls against opponents of a playable ancestry or humanoid monsters no more than one size larger than the warrior.

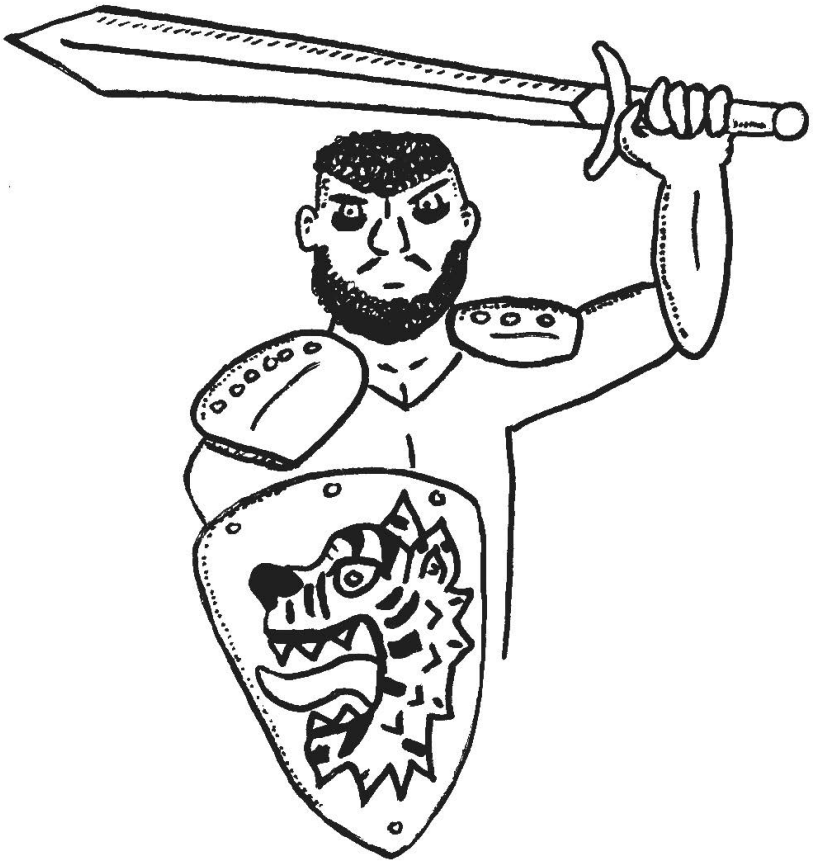
Delay Action: If a warrior succeeds on an Initiative Roll but chooses to delay their action until Phase 3 of Initiative Order, they gain a boon die on all attacks that turn. All actions and moves must be delayed.

Formation: As a move, form a battle formation with an adjacent friendly warrior or marauder. The formation ends when the allies are no longer adjacent. Choose either an offensive formation (all members of the formation gain a boon die on close combat attack rolls) or defensive formation (attackers suffer a bane die on any close combat attack rolls against a member of the formation).

Horse Archer: Do not suffer bane die on Ranged Attack rolls made while riding a steed.

Opening: When an engaged opponent fails a close combat attack roll against the warrior, make a counterattack.

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WARRIOR- INFANTRY, RONIN, OR SELLSWORD

Hit Dice: 2d10 **Starting Hit Points:** 20 **Pain Threshold:** 5/7/10 (low), 6/8/11 (mid), 6/9/12 (high)
Critical Success Range: 1-4 (low), 1-6 (mid), 1-9 (high); 0 perfect for all levels
Special Perfect Hit: On close combat attack, destroy target's armor (does not affect natural armor)

SKILLS

Charge: Charge an opponent that is not already engaged in close combat with the marauder. Move minimum 10', maximum 2x Movement Rate. On success, increase damage value. If roll fails, intended target counterattacks. Certain weapons have special charge effects.

Derring-do: Attempt a special maneuver or attack against an engaged opponent. Announce maneuver before rolling. If roll fails, intended target counterattacks. Examples: blinding attack, defensive fighting, disarm, mount, pin, push, trip.

Shield Block: As the last move or action on a turn, position shield to defend against a particular opponent. Do not roll yet. When that opponent attacks, if their attack roll is successful, roll an opposing Shield roll to block. If successful, the warrior takes no damage. Cannot defend against spells or critical hits.

War Cry: As a move or action, howl a war cry. All allies who hear the cry are inspired and gain a boon die on any skills rolls on their next turn and any save rolls before the warrior's next turn. All intelligent opponents who hear the cry must succeed on an opposing Courage Save or gain the panicked condition. 1x per combat.

FEATS

Art of War: Gain a boon die on all One-Handed or Two-Handed Melee Attack rolls against opponents of a playable ancestry or humanoid monsters no more than one size larger than the warrior.

Delay Action: If a warrior succeeds on an Initiative Roll but chooses to delay their action until Phase 3 of Initiative Order, they gain a boon die on all attacks that turn. All actions and moves must be delayed.

Formation: As a move, form a battle formation with an adjacent friendly warrior or marauder. The formation ends when the allies are no longer adjacent. Choose either an offensive formation (all members of the formation gain a boon die on close combat attack rolls) or defensive formation (attackers suffer a bane die on any close combat attack rolls against a member of the formation).

Opening: When an engaged opponent fails a close combat attack roll against the warrior, make a counterattack.

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WARRIOR MONK

Hit Dice: d10+d5 **Starting Hit Points:** 15 **Pain Threshold:** 4/6/8 (low), 5/7/9 (mid), 5/8/10 (high)
Critical Success Range: 1-4 & successful natural "doubles"; 0 perfect
Special Perfect Hit: On an unarmed Melee Attack or Style Strike, multiply damage by Punch Power
Punch Power: x2 (low), x3 (mid), x4 (high)

SKILLS

Meditate: After an hour of uninterrupted meditation, roll to heal self d10 HP (low), d10+d5 HP (mid), or 2d10 HP (high) and reduce pain by 1d5.

Mindfulness: Requires full turn. On success, clear mind to overcome a mind-altering effect.

Style Strike: Roll to (1) make a special unarmed strike based on fighting style, (2) use One-Inch Punch feat, or (3) use Sucker Punch feat. See rulebook p. 86 for list of fighting style strikes.

Touch of Death: Strike a key pressure point. Deal 1d5 damage (do not add STR Mod) and target must succeed on an opposing Vitality Save or become stunned (paralyzed on critical hit- do not roll save to oppose). If roll fails, intended target counterattacks.



FEATS

Deadly Hands: Unarmed attacks can deal lethal or nonlethal damage. Choose before rolling attack.

Favored Attribute: Base Attribute Score for Favored Attribute increases at level advancement.

Harmony: If a roll is successful and results in natural doubles (e.g. 11, 22, 33), treat as a critical success.

Monk Weapon: Trained in specialized, martial arts weapons. Can use the special effects of monk weapons.

One-Inch Punch: Move into opponent's space and strike with an explosive punch from mere inches away. Roll Style Strike but do not apply normal Style Strike effect. Damage = (d5+STR Mod) x Punch Power, and opponent of equal or smaller size is either knocked back 1d10 feet or falls prone (player chooses). If roll fails, intended target counterattacks.

Style Feat: Gain special feat based on selected fighting style. **Crane style** = warrior feat Delay Action; **Leopard style** = marauder feat Frenzy; **Mantis style** = marauder feat Hack & Slash; **Monkey style** = rogue feat Escape/Evade; **Snake Style** = warrior feat Opening; and **Tiger style** = slayer feats Exploding Damage and Heavy Damage but only applicable to Tiger Claw Style Strikes.

Sucker Punch: On first round of combat, make an unarmed attack against an opponent that has not yet acted in Initiative Order. Roll Style Strike with a boon die but do not apply normal Style Strike effect. Damage = (d5+STR Mod) x Punch Power. If the monk has multiple actions per turn, this advantage applies to each unarmed attack made that round.

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WIZARD- CONJURER

Hit Dice: d10 **Starting Hit Points:** 10 **Pain Threshold:** 3/5/7 (low), 4/6/8 (mid), 4/7/9 (high)
Critical Success Range: 1-4; 0 perfect
Special Perfect Hit: Strike deals magic damage



CAST A WIZARD SPELL!

Roll dice pool (d100 + any bane or boon dice in effect)
Compare result to Spellcasting Score
If result ≤ Spellcasting Score, success; if result > Spellcasting Score, fail
If result is within dynamic, critical, or perfect range = dynamic, critical, or perfect success
If result is 95-98, critical fail- lose failed spell for day
If result is 99, epic fail- lose failed spell for day and mind immediately warps!

AFTER CASTING A WIZARD SPELL - MAGIC WARPS YOUR MIND!

Low-level spell: increase Madness Score by 1 point on success or by 2 points on fail
Mid-level spell: increase Madness Score by 2 points on success or by 4 points on fail
High-level spell: increase Madness Score by 3 points on success or by 6 points on fail
If Current Madness Score hits or exceeds Madness Threshold- mind warps!

SKILLS

Spellcasting: See notes above

Read Runes: Decipher runes or similar arcane symbols.

FEATS

Counterspell: As a free action, roll a Reflex Save and if successful immediately roll an opposing Spellcasting roll (also a free action) to nullify a spell cast by another wizard. Cannot counter if the original spell is a higher level than the countering wizard can cast. If a spell is successfully countered, the original casting wizard can start a spellcasting duel. Casting Counterspell increases Madness Score per regular spellcasting rules.

Detect Magic: Increase Madness Score by 1 point to detect and identify all magic persons, monsters, and objects within 30' or by 3 points to also know the type and purpose of all magic detected.

Familiar: At 4th Level, conjurer gains a familiar.

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WIZARD- ELEMANCER

Hit Dice: d10 **Starting Hit Points:** 10 **Pain Threshold:** 3/5/7 (low), 4/6/8 (mid), 4/7/9 (high)
Critical Success Range: 1-4; 0 perfect
Special Perfect Hit: Strike deals magic, burning damage and sets target aflame



CAST A WIZARD SPELL!

Roll dice pool (d100 + any bane or boon dice in effect)
Compare result to Spellcasting Score
If result ≤ Spellcasting Score, success; if result > Spellcasting Score, fail
If result is within dynamic, critical, or perfect range = dynamic, critical, or perfect success
If result is 95-98, critical fail- lose failed spell for day
If result is 99, epic fail- lose failed spell for day and mind immediately warps!

AFTER CASTING A WIZARD SPELL - MAGIC WARPS YOUR MIND!

Low-level spell: increase Madness Score by 1 point on success or by 2 points on fail
Mid-level spell: increase Madness Score by 2 points on success or by 4 points on fail
High-level spell: increase Madness Score by 3 points on success or by 6 points on fail
If Current Madness Score hits or exceeds Madness Threshold- mind warps!

SKILLS

Spellcasting: See notes above

Read Runes: Decipher runes or similar arcane symbols.

FEATS

Counterspell: As a free action, roll a Reflex Save and if successful immediately roll an opposing Spellcasting roll (also a free action) to nullify a spell cast by another wizard. Cannot counter if the original spell is a higher level than the countering wizard can cast. If a spell is successfully countered, the original casting wizard can start a spellcasting duel. Casting Counterspell increases Madness Score per regular spellcasting rules.

Detect Magic: Increase Madness Score by 1 point to detect and identify all magic persons, monsters, and objects within 30' or by 3 points to also know the type and purpose of all magic detected.

Favored Element: (1) Gain a boon die on all Spellcasting rolls related to favored element. (2) Gain resistance to damage from favored element.

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WIZARD- SAGE

Hit Dice: d10 **Starting Hit Points:** 10 **Pain Threshold:** 3/5/7 (low), 4/6/8 (mid), 4/7/9 (high)
Critical Success Range: 1-4; 0 perfect
Special Perfect Hit: Strike deals magic damage

CAST A WIZARD SPELL!

Roll dice pool (d100 + any bane or boon dice in effect)
Compare result to Spellcasting Score
If result ≤ Spellcasting Score, success; if result > Spellcasting Score, fail
If result is within dynamic, critical, or perfect range = dynamic, critical, or perfect success
If result is 95-98, critical fail- lose failed spell for day
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Spellcasting: See notes above

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Detect Magic: Increase Madness Score by 1 point to detect and identify all magic persons, monsters, and objects within 30' or by 3 points to also know the type and purpose of all magic detected.

Scribe: When discovering a scroll or spellbook containing a written spell they do not already know, a sage may attempt to record the spell in their own spellbook. Roll Cast from Scroll/Rod. If successful, the sage transcribes the spell and learns it. If the spell is a higher level than the sage can cast, they record the spell but do not learn it until they advance to an appropriate level.

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