

MICROLITE 20 - Fantasy Expansion: The Big Book Of Races & Classes

By Andrew Domino (www.dominowriting.com/games.html), last revised September 20, 2011

Creative Commons NonCommercial ShareAlike 3.0 Unported License

Based on the Microlite 20 Purest Essence Rules: www.microlite20.net/files/Microlite20_purest_essence.pdf

This document uses the Race Points and Class Points options from Microlite 20 Fantasy Expansion: Character Creation Options to create new races and classes for you to choose for your heroes. You'll need that document and the Microlite 20 Purest Essence rules to use this expansion.

While the races, classes and "flavor text" is written with a generic fantasy RPG setting in mind, these character types can be used in Microlite 20 Modern-Day (as species and as alternatives to character focus), or many other Microlite 20 games. Fantasy Expansion: Character Creation Options and Modern-Day can be found on the Domino Writing web site.

RACES

There are two options for choosing the race's benefits to starting characters: either a bonus to a stat score or scores and/or skills, or a +1 bonus to a stat score and one or more minor special abilities. If selecting a race's abilities, the character gains all of the listed abilities that the player wishes to have. Some races have slightly more powerful abilities than others, so the game master may choose to boost a race's abilities to bring it more in line with other characters in the party. However, race is often less important than class to a character, so the minor racial abilities will rarely seriously affect a game.

The character will be able to interact with others like a human (stand on two legs, speak fluently, breathe air, be roughly the same size and shape as a human, etc.), but will look like a typical member of its species, unless the player chooses differently. Each race can be described any way the player likes. For example, a cat-folk hero could be a tiger-man, a half-lion/half-human, or even an elf magically enhanced with panther-like traits. Feel free to create new races and abilities, using the examples below as guidelines.

Ape-Folk: +1 Dexterity, +1 Mind OR +1 Mind and *Agility:* On a DEX + Phys roll to jump or climb, add +3 to your roll.

Swing Into Action: If you leap into combat from a high place (like a tree branch or the top of a vehicle) or use a rope, vine or other item to swing into a battle, add +3 to your first attack roll.

Tool User: On a MIND + Know roll to figure out how a device works, add +3 to your roll. The device must already exist to use this bonus; you cannot use it to help build a new device.

Cat-Folk: +2 Dexterity OR +1 Dexterity and *Agility:* On a DEX + Phys roll to jump or climb, add +3 to your roll.

Claws: You have a set of claws in your fingers you can instantly reveal or hide. They cause 1d4 +1 damage.

Night Vision: You have magic night vision,

and can see in the dark as clearly and as far as you can see in the daytime.

Dog-Folk: +1 Strength, +1 Mind OR +1 Mind and *Pack Hunting:* If you and at least one ally are attacking the same opponent, add +1 to your attack roll.

Scent: On a MIND + Know roll to smell something or to track a target, add +3 to your roll.

Duck-Folk: +2 Dexterity OR +1 Dexterity and *Flight:* You can fly as fast as you walk on dry land.

Hot Temper: Once per day, you gain +2 to melee/hand-to-hand attacks and damage, and -2 to AC for a number of turns in a row equal to your STR bonus. You yell and leap about while affected by your hot temper, and are hard to understand.

Dwarf: +2 Strength **OR** +1 Strength and
Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.
Stand Fast: If an enemy attempts to knock you down or push you in any direction, make a STR + Phys +3 roll (DC is enemy's STR + Phys). On a success, the enemy's attempt fails, and you stay in place.

Elephant-Folk: +2 Strength **OR** +1 Strength and
Stampede: If you try to knock down an enemy or shove an opponent out of the way, roll STR + Phys and add +3.
Tusks: You can make a melee/hand-to-hand attack with your tusks, causing 1d8 damage.

Elf, Drow: +2 Dexterity **OR** +1 Dexterity and
Poison: All of your attacks using weapons cause an additional 1 point of poison damage.
Spider-Kin: You will never be attacked by a spider-type monster, and can even ride them with a DEX + Surv roll.

Elf, Fairytale: +1 Dexterity, +1 Mind **OR** +1 Dexterity and
Crafty: Your people are the absolute masters of one kind of craft – baking cookies, cobbling shoes, creating winter holiday gifts, etc. Select a craft when you choose this ability. As long as you have access to the appropriate materials and a suitable amount of time, you can create a non-living item of your selected craft (you cannot create monsters, for example). It cannot be used in combat, but otherwise your creation will always be the best of its type: the tastiest cookies, the most durable shoes, etc. You also have a +3 bonus to any stat + skill roll related to your craft (for example, MIND + Know to identify which ingredients are in a cookie).
Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Elf, High: +2 Mind **OR** +1 Mind and
Magical Step: Once per battle, instead of your regular move, you can teleport to any open spot you can see from your current location, within 50 feet (10 spaces).
Night Vision: You have magic night vision,

and can see in the dark as clearly and as far as you can see in the daytime.

Elf, Wood: This race can also be used for may queens (plant-folk). +2 Dexterity **OR** +1 Dexterity and
Wilderness Mastery: When in a natural, tree-filled location like a forest or jungle (but not mountains or oceans), add +3 to any stat + skill roll that involves nature, like DEX + Subt to hide in the trees, or MIND + Surv to track an enemy. This bonus is not applied to attack rolls.

Fish-Folk: This race can also be used for merfolk (mermen and mermaids). +2 Dexterity **OR** +1 Dexterity and
Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.
Water Native: Add +3 to any roll to move silently, run or escape capture (usually DEX + Subt), but only when you are in water.

Frog-Folk: +2 Dexterity **OR** +1 Dexterity and
Hop: If you are attempting to leap a long distance, add +3 to your DEX + Phys roll.
Small: You are smaller than the average human, which may affect your movement rate and other abilities.
Tongue Lashing: You can make a melee/hand-to-hand attack with your tongue, causing your opponent to be distracted and lose its next turn. This ability can only be used 2 times per day, succeed or fail.
Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Ghost or Revenant: +1 Dexterity, +1 Mind **OR** +1 Mind and
Ethereal: You have +2 AC against attacks not specifically designed to harm ethereal creatures like ghosts (do not add this bonus against magic weapons). You can pass through obstacles, including other creatures, without being slowed in any way.

Gnome, Rock: These abilities can also be used for faeries, like pixies, sprites, redcaps and leprechauns. +1 Dexterity, +1 Mind **OR** +1 Dexterity and

Minor Arcana: Choose one first level spell from any spell list when creating the character (for gnomes, this is typically the illusionist spell Silent Image). You can use this spell without having to spend hit points 3 times per day.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Pixie fairies can also fly as fast as they can walk on dry land.

Gnome, Tinker: This race can also represent heroic goblins or dragon-like kobolds. +2 Mind **OR** +1 Mind and

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Tinker: You have a +3 bonus to create or disassemble non-living items (traps, vehicles, weapons, etc.). Creating an item is usually MIND + Know, while disassembling one is usually MIND + Subt.

Half-Angel: +2 Mind **OR** +1 Mind and

Divine Providence: If you fail an attack or stat + skill roll, immediately roll it a second time, including the same modifiers as you used on the first roll. This ability can be attempted a number of times equal to your MIND bonus each day, succeed or fail. A single roll can only be rerolled once.

Half-Demon or Half-Devil: +1 Strength, +1 Mind **OR** +1 Mind and

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Wicked Aura: On a MIND + Comm or STR + Comm roll to cause fear and terror, or a MIND + Comm roll to supernaturally charm and convince someone to agree with you, add +3 to your roll. This ability can be attempted a number of times equal to your MIND bonus each day, succeed or fail.

Half-Dragon: +1 Dexterity, +1 to any two skills **OR** +1 Dexterity and

Breath Weapon: You have a breath weapon missile/ranged attack (range 10 x 10-foot or

2 x 2-space cone or square) causing 1d6 damage +1 every three levels (level 3, 6, 9, etc.) to each enemy in the area. Choose the type of damage for this special ability when creating the character: cold, fire, poison, lightning, or acid. You can use this ability once per battle, succeed or fail.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Half-Elemental: Choose one element when creating the character, either air, earth, fire or water. +1 Strength and +1 Dexterity **OR** +1 Dexterity and

Elemental Power: You gain special abilities depending on your elemental type.

Air Half-Elemental: Sprint (see Horse-Folk)

Earth Half-Elemental: Stand Fast (see Dwarf)

Fire Half-Elemental: Your Elemental Strike attacks cause +1d8 instead of +1d4 damage

Water Half-Elemental: Slippery (see Lizard-Folk) and Underwater (see Fish-Folk)

Elemental Strike: All of your attacks in one battle cause an additional +1d4 damage (+1d8 for Fire Half-Elementals). This ability can only be used in one battle per day.

Half-Giant: +2 Strength **OR** +1 Strength and

Stamina: Add +1 to your Armor Class, and double the number of hit points you gain each level (for example, if you roll a 3, you gain 6 hit points).

Half-Orc: +1 Strength, +1 to Physical, +1 to any other skill **OR** +1 Strength and

Battle Fury: When making a melee/hand-to-hand attack, if you roll the maximum amount of damage on at least one of your damage dice (for example, an 8 when rolling 2d8), roll an additional 1d6 to determine damage. If you roll a 6 on that die, do not roll again. If you are using critical hit rules, figure the battle fury damage before applying the effects of the critical hit. You can use this ability a number of times per day equal to your STR bonus.

Halfling: +2 Dexterity **OR** +1 Dexterity and

Resist Fear: On a MIND + Surv roll to resist fear and terror, add +3 to your roll.

Small: You are smaller than the average human, which may affect your movement

rate and other abilities.

Throwing: You also have a +1 to missile/ranged attack rolls, but only with thrown weapons.

Hawk-Folk: +2 Dexterity **OR** +1 Dexterity and
Flight: You can fly as fast as you walk on dry land.

Keen Eyesight: If you are attempting to spot something hidden or find something that is very tiny (usually MIND + Subt or MIND + Tech), add +3 to your roll.

Talons: You can make a melee/hand-to-hand attack with your claws, causing 1d4 damage.

Horse-Folk: +2 Strength **OR** +1 Strength and
Enduring: Add +3 to any STR + Phys roll to resist or overcome an environmental hazard, like intense heat or a heavy weight. This bonus does not apply when attempting to avoid attacks made by an opponent.

Sprint: You move an additional 5 feet (1 space) each turn.

Human: +1 to any four skills **OR** +2 to any two skills and

Many Talents: When you use this ability, roll 1d6 along with the 1d20 you normally roll when attacking or making a stat + skill roll. Add the results together to find your final die result for the attack or action. You can use this ability successfully 3 times per day.

Insect-Folk: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Chitin: Add +1 to your AC.

Flight: You can fly as fast as you walk on dry land.

Hive Mind: If you are helping another character accomplish a task outside of combat (using a stat + skill roll), add +3 to your roll. You can use this ability MIND bonus x 2 times per day.

Lizard-Folk: +2 Dexterity **OR** +1 Dexterity and
Bite: You can bite, using your melee/hand-to-hand attack bonus, causing 1d4 damage.

Slippery: On a DEX + Subt roll to escape capture, add +3 to your roll.

Sprint: You move an additional 5 feet (1 space) each turn.

Underwater: You can swim as fast as you walk on dry land, and can breathe

underwater without special gear.

Logical Thinker: You are extremely intellectual, and rarely show your emotions.
+2 Mind **OR** +1 Mind and

Emotional Control: Add +3 to any attempt to resist being psychologically or supernaturally influenced (intimidated, frightened, tricked by an illusion, mentally controlled, etc.). This is usually MIND + Know.

Lycanthrope or Were-Creature: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Alternate Form: You can transform into a specific type of wild animal, and only that type of animal, a number of turns per day equal to your STR bonus. You do not gain hit points for changing into your alternate form using this special ability, but use the statistics and bonuses of the creature instead of your own while in animal form. You cannot speak, use equipment or other abilities of your original form when in animal form.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Mechanical Construct: +2 Strength **OR** +1 Strength and

Durable: You have Damage Resistance of 2 (you lose 2 fewer hit points each time you take damage, except when casting spells).

Machine: You do not need to eat, drink, sleep or breathe. You are immune to poisons, diseases and toxins intended for non-mechanical creatures.

Minotaur: +2 Strength **OR** +1 Strength and

Bull Rush: When you charge, you can make an attack with your horns, causing 2d4 damage.

Horns: You also can make a standard melee/hand-to-hand attack with your horns, causing 1d6 damage.

Rat-Folk: +2 Dexterity **OR** +1 Dexterity and

Scurry: Add +3 to any roll to move silently, hide or escape without being caught (usually DEX + Subt).

Small: You are smaller than the average human, which may affect your movement rate and other abilities.

Sprint: You move an additional 5 feet (1 space) each turn.

Sasquatch: This represents any strong, hairy beast-man. +2 Strength **OR** +1 Strength and **Bear Hug:** Make a STR + Phys roll to grab an opponent. Each turn you hold on to that opponent, as your attack for that turn, you can squeeze the enemy for 1d4 + STR bonus damage. This bear hug attack hits automatically.

Muscle: Add +3 to any STR + Phys roll to use raw muscle, like bending bars or lifting gates.

Super-Soldier: A genetically enhanced ultimate warrior. +1 Strength, +1 Dexterity **OR** +1 Strength and

Powerhouse: Add +1 to your AC, and an additional +1 every 5 levels (+2 total at level 5, +3 total at level 10, etc.).

Weapon Training: Choose one specific type of weapon (like rifle, axe or punch). You have a +1 to attack and damage, but only with that type of weapon.

Troll or Ogre: +2 Strength **OR** +1 Strength and **Hideous:** On a MIND + Comm or STR + Comm roll to cause fear and terror, add +3 to your roll. You are hated and feared everywhere you go, except among others of your kind.

Regeneration: At the beginning of each of your turns, you recover up to 2 hit points if you have lost any.

Turtle-Folk: +1 Strength, +1 Mind **OR** +1 Strength and

Shell: Add +3 to your AC.

Underwater: You can swim as fast as you walk on dry land, and can breathe underwater without special gear.

Tyrannosaur-Folk: +2 Strength **OR** +1 Strength and

Super-Predator: You can make a melee/hand-to-hand attack with your bite, causing 1d10 damage. On a damage die roll

result of 10, roll again, and add the new result to the amount of damage you cause. If you roll 10 a second time, do not roll a third time.

Tough: Add +1 to your AC.

Vampire or Dhampyr: +1 Strength, +1 Mind **OR** +1 Strength and

Bloodsucking: You have a bite melee/hand-to-hand attack causing STR bonus damage. You immediately heal hit points equal to the amount of damage the attack causes. You must successfully grab the opponent (STR + Phys vs enemy's STR + Phys roll) to make this attack.

Night Vision: You have magic night vision, and can see in the dark as clearly and as far as you can see in the daytime.

Vampire, Tortured Soul: +1 Strength, +1 Dexterity **OR** +1 Dexterity and

Leap: If you are attempting to leap a long distance, add +3 to your DEX + Phys roll.

Melodramatic: Add +3 to any attempt to supernaturally charm, calm or entrance another person or creature (usually MIND + Comm). You cannot use this ability to make another person or creature angry or upset. In direct sunlight, you may also sparkle like your body is covered in diamonds.

Vulture-Folk: +1 Dexterity, +1 Mind **OR** +1 Mind and

Flight: You can fly as fast as you walk on dry land.

Scheming: If you are trying to talk someone into doing something, or convincing others to agree with you (usually MIND + Subt or MIND + Comm), add +3 to your roll.

The Wise: +2 Mind **OR** +1 Mind and

Deep Wisdom: Your contributions to a conversation are always respected. Add +3 to any stat + skill die roll using the Knowledge or Communication skills. You can use this ability successfully MIND bonus x 2 times per day.

CLASSES

Each class provides a bonus to one or more skills, to a total bonus of +3. Two to four class abilities are also listed for each. Feel free to create new classes, using the examples below as guidelines.

Class Types: Several times in the Microlite 20 Purest Essence rules (and the Fantasy Expansion), the four basic classes of cleric, fighter, wizard or magi, and rogue or thief are referred to. For example, a rogue-type character might begin with thieves tools as part of his or her equipment. If your character selects one of the classes below, the Class Type listing will indicate which type most aligns with that class, if needed. The classes can even be simplified further, into the two types of spellcaster (cleric and wizard) and warrior (fighter and rogue).

Alchemist: A brewer of potions and creator of explosives – sometimes intentionally.

Class Type: Wizard

+3 Knowledge, Empowering Spells, Quick Thinker, Weird Science

Animal Master: Animal masters are skilled warriors on their own, but they work best as a team with their favorite animal companion. An animal master may have grown up a feral child, never knowing his or her own kind, or maybe his or her true self lives alongside the wild creatures of the world.

Class Type: Fighter

+1 Physical, +2 Subterfuge, Animal Companion, Improved Initiative, Speed Boost, Wild Empathy

Anti-Paladin: Dark warriors or death knights use the forces of evil to their advantage, striking out with sword and corrupt energy while staying protected behind heavy armor.

Class Type: Fighter

+3 Physical, Heavy Armor And Shields, Magic Blast, Medium Armor

Arcane Warrior: Also called a fighter-mage or spellsworn, arcane warriors blend spells and steel into one deadly combination.

Class Type: Wizard

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Arcane Magic

Archer: All of an archer's training has been for one goal: To slay all his or her foes with a perfectly placed arrow.

Class Type: Rogue

+3 Subterfuge, Attack Bonus: Missile/Ranged, Cleave (Missile/Ranged), Smite, Twin Shot

Assassin: Cloaked in black, assassins are hired killers – but even those trained in the ways of death can use their skills in the service of good.

Class Type: Rogue

+3 Subterfuge, Monster Knowledge, Sneak Attack, Wall Climb

Barbarian: Often wearing little more than a loincloth or a chainmail shirt, the savage barbarian carries a massive sword or axe, and shifts into a berserker fury when in battle.

Class Type: Fighter

+3 Physical, Brute Force, Medium Armor, Rage

Bard: A performer who can channel magic into his or her music, speeches or other art.

Class Type: Rogue

+3 Communication, Good Fortune, Medium Armor, Monster Knowledge, Performance

Cleric: A priest of the gods and goddesses of light and goodness. A cleric's choice of deity may influence the spells he or she can cast.

Class Type: Cleric

+3 Communication, Divine Magic, Medium Armor, Turn Undead

Druid: A priest of the wilderness, the druid doesn't worship the gods but the spirits of nature itself.

Class Type: Cleric

+3 Survival, Lesser Spell List: Druid, Shape Change, Wild Empathy

Elementalist: A master of one of the great forces of nature (air, fire, earth or water). His or her Animal Companion is a small elemental, a being composed of wind, flame, rock or waves. Select an elemental type when choosing

this class. The elementalists' Monster Knowledge class ability is used against elementals and other creatures of the opposite type (air vs earth or fire vs water).

Class Type: Cleric

+3 Knowledge, Animal Companion, Lesser Spell List: Druid, Monster Knowledge, Resistance (elemental type)

Executioner: The greatest, most brutal weapons find a home in the executioner's hands. They slice and crush with force few other creatures can match.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Brute Force, Cleave (Melee/Hand-To-Hand), Smite

Fighter: With a sword in one hand and a shield in the other, a fighter might be a mercenary, a royal guard, a gladiator, or simply a young warrior. He or she prefers to move into combat and attack face-to-face with as many foes as possible.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Cleave (Melee/Hand-To-Hand), Heavy Armor And Shields, Medium Armor

Gadgeteer: An inventor who prefers devices of steam and clockwork to magic and swords. Many adventuring gadgeteers are quick to create a tool that fires a bolt of electric energy (the Magic Blast class ability).

Class Type: Wizard

+3 Knowledge, Magic Blast, Weird Science

Godslayer: It's fact that the gods exist, but to the humans, elves, dwarves and others who call themselves godslayers, those divine forces are nothing more than really powerful monsters – enemies they seek to eliminate.

Class Type: Fighter

+1 Physical, +2 Knowledge, Anti-Magic Aura, Heavy Armor And Shields, Medium Armor

Gunslinger: Quick on the trigger with a black powder pistol (or a crossbow), the gunslinger is at his best in a showdown on a lonely, dusty street or when clearing a dungeon room of enemies.

Class Type: Fighter

+1 Physical, +2 Subterfuge, Attack Bonus: Missile/Ranged, Improved Initiative, Medium Armor, Twin Shot

Healer: Most heroes like to wade into battle, but a few prefer the ways of peace, and would rather provide healing to their needy allies.

Class Type: Cleric

+2 Knowledge, +1 Communication, Improved Initiative, Lay On Hands, Reputation (Calm And Friendly), Speed Boost

Illusionist: A magician who prefers to trick his foes, instead of attacking them directly.

Class Type: Wizard

+1 Subterfuge, +2 Knowledge, Extending Spells, Lesser Spell List: Illusionist, Monster Knowledge, Widening Spells

Invoker: While clerics represent the gods, invokers are living avatars of the gods, channeling their divine power directly onto the battlefield. They are also called oracles.

Class Type: Cleric

+3 Communication, Divine Magic, Medium Armor, Smite

Jester: This adventurer can be a jolly companion – or a killer clown.

Class Type: Rogue

+1 Subterfuge, +2 Communication, Good Fortune, Performance, Reputation (Amusing), Wuxia Defenses

Knight: Also called a cavalier, a knight takes the fight to the enemy and is most effective on horseback.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Heavy Armor And Shields, Medium Armor, Mount

Merchant: A merchant knows the value of gold, and wants it so much, he'll risk his life for it. He has friends in high society and low places, and cash for the times his friends can't help.

Class Type: Rogue

+1 Knowledge, +2 Communication, Connections, Leadership, Medium Armor, Wealth

Monk: A martial arts master who prefers simple weapons like his own two hands to elaborate armor and deep magic.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Two Weapon Fighting, Unarmed Damage, Wuxia Defenses

Mystic: No adventurer has more knowledge and talent with the realm of magic than the mystic.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Lesser Spell List: Divine

Necromancer: The magic of death is not only for the forces of evil; it's also used by heroes looking to keep the undead under control, and even those hoping to improve the lives of those who are suffering.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Turn Undead

Ninja: A silent killer and master of invisibility.

Class Type: Rogue

+3 Subterfuge, Improved Initiative, Sneak Attack, Wuxia Defenses

Noble: Even the royal and the rich enjoy adventuring from time to time, using their resources, and their ability to talk their way out of any situation (the Performance class ability), to their advantage.

Class Type: Rogue

+1 Subterfuge, +2 Knowledge, Connections, Performance, Reputation (Dignified), Wealth

Paladin: A living symbol of justice, the paladin wears heavy armor and strikes with the blessing of his or her deity.

Class Type: Fighter

+3 Physical, Heavy Armor And Shields, Lay On Hands, Medium Armor, Smite

Psion: This adventurer concentrates on using his or her natural mental abilities.

Class Type: Wizard

+3 Knowledge, Extending Psionics, Psionics

Psychic Warrior: A swordsman who combines a blade of crystal or light with powers of the

mind.

Class Type: Cleric

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Psionics

Ranger: A hunter and survivalist, talented with the blade and the bow.

Class Type: Rogue

+3 Survival, Attack Bonus: Missile/Ranged, Medium Armor, Monster Knowledge, Wild Empathy

Rogue: A thief, pickpocket and trap-springer.

Class Type: Rogue

+3 Subterfuge, Improved Initiative, Sneak Attack, Trapfinding

Rune Warrior: A rune warrior's magic is found in the form of elaborate symbols drawn on armor, weapons and even skin.

Class Type: Fighter

+2 Physical, +1 Knowledge, Brute Force, Heavy Armor And Shields, Lesser Spell List: Arcane, Medium Armor

Samurai: A fighter whose life means nothing without honor. He aspires to wear the full suit of armor that is hallmark of a warrior tradition.

Class Type: Fighter

+3 Physical, Brute Force, Cleave (Melee/Hand-To-Hand), Medium Armor, Reputation (Honorable)

Scholar: The adventuring scholar is a non-spell caster who uses his book learning to aid him in battle. He or she can Lay On Hands, applying knowledge of anatomy to the victim to heal its wounds. Some scholars are secular researchers of history and legend, while others are religious folk who want to do good in a deity's name even without the magic that fuels a cleric.

Class Type: Rogue

+3 Knowledge, Lay On Hands, Medium Armor, Monster Knowledge, Wild Empathy

Shaman: A shaman uses the magic of nature and the gods to help his or her people, and to make the wilderness a safer place for the faithful.

Class Type: Cleric

+3 Communication, Animal Companion, Divine Magic, Lesser Spell List: Druid

Sorcerer: A sorcerer is born with the innate ability to use magic, and often turns it toward battle, causing damage and enhancing attacks. Because they can cast spells without training, others may regard them as strange or frightening.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Attack Bonus: Magic/Supernatural

Summoner: Some spellcasters find their arcane power in a bond with a single mighty magical creature, or in the ability to call forth legions of otherworldly beasts. Summoners that connect with demons and devils are called diabolists, and summoners who channel the wisdom and strength of their ancestors are called wise men or wise women. The Animal Companion ability can be used for any single type of summoned creature, not just an animal (choose when selecting the ability).

Class Type: Wizard

+3 Knowledge, Animal Companion, Arcane Magic

Swashbuckler: With a fine blade in one hand and a glass of fine wine in the other, swashbucklers bring refinement and a sense of humor to adventuring.

Class Type: Rogue

+1 Physical, +2 Subterfuge, Attack Bonus: Melee/Hand-To-Hand, Reputation (Dashing), Weapon Finesse, Wealth

Timelost Scientist: The scientist's own inventions sent him spiraling through dimensions, where knowledge of chemistry and medicine – and devices he's created himself – has made him the center of attention.

Class Type: Wizard

+3 Knowledge, Good Fortune, Reputation (Intelligent), Weird Science

Timelost Warrior: A quirk of magic or science has transported the soldier from a modern-day war zone or a future military force to a world of fantasy.

Class Type: Fighter

+2 Physical, +1 Knowledge, Attack Bonus: Missile/Ranged, Leadership, Medium Armor, Twin Shot

Twin Blade: Twin blades have a sharp edge in each hand. They become whirlwinds of steel, charging into the fray with daggers, axes or whatever deadly tool they're best with.

Class Type: Fighter

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Improved Initiative, Medium Armor, Two Weapon Fighting

Wanderer: The wanderer is a master of the wilderness, both mundane and magical.

Class Type: Rogue

+1 Subterfuge, +2 Survival, Lesser Spell List: Druid, Medium Armor, Speed Boost, Wild Empathy

Warlock: Few adventurers can embrace the forces of evil and remain on the side of light, but warlocks are able to use dark magic to their own ends. They are also called witches.

Class Type: Wizard

+1 Subterfuge, +2 Knowledge, Lesser Spell List: Arcane, Magic Blast, Quick Thinker

Warlord: As leader of a squad of soldiers or adventurers, warlords can hold their own in a world of spellcasters thanks to their stubborn refusal to bow to the power of magic.

Class Type: Fighter

+2 Physical, +1 Communication, Anti-Magic Aura, Leadership, Medium Armor

Wild Mage: Wild mages blend spells with strange rituals to open their minds to all kinds of magic, light and dark, twisted and pure.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Wild Magic

Wizard: A master of magic, learned from spell books and ancient runes.

Class Type: Wizard

+3 Knowledge, Arcane Magic, Empowering Spells

Wrathbringer: Also called inquisitors, wrathbringers seek out evil in all its corrupting forms, and use magic and might to destroy it.

Class Type: Cleric

+3 Physical, Attack Bonus: Melee/Hand-To-Hand, Lesser Spell List: Divine, Medium Armor, Turn Undead

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You

represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.