

Simpler Systems Options: Perk System Expansion for Knave



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XP's and Advancement:

XP's are earned per core rules. A character's XP pool may not exceed 3,000. Subtract the Perk cost in XP's from the character's XP pool to proceed to advancing a level or perk. No character may advance more than one character level, one class level, and one perk level per month.

Advancing a Level/Perk:

To advance a character level, a class level, or gain a perk; a character may train with others or spend time in practice and contemplation after paying the XP cost to advance.

- Some Perks require training. Many times training and access to knowledge are limited to schools, cults, secret organizations, churches, and specific individuals. Check with the GM for in game requirements to access perk training and if practice is suitable for increasing the perk.
- Training: A minimum of one week training per perk level number to be gained in character level, a class level, talent, or perk. The trainer must have the perk at the desired level or higher.
- Practice: A minimum of two weeks per perk level number to be gained in character level, a class level, talent, or perk is required to be spent in practice and contemplation to absorb and develop the experiences, ideas, and techniques to which you have been exposed. Roll a Wisdom save to advance. On a failed save, an additional week of study and practice grants a new Wisdom save.
- Total class levels may not exceed the character's level.
- When perks duplicate effects, use the stronger effect. Do not stack, add, or combine without specific direction from the GM.

When I begin a campaign, I set the campaign level limits based on how much magic and hit points I want to deal with. So contemplate using a level cap to reinforce the feel of the campaign.

Want grim try 4th level.

Want gritty try 6th level.

Want Heroic try 8th to 10th level.

Want superheroic try 14th level.

- A 3rd level character with two levels of fighter perks, wants to add a level of the wizard class perk. The character pays 500 XP. After completing the training as required by the referee, he becomes a 2nd level fighter/1st level wizard.
- Class perk level cannot exceed character level. If multi classing, total class perk levels cannot exceed character level.

Skill/Professional/Art/Lore Perks:

Type:

	Ability:	Bonus:
Perk Level 1:	Competent at	+1d3
Perk Level 2:	Good at	+1d6
Perk Level 3:	Skilled at	+1d8
Perk Level 4:	Expert at	+1d10
Perk Level 5:	Mastered	+1d12 with Advantage

Martial Perks:

Melee Weapons:

	Ability:	Bonus:
Perk Level 1:	Competent at	+1d3 Damage
Perk Level 2:	Good at	+1d4 Damage. Natural x/d20 increase range by 1.
Perk Level 3:	Skilled at	+1d6 Damage. Natural x/d20 increase range by 2.
Perk Level 4:	Expert at	+1d8 Damage. Natural x/d20 increase range by 3.
Perk Level 5:	Mastered	+1d10 Damage. Natural x/d20 increase range by 4.

Ranged Weapons:

	Ability:	Bonus:
Perk Level 1:	Competent at	+1d3 Damage. +10% Range.
Perk Level 2:	Good at	+1d4 Damage. +20% Range.
Perk Level 3:	Skilled at	+1d6 Damage. +30% Range. ROF+1.
Perk Level 4:	Expert at	+1d8 Damage. +40% Range. ROF+2.
Perk Level 5:	Mastered	+1d10 Damage. +50% Range. ROF+3.

Shields:

	Ability:	Bonus: Small Shield
Perk Level 1:	Competent at	+1 AD
Perk Level 2:	Good at	+1 AD
Perk Level 3:	Skilled at	+1 AD. Shield Bash on 10
Perk Level 4:	Expert at	+1 AD. Shield Bash on 10
Perk Level 5:	Mastered	+2 AD. Shield Bash on 10

	Ability:	Bonus: Medium Shield
Perk Level 1:	Competent at	+1 AD
Perk Level 2:	Good at	+1 AD. Shield Bash on 10
Perk Level 3:	Skilled at	+2 AD. Shield Bash on 10
Perk Level 4:	Expert at	+2 AD. Shield Bash on 10 & 12
Perk Level 5:	Mastered	+2 AD. Shield Bash on 10, 12, & 14

	Ability:	Bonus: Large Shield
Perk Level 1:	Competent at	+1 AD. Shield Bash on 10
Perk Level 2:	Good at	+2 AD. Shield Bash on 10
Perk Level 3:	Skilled at	+2 AD. Shield Bash on 10 & 12
Perk Level 4:	Expert at	+3 AD. Shield Bash on 10, 12, & 14
Perk Level 5:	Mastered	+3 AD. Shield Bash on 10, 12, 14, & 16

Unarmed Techniques: Bonuses to AD, Stunt Bonus, and unarmed damage.

	Ability:	Bonus: Soft Styles
Perk Level 1:	Competent at	+3 AD* and Stunt Bonus
Perk Level 2:	Good at	+4 AD* and Stunt Bonus
Perk Level 3:	Skilled at	+5 AD* and Stunt Bonus +1d3 Damage
Perk Level 4:	Expert at	+6 AD* and Stunt Bonus +1d4 Damage
Perk Level 5:	Mastered	+7 AD* and Stunt Bonus +1d6 Damage

	Ability:	Bonus: Hard Styles
Perk Level 1:	Competent at	+1 AD* and Stunt Bonus +1d3 Damage
Perk Level 2:	Good at	+1 AD* and Stunt Bonus +1d4 Damage
Perk Level 3:	Skilled at	+2 AD* and Stunt Bonus +1d6 Damage
Perk Level 4:	Expert at	+2 AD* and Stunt Bonus +1d8 Damage
Perk Level 5:	Mastered	+2 AD* and Stunt Bonus +1d10 Damage

	Ability:	Bonus: Mixed Styles
Perk Level 1:	Competent at	+2 AD* and Stunt Bonus
Perk Level 2:	Good at	+2 AD* and Stunt Bonus +1d3 Damage
Perk Level 3:	Skilled at	+3 AD* and Stunt Bonus +1d4 Damage
Perk Level 4:	Expert at	+4 AD* and Stunt Bonus +1d6 Damage
Perk Level 5:	Mastered	+5 AD* and Stunt Bonus +1d8 Damage

* AD bonus if unarmored and unburdened. ½ value up to light armor and light load. Round up. AD bonus only applies to attacks you can see. Styles don't stack, add or combine. Studying soft and hard styles produces a mixed style at the lowest level learned.

Skill/Talent/Art/Lore List: Adapted from Sword of Cepheus by Omar Golan-Joel, Richard Hazelwood, and Josh Peters

The following list is for inspiration:

- Alchemy: The esoteric art of combining and creating alchemical and chemical substances. Also covers herbalism and poison making. E
- Animals: The care and training of culturally and environmentally appropriate animals. C
- Artifice: The creation and appraisal magical items. E
- Artillery: The use of siege engines such as ballista and catapults. In higher-tech settings, this also covers the use of primitive cannons. R & E
- Art (Specify type): The use of artistic talent, from painting, sculpting, singing, acrobatics and dance. The tea ceremony is an art. C, R, & E
- Assassinate – With a successful surprise attack, an assassination attempt may be made. 50% + 10% talent level over unskilled + Dexterity Defense. Subtract 10% each fighter level greater than character level. All others, subtract 5% each character level greater than the attacker's character level. May never reduce assassination chance below 20%. R
- Athletics: The ability to exert oneself physically. Climbing, running, and jumping. C
- Brawn: Pushing, pulling, and lifting. C
- Carousing: The art of mingling in social settings to achieve your goals. C
- Climb sheer surfaces. C
- Craft (Specify Type): Professional/Occupation class or category. Includes creating, maintaining, repairing, performing, and evaluating. C, R, & E
- Culture: (Specify Type): Choose each of the following separately. Barbarian, Civilized, Nomad, & Primitive C, R, & E
- Device: The ability to maintain, repair, and build mechanical devices of all sorts, from crossbows to cartwheels. Also covers lock picking. C, R, & E
- Disguise. R
- Drive (Specify Type): Use and maintenance of specified type of transportation. C, R, & E
- Environment: (Specify Type): Choose each of the following separately. Desert, Forest, Arctic, Grassland, Mountains, Coastal, Swamp/Marsh, Subterranean, City, & Agricultural Countryside
- Farming: Using culturally and environmentally appropriate agricultural practices. C
- Forge art – Must have appropriate sample and/or knowledge talent. R & E
- Forge documents – Must have appropriate sample and/or knowledge talent. R & E
- Gamble – (Specify Type): Select one game of chance. May learn more than one. C
- Healing: Training in the art of healing, from diagnosis to binding wounds to surgery. C, R, & E
- Investigation: This skill combines keen observation, searching, forensics, research, and detailed analysis. R
- Language (Specify): C, R, & E
- Leadership: Motivating and directing others, often in times of crisis. R

- Liaison: The art and practice of negotiation and diplomacy in a myriad of social situations. This skill covers diplomatic meetings, haggling with merchants, or diffusing a tense situation before blades start flashing. R
- Loan Shark. R
- Lore (Global), (General or Regional), and (Specific): Larger Lore categories are more generalized and vague fields of knowledge. C, R, & E
- Make/Set/Disarm traps: R
- Open locks. R
- Poison. R & E
- Sleight of hand: Includes minor making things disappear and pick pocketing. R
- Smuggle. R
- Religion: (Regional Lore) Knowledge of gods and demons – and the ways to worship them. In some settings, this skill may grant certain supernatural abilities. C, R, & E
- Riding (Specify Type): Using animals for transportation. C, R, & E
- Rulership: Administration of realms, bureaucracies, and the law. R
- Sing (Specify Type or Style): C
- Social Class: Knowledge of (Regional Lore) (Specify Type): Choose each of the following separately. Noble, Clerical, Crafter, Merchant, & Farmer
- Sorcery: The dark arts of magic, both arcane and divine. Useful for knowledge of ritual spells, casting spells, creating spells, identifying, and using magical items. R & E
- Stealth: Training in being unseen and unheard. R
- Steward: The care and serving of nobility, celebrities and other guests of high status. C, R, & E
- Streetwise: Familiarity with underworld society and the ways of working with it. R
- Survival: Staying alive in the wilderness, covering “outdoor” skills such as foraging and fishing. Can not exceed the perk level of Environment: (Specify Type). R
- Tactics: Tactical planning and decision making, whether on the ground or at sea. R
- Tracking: Following the tracks/trail of others. R
- Watercraft (Specify Type): Controlling and using boats and ships, does not include (Lore) Navigation. C, R, & E

C = Common R = Rare E = Exotic

Kindred Perks:

Dwarf:

Dwarves are short, stout, and bearded fey creatures. They have become fierce in defense of their halls as Dragons and Giants view them as humans view honey bees. This fierceness has given them a reputation for being angry, ill tempered, and vengeful.

They excel at mining, smithing, and crafting.

Kindred views:

- Elves: Party just a little to much. They need to buckle down.
- Halfling: Happy, friendly fellows who understand hospitality.
- Human: Amazingly feats yet capable of amazing treachery.
- Gnome: Cousins, but I don't understand their preference for hills and glades.

Benefits:

- Keen Senses:
 - Darkvision: With any natural light present, can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that.
 - When searching, dwarves have a +2 chance of detecting traps, false walls, hidden construction, detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. Dwarves must be actively searching for these abilities to function.
- +3 to resist poison, disease, and hostile magic.
- +3 rolls to all crafting, engineering, mining rolls.
- Add 5 bonus slots to item slots.

Penalties:

- Dwarves may not break their sworn word.
- Roll a Wisdom save after second wound in combat or attack until foes are vanquished. Roll again when staggered and at each time damaged at 0 HP or less.
- Due to their short height, dwarves cannot use two handed weapons or longbows. However, they can use any other weapon or armor.

Elf:

Elves are plant based (organo-magico) fey life forms. They are human sized with modestly humanoid characteristics. For example they bleed a greenish sap instead of blood. They germinate instead of giving birth. Each elf is tied to it's life tree. Slaying the tree destroys the elf. When an elf dies and decomposes, it leaves behind a shiny crystal. This crystal shard is hung from the life tree's limbs. It will shine until the memories it contains are transcribed into the starry heavens. Its light then flickers out and the crystal crumbles into dust. The elf spirit is then reincarnated through a life tree. Elf scholars study the evening skies for the wisdom of their ancients. Elves typically behave in a cheerful, happy manner. They are prone to singing, dancing, and revelry.

Kindred views:

- Dwarf: Their focus on duty has made them dour, rhymes with sour. It's fun to get them roaring drunk.
- Halfling: Excellent cooks who are fun to party with. A little too domesticated for our tastes.
- Human: Interesting in their variety, but often with a very narrow focus. Be careful, They lie!
- Gnome: Quirky, fun fellows with such interesting gadgets.

Benefits:

- Keen senses
 - Keen vision and hearing: +3 to vision and hearing rolls.
 - Find secret doors: Passing +2 and searching +4.
- Immune to sleep and paralysis spells and effects.
- Elves gain a +1 ROF with shortbow or longbow attacks at: [Does not stack or combine with fighter class benefits.]
 - 2nd level if they are trained or better with the weapon
 - 4th level if they are skilled or better with the weapon
 - 6th level if they are expert or better with the weapon

Penalties:

- Elves may not tell lies.
- Cold iron inflicts additional damage by weapon size.
 - Small = d3
 - Medium = d4
 - Large = d6.
- Elven aloofness causes all social and leadership checks for all non elves to be made with disadvantage.

Gnome:

Gnomes are short bearded fey creatures, who are cousins to dwarves. They have a wide range of appearances but tend to be much more slender, where the dwarves are stout. Gnomes generally dwell in hills, on mountainsides, or forest glades. Gnomes divide their time equally above and below ground. Their habitations often overlap with halflings, and these two races are typically very friendly, if not familial, to each other.

Kindred views:

- Dwarf: Cousins should spend more time in nature.
- Elf: Enjoyable forestland companions.
- Halfling: Gastronomic icons and pub heroes.
- Humans: Fine companions if you can get them out of their cities.

Benefits:

- Keen Senses:
 - Darkvision: With any natural light present, can see in dim to dark illumination clearly in black and white to 60 ft. and dimly to twice that.
 - When searching, gnomes have a +2 chance of detecting traps, false walls, hidden construction, detecting decrepit or unsafe structures above or below ground (walls, floors, ceilings, etc.), knowing current depth underground, knowing direction while underground, or noticing if passages are sloped. gnomes must be actively searching for these abilities to function.
- +3 to all crafting, engineering, mining, and invention checks.
- +3 to all agriculture and art rolls.

Penalties:

- Gnomes may not use large and two handed weapons or longbows, but may use any other weapon and armor.
- Gnomes may not break their sworn word.
- Cold iron inflicts additional damage by weapon size.
 - Small = d3
 - Medium = d4
 - Large = d6.

Halfling:

Halflings are short humanoids that are as diverse in appearance as humans, but have furry feet and curly hair. Halflings have a gentle nature. They value free time, good food, and good drink. They will engage in playful activities when not on an adventure. They love comfort and will spend their riches on the most extravagant items.

Kindred views:

- Dwarf: Need to lighten up. Fun with a few drinks in them.
- Elf: Parties are epic for their feasting, dancing, and music.
- Human: Too often focused on commerce and power.
- Gnome: Pleasant fellow pipe smokers with a sense of humor.

Benefits:

- +2 to saves vs poison, disease, and Dexterity checks. +1 to initiative.
- Halflings have an uncanny ability to disappear.
 - They must be silent, motionless, and in bushes or other outdoor cover, halflings stealth checks only fail if a natural 1 is rolled.
 - Stealth checks are +2 while in underground labyrinths, caverns, or while moving.
- Halflings add +2 to AD when fighting creatures larger than humans.

Penalties:

- Halflings may not use large and two handed weapons, heavy crossbows, arbalest, or longbows, but may use any other weapon and armor.
- Save vs Wisdom to avoid opportunities to indulge in excess food or drink.
- Apply penalties to morale, exhaustion, and melee combat unless provisioned at 1 ½ times the human standards.

Human:

Humans are a hardy breed, fighting vigorously to expand and guard their civilization in a dangerous world. Many perils lurk beyond the borders of the human lands, but humanity must be ever alert to the possibility of treachery within its own territories and kingdoms: The very individuality that makes humankind so diverse and energetic as a race can also breed those who are dark of mind and willing to cooperate with the forces of evil and chaos.

Kindred views:

- Dwarf: Stout allies but sticklers for the fine print in a contract.
- Elf: Beautiful and charming, but flighty. Powerful in the magic arts but... look shiny. Very distractable.
- Halfling: Enjoyable companions as long as you aren't paying the grocery bill.
- Gnome: Amusing tinkers. Dwarves could learn from them.

Benefits:

- May add +2 to one zero rated characteristic at character creation time.
- +20% to all Experience Point awards.
- +1 to a Skill, Profession, Art, or Lore perk per character level up to skilled at.

Penalties: None.

Class Perks: May not exceed character level.

Bard:

Your musical artistry is magical.

Bardic Music:

A bard may use bardic music per day equal to their Bard level + Level. A bard can use his song or poetics to produce magical effects on those around him. Starting a bardic music effect is a standard action.

- Bard Level 1: Countersong: All creatures within 30 feet of the bard that are affected by a sonic or language dependent magical attack may apply a bonus of $\frac{1}{2}$ Sorcery + $\frac{1}{2}$ Art (Specify Type) to its saving throw. If a creature within range of the countersong is already under the effect of a non instantaneous sonic or language dependent magical attack, it gains another saving throw, as above, each round it hears the countersong. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for $d10 + \text{Bardic level}$ rounds.
- Bard Level 2: Fascinate: A bard can cause one or more creatures within 90 feet to become fascinated with him. They must be able to see and hear the bard. The distraction of a nearby combat or other dangers prevents the ability from working. The bard can target two creatures per bard level with a single use of this ability. To use the ability, make an Art (Musical Instrument) check. On a success, his Art level is applied as a penalty for each affected creature's Wisdom save roll. Save to end the effect and prevent another attempt for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 3 rounds per bard level). While fascinated, a target is disadvantaged on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Art (Musical Instrument) check and allows the creature a new saving throw as above. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect.
- Bard Level 3: Inspire Courage: A bard can use song or poetics for $d6 + \text{Bardic levels}$ to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and as a bonus on attack and weapon damage rolls. This bonus increases to +2 at 3rd, +3 at 5th, +4 at 7th, and +5 at 9th.
- Bard Level 4: Inspire Competence: A bard can use his music or poetics to help an ally succeed at a task. The ally must be within 30 feet and able to see and hear the bard. The ally gets a +1 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself.
- Bard Level 5: Suggestion: A bard can make a suggestion (as the spell) to a creature that he has already fascinated (see above). Using this ability does not break the bard's concentration on the fascinate effect, nor does it allow a second saving throw against the fascinate effect. The creature

must roll a Charisma save. A save negates the effect. This ability affects only a single creature (but see mass suggestion, below).

- Bard Level 6: Inspire Greatness: A bard can use music or poetics to inspire greatness in himself or a single willing ally within 30 feet, granting him or her extra fighting capability. He can target one ally for every bard level + Art (Specify Type) with a single use of this ability. To inspire greatness, a bard must sing and an ally must hear him sing. The effect lasts for d10 + Bardic level rounds as long as the ally hears the bard sing and for 5 rounds thereafter. A creature inspired with greatness gains:
 - 2 bonus Hit Dice: The commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice).
 - +2 bonus on attack and damage rolls.
- Bard Level 7: Song of Freedom: A bard can use music or poetics to create an effect equivalent to the break enchantment spell (caster level equals the character's bard level). Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 30 feet. A bard can't use song of freedom on himself.
- Bard Level 8: Inspire Heroics: A bard can use music or poetics to inspire tremendous heroism in himself or a single willing ally within 30 feet. A bard can target d6 + bard level in additional allies with a single use of this ability. To inspire heroics, a bard must sing and an ally must hear the bard sing for a full round. The effect lasts for d10 + Bardic level rounds as long as the ally hears the bard sing and for 5 rounds thereafter. A creature so inspired gains:
 - 3 bonus Hit Dice: The commensurate number of temporary hit points (apply the target's Constitution modifier, if any, to these bonus Hit Dice).
 - A +4 bonus on saving throws, as dodge bonus to AD, and on attack and damage rolls.
- Bard Level 9: Mass Fascinate: This ability functions like fascinate, above, except that the bard can fascinate any number of creatures that can hear his performance.
- Bard Level 10: Mass Suggestion: This ability functions like suggestion, above, except that the bard can make the suggestion simultaneously to any number of creatures that he has already fascinated (see above).

Cleric:

You are an armored mystic crusader for your deity.

Spells:

- You cast cleric spells.
- See table below.
- Daily pray for any new spells you wish to cast, up to your limit. Your deity approves your spell requests. Beware inappropriate requests.
- Choose one clerical domain from your god's portfolio. Add an additional domain every three levels if they are available.
- Your sorcery skill starts as competent at.

Nature clerics function as clerics using the druid spell list without having druid powers.

Cleric Level 1:

- Turn undead.
- Choose one clerical domain from your god's portfolio.
- Cast 0 level Cleric spells

Cleric Level 2:

- Cast 1st level Cleric spells.

Cleric Level 3:

- Choose another clerical domain from your god's portfolio.

Cleric Level 4:

- Cast 2nd level Cleric spells.

Cleric Level 5:

- Minor Divine Intervention

Cleric Level 6:

- Cast 3rd level Cleric spells.
- Choose another clerical domain from your god's portfolio.

Cleric Level 7:

- Major Divine Intervention

Cleric Level 8:

- Cast 4th level Cleric spells.

Cleric Level 9:

- Choose another clerical domain from your god's portfolio.

Cleric Level 10

- Cast 5th level Cleric spells.:

Turning the Undead: Adapted from Labyrinth Lord

Clerics have the ability to Turn Undead. The potency of this ability is determined by level. The cleric is able to call upon the name and power of his deity to repel, and even destroy, undead. Turned undead will leave the area by any means they can, and will not attempt to harm or make contact with the cleric. On the Turning Undead table, there will be a dash, a T, a D or a number corresponding to the HD of an undead creature and the level of the cleric. A dash means that the cleric has not attained high enough level to turn the undead type. A T means that the cleric automatically turns the undead, and a D means that the undead will be destroyed automatically. A number indicates the value that must be exceeded on 2d6 in order to turn the undead. If this roll is successful, or there is a T in the chart, the player then rolls 2d6 + Cleric Level and the result equals the number of total hit dice of undead creatures turned. A D in the chart requires the same roll to determine how many HD of undead are destroyed. No matter what the dice roll result, at least one undead creature will always be turned or destroyed, as appropriate, on a successful use of Turn Undead.

Undead HD	Cleric Level										
	1	2	3	4	5	6	7	8	9	10	10+
1	6	4	2	T	T	D	D	D	D	D	D
2	8	6	4	2	T	T	D	D	D	D	D
3	10	8	6	4	2	T	T	D	D	D	D
4	-	10	8	6	4	2	T	T	D	D	D
5	-	-	10	8	6	4	2	T	T	D	D
6	-	-	-	10	8	6	4	2	T	T	D
7	-	-	-	-	10	8	6	4	2	T	T
8	-	-	-	-	-	10	8	6	4	2	T
9	-	-	-	-	-	-	10	8	6	4	2
Infernal*	-	-	-	-	-	-	-	10	8	6	4

*This category includes very powerful undead, or unholy beings such as demons and devils.

Cleric Spell Casting Table:

Cleric Level:	Spell Level:					
	0	1	2	3	4	5
1	1					
2	2	1				
3	3	2				
4	4	2	1			
5	4	3	2			
6	5	3	2	1		
7	5	4	3	2		
8	6	4	3	2	1	
9	6	5	4	3	2	
10	7	5	4	3	2	1

Minor Divine Intervention: Once per week, They may call upon their deity to bring them opportunities and second chances in times of need. This help may not injure a foe, nor involve magical or impossible things. It just evens the odds or aids in bypassing an obstacle. It does not make the cleric more powerful, but help them face foes at full strength. For example, if the cleric is lost in the wilderness and grievously wounded, he may find a benevolent hermit willing to help him; or if the cleric is pursued by a troll, he could stumble onto a narrow cavern for refuge, and so on.

Major Divine Intervention: Clerics can once per month call their deity for aid. It could take many forms depending on the circumstances. For example, the cleric could request someone being entirely cured of all ailments and damage instantaneously, or even being brought back to life; implore that a celestial warrior is sent to assist in a desperate battle against the forces of darkness; etc.

In any case, the cleric is not assured to get any help, which entirely depends on the deity's willingness (IE. the GM decides). Also, there is always a cost to all divine interventions.

You are only permitted to wield your deity's favored weapon(s).

Druid:

Nature pulses through your heart.

Spells:

- You cast Druid spells. Use the Cleric Spell Casting table as a cleric two levels lower for the number of spells that may be cast daily.
- Daily pray for any new spells you wish to cast, up to your limit.
- You may cast the spell animal friendship once per day per two druid levels [round up] for free.
- Your sorcery skill starts as competent at.

Druid Level 1:

- Cast 0 level Druid spells.
- Choose druid circle.
- Track foes in a wilderness environment with a bonus to your roll of +3.
- Turn Undead: You turn undead using the Cleric Turn Undead tables as a cleric two levels lower than your Druid level to a minimum of first level.

Druid Level 2:

- Land's Stride: Moving through nonmagical difficult terrain costs you no extra movement. You can also pass through nonmagical plants without being slowed or taking damage from them if they have thorns, spines, or a similar hazard. You have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.
- Choose circle spell.

Druid Level 3:

- Trackless Step: You leave no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.
- Wild Shape: You can use your action to magically assume the shape of a beast that you have seen before. You can use this feature once daily per 2 druid levels [roundup]. You regain expended uses when you finish a nights rest.
 - Your druid level determines the beasts you can transform into, as shown in the Beast Shapes table. At 4th level, for example, you can transform into any beast that has a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed.

Beast Shapes:

Level	Max. CR	Limitations	Example
3 rd	1/4	No flying or swimming	Wolf
6 th	1/2	No flying	Crocodile
9 th	1	None	Giant Eagle

- You can stay in a beast shape for a number of hours equal to your $\frac{1}{2}$ druid level [round up]. You then revert to your normal form unless you expend another use of this feature. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die.
- While you are transformed, the following rules apply:
 - Your physical characteristics are replaced by those of the beast, but you retain your personality, Intelligence, Wisdom, and Charisma scores. You also retain all of your skills and saving throws, in addition to gaining those skills of the creature. If the creature has the same skill as you and it's bonus is higher than yours, use the creature's bonus instead of yours.
 - When you transform, you assume the beast's hit points and Hit Dice. When you revert to your normal form, you return to the number of hit points you had before you transformed. However, if you revert as a result of dropping to 0 or less hit points, any excess damage carries over to your normal form.
 - You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your beast form. Transforming doesn't break your concentration on a spell you've already cast, however, or prevent you from taking actions that are part of a spell that you've already cast.
 - You choose whether your equipment falls to the ground in your space, merges into your new form, or is worn by it. Worn equipment functions as normal, but the GM decides whether it is practical for the new form to wear a piece of equipment, based on the creature's shape and size. Your equipment doesn't change size or shape to match the new form, and any equipment that the new form can't wear must either fall to the ground or merge with it. Equipment that merges with the form has no effect until you leave the form.

Druid Level 4:

- Cast 1st level Druid spells.
- Choose circle spell.

Druid Level 5:

- Natural Recovery: You can regain some of your magical energy by sitting in meditation and communing with nature for an hour. You choose expended spell levels to recover. The spell levels can have a combined total that is equal to or less than half your druid level [rounded down], and none of the levels can be higher than 4th level. You can't use this feature again until you finish a nights rest.

Druid Level 6:

- Cast 2nd level Druid spells.
- Nature's Ward: You can't be charmed or frightened by elementals or fey, and you are immune to poison and disease.

Druid Level 7:

- Nature's Sanctuary: Creatures of the natural world sense your connection to nature and become hesitant to attack you. When a beast or plant creature attacks you, that creature must succeed on a Charisma save. On a failed save, the creature must choose a different target, or the attack automatically misses. On a successful save, the creature is immune to this effect for 24 hours. The creature is aware of this effect before it makes its attack against you.
- Choose circle spell.

Druid Level 8:

- Timeless Body: The primal magic that you wield causes you to age more slowly. For every 10 years that pass, your body ages only 1 year.
- Cast 3rd level Druid spells.

Druid Level 9:

- Beast Spells: You can cast many of your druid spells in any shape you assume using Wild Shape. You can perform the somatic and verbal components of a druid spell while in a beast shape, but you aren't able to provide material components.
- Choose circle spell.

Druid Level 10:

- Archdruid: You can use your Wild Shape an unlimited number of times. Additionally, you can ignore the verbal and somatic components of your druid spells, as well as any material components that lack a cost and aren't consumed by a spell. You gain this benefit in both your normal shape and your beast shape from Wild Shape.
- Cast 4th level Druid spells

Druid Circles: These are comprised of mystics and sages who safeguard ancient knowledge and rites through a vast oral tradition. These druids meet within sacred circles of trees or standing stones to whisper primal secrets in Druidic. The circle's wisest members preside as the chief priests of communities that hold to the Old Faith and serve as advisors to the rulers of those folk. As a member of a circle, your magic is influenced by the land where you were initiated into the circle's mysterious rites. Choose your circle at 1st level.

Circle Spells: Your mystical connection to the land infuses you with the ability to cast certain spells. At 2nd, 4th, 7th, and 9th level you gain access to circle spells connected to the land where you became a druid. Choose from: arctic, coast, desert, forest, grassland, mountain, or swamp. Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you. When you choose a circle, you learn one additional druid orison of your choice.

Arctic

Druid Level	Circle Spells
2 nd	hold person, spike growth
4 th	sleet storm, slow
7 th	freedom of movement, ice storm
9 th	commune with nature, cone of cold

Coast

Druid Level	Circle Spells
2 nd	blink, mirror image
4 th	water breathing, water walk
7 th	control water, freedom of movement
9 th	Scrying, summon monster VII – Elementals only

Desert

Druid Level	Circle Spells
2 nd	blur, silence
4 th	create food and water, protection from energy
7 th	blight, hallucinatory terrain
9 th	insect plague, wall of stone

Forest

Druid Level	Circle Spells
2 nd	barkskin, spider climb
4 th	call lightning, plant growth
7 th	divination, freedom of movement
9 th	commune with nature, tree stride

Grassland

Druid Level	Circle Spells
2 nd	invisibility, pass without trace
4 th	daylight, haste
7 th	divination, freedom of movement
9 th	dream, insect plague

Mountain

Druid Level	Circle Spells
2 nd	spider climb, spike growth
4 th	lightning bolt, meld into stone
7 th	stone shape, stoneskin
9 th	passwall, wall of stone

Swamp

Druid Level	Circle Spells
2 nd	acid arrow, darkness
4 th	stinking cloud, water walk
7 th	freedom of movement, locate creature
9 th	insect plague, scrying

Your only permitted to wield your deity's favored weapon(s). Druids may not wear metal armor.

Fighter:

You are a Knight, a Samurai, a Huscarl or any warrior with extraordinary training, tradition, or ability.

Fighter level 1:

- You get a number of melee attacks each round equal to your fighter level against foes of 1 HD or less, +1d8 to hit points, and Armor Defense +1.

Fighter level 2:

- Melee attacks against foes with more than 1 HD +1, Initiative +1, and Damage +1.

Fighter level 3:

- ROF with shortbow or longbow attacks +1. Does not stack with elven racial bonus, Armor Defense +1, and Attack Bonus +1

Fighter level 4:

- No longer suffers from morale/fear effects, Morale of henchmen, retainers, and servitors +1, and Damage +1.

Fighter level 5:

- ROF with shortbow or longbow attacks +1. Does not stack with elven racial bonus, Armor Defense +1, and Attack Bonus +1

Fighter level 6:

- Melee attacks against foes with more than 1 HD +1, Initiative +1, and Damage +1.

Fighter level 7:

- Armor Defense +1, Attack Bonus +1, and Initiative +1.

Fighter level 8:

- ROF with shortbow or longbow attacks +1. Does not stack with elven racial bonus, Damage +1, and See invisible creature within 10', add 10' for each additional 2 levels.

Fighter level 9:

- Melee attacks against foes with more than 1 HD +1. Attack Bonus +1, and Morale of henchmen, retainers, and servitors +1.

Fighter level 10:

- Initiative +1, Damage +1, and Morale of henchmen, retainers, and servitors is rolled with advantage.

Friar:

Friars are all sorts of wandering preachers and simple parish priests. Their religious ideal is to serve their communities in the name of their faith. Friars are truly devout to the religion. They don't seek enlightenment in isolation nor in the confines of a monastery's library. They do not try to climb the Church's hierarchical ladder through clever politics and scheming. Friars prefer to live their faith in assisting and protecting the more humble and remote communities of followers. Friars do not cast spells, but may call upon their deity in times of need to help themselves or others. They are also fit combatants, yet not from training with weapons, but because faith and grace support their arm in combat. Friars do not cast spells.

Friar Level1:

- At 1st level: Competent at Churchman and Community ear. Turn Undead.

Friar Level 2:

- Prayers at d3.
- Community Ear as Good at.

Friar Level3:

- Prayers at d4.
- Churchman as Good at.

Friar Level 4:

- Prayers at d6.
- Minor Divine Intervention.
- Community Ear as Skilled at.

Friar Level 5:

- Churchman as Skilled at.

Friar Level 6:

- Prayers at d8.

Friar Level 7:

- Prayers at d10.
- Community Ear as Expert at.

Friar Level 8:

- Prayer at d12.
- Major divine intervention.
- Churchman as Expert at.

Friar Level 9:

- Community Ear as Mastered.

Friar Level 10:

- Prayer at d12+d3.
- Churchman as Mastered.

Churchman: Friars are competent in theological matters and church service (knowledge of the scriptures, liturgy, etc.).

Community Ear: Friars spend their time in the community, helping others and listening to them, and generally becoming well trusted by all. Friars can roll to gather information, bluff, persuade others, etc. for checks relating to local community knowledge, such as who does what, customs and traditions, etc. Friars must be part of a community to receive the benefits of Community Ear. Otherwise they are unable or severely penalized when attempting to use this ability.

Prayers: Divine assistance may be obtained with a full round action by prayer. The player rolls their prayer die. They succeed if the roll exceeds the DC. The DC begins at 1. Each subsequent prayer during the same day increases the DC by +1. For example, if a friar is praying for the third time that day, the player must roll over a DC 3 (1+2 prior prayers) in order to continue receiving aid. A failure indicates that the prayer is unanswered, and that no more aid will be granted for 1d6 hours. Praying for unjust causes or creatures will incur a penalty to the roll (maximum: -4), but praying for a just and urgent cause may grant a bonus to the roll (maximum: +4). The penalty is reduced by 1 for each hour spent in meditation or eliminated by a nights rest. The various prayers are:

- Blessings. Beneficiary is granted a +4 on a d20 or a+2 on 2d6 as a bonus for a single particular task (one die roll), or the next saving throw against a particular threat or creature, within one day.
- Counter Prayer. Cancels sound associated magical effects (such as harpy songs) within 30 feet, so long as the friar loudly prays.
- Dispel Charm. Breaks a Charm spell or effect if the friar rolls 1d20 + Friar level vs. 10 + Spellcasters level (or creature's HD).
- Encouragement. All allies within 30 feet get a bonus to attack rolls and saving throws vs. fear for a duration of 1 round per friar level.
 - 1st level +1
 - 3rd level +2
 - 7th level +3
 - 10th level +4
- Exorcism. Expels a malignant spirit from an unwilling host (use a Turn Undead roll, but after 30 minutes of loud prayers).
- Guidance. Answers a question with a short vision, a few words, a coincidental sign, etc.
- Healing Touch. Cures 2 hp/Friar level, or grants a new save (+Friar's level) to cure a disease.
- Sanctuary. No creature can attack the friar so long as he prays silently during that combat. Common creatures get no save, but supernatural foes get a Intelligence save.

Turn Undead: You turn undead using the Cleric Turn Undead table using your current Friar level.

Minor Divine Intervention: Friars can once per week call upon their deity to bring them opportunities and second chances in times of need. This help may not injure a foe, nor involve magical or impossible things. It just evens the odds or aids in bypassing an obstacle. It does not make the friar more powerful, but help them face foes at full strength. For example, if the friar is lost in the wilderness and grievously wounded, he may find a benevolent hermit willing to help him; or if the friar is pursued by a troll, he could stumble onto a narrow cavern for refuge, and so on.

Major Divine Intervention: Friars can once per month call their deity for aid. It could take many forms depending on the circumstances. For example, the friar could request someone being entirely cured of all ailments and damage instantaneously, or even being brought back to life; implore that a celestial warrior is sent to assist in a desperate battle against the forces of darkness; etc.

In any case, the friar is not assured to get any help, which entirely depends on the deity's willingness (IE. the GM decides). Also, there is always a cost to all divine interventions.

You may only use your deities favorite weapons. You are not trained to wear armor or use shields, but can learn any.

Paladin:

Paladins are holy warriors that are expected to live the ideals of their deity. You are a servant of that which you serve. You have been gifted by their blessings.

Spells:

- Choose one clerical domain from your god's portfolio. Add an additional domain every four levels if they are available.
- Use the Cleric Spell Casting table as a cleric two levels lower.
- Daily pray for any new spells you wish to cast, up to your limit.
- Your sorcery skill starts as Competent at.

Paladin Level 1:

- Detect Evil: At will, requiring a round action, a paladin can use detect evil, as the spell.
- Smite Evil: Once per day per paladin level, a paladin may attempt to smite evil with one normal melee attack. She adds her paladin level to her attack roll and deals 2 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Paladin Level 2:

- Divine Grace: You gain a bonus of +3 to all saving throws.
- Cast 0 level Cleric spells.

Paladin Level 3:

- Turn Undead: You gain the supernatural ability to turn undead. You may use this ability a number of times per day equal to 3 + paladin level. You turn undead as a cleric of two levels lower.

Paladin Level 4:

- Lay on Hands: A paladin with a Charisma score of 12 or higher can heal wounds (her own or those of others) by touch. Each day she can heal a number of d6's equal to her paladin level. A paladin may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee attack. The paladin decides how many of her daily allotment of dice to use as damage after successfully touching an undead creature.
- Cast 1st level Paladin spells.

Paladin Level 5:

- Special Mount: The paladin gains the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade.
 - The paladin's mount is superior to a normal mount of its kind and has special powers,, as described below. The standard mount for a Medium paladin is a heavy warhorse, and the standard mount for a Small paladin is a warpony. Another kind of mount, such as a riding dog (for a halfling paladin) or a Large shark (for a paladin in an aquatic campaign) may be allowed as well.

- A paladin's mount is treated as a magical beast, not an animal, for the purpose of all effects that depend on its type (though it retains an animal's HD, base attack bonus, and saves).
- Should the paladin's mount die, the paladin may not summon another mount for thirty days and until she gains a paladin level. During this thirty day period, the paladin takes a –3 penalty on attack and weapon damage rolls, even if the mount is somehow returned from the dead.

Paladin Level 6:

- Cast 2nd level Paladin spells.

Paladin Level 7:

- Divine Health: You gain immunity to all diseases, including supernatural and magical diseases.

Paladin Level 8:

- Remove Disease: A paladin can produce a remove disease effect, as the spell, up to ½ Paladin level per week.
- Cast 3rd level Paladin spells.

Paladin Level 9:

- Aura of Courage: A paladin becomes immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Paladin Level 10:

- Cast 4th Level Paladin spells.

Code of Conduct: A paladin must follow all stipulations of their order or lose all class abilities. Additionally, a good paladin's code requires that she respect legitimate authority, act with honor (not lying, not cheating, not using poison, and so forth), help those in need (provided they do not use the help for evil or chaotic ends), and punish those who harm or threaten innocents.

Associates: While she may adventure with worshipers of antithetical deities, a paladin will never knowingly associate with these characters, nor will she continue an association with someone who consistently offends her moral code. A paladin may accept only henchmen, followers, or cohorts who are loyal followers of her deity.

Ex-Paladins: A paladin who grossly violates the code of conduct loses all paladin spells and abilities and may not progress any farther as a paladin. She regains her abilities and advancement potential if she atones for her violations, as appropriate.

You are only permitted to wield your deity's favored weapon(s).

Paladin's Mount Basics:

- Use the base statistics for a creature of the mount's kind.
- Bonus HD: Add $\frac{1}{2}$ paladin level in extra HD.
- AD Bonus: Add $\frac{1}{2}$ paladin level in Armor Defense.
- Strength: Paladin mounts are unusually strong for their kind.
- Intelligence: Paladin mounts are unusually intelligent for their kind
- Empathic Link: The paladin has an empathic link with her mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically. Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible. Because of this empathic link, the paladin has the same connection to an item or place that her mount does, just as with a master and his familiar.
- Evasion: When subjected to an attack that normally allows a Dexterity saving throw for half damage, a mount takes no damage if it makes a successful saving throw and half damage if the saving throw fails.
- Improved Speed: The mount's speed increases by 10 feet.
- Dominate Beast: Once per day per two paladin levels of its master, a mount can use this ability to dominate other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the command spell

Ranger:

Rangers are skilled naturalist with an arcano-druidic tradition. You have an mystical connection to the land.

Spells:

- Use the Cleric Spell Casting table as a cleric two levels lower.
- Daily pray for any new spells you wish to cast, up to your limit.
- Your sorcery skill starts as Competent at.

Ranger Level 1:

- Favored Enemy: You have significant experience studying, tracking, hunting, and even talking to a certain type of enemy.
 - Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies.
 - You have advantage on checks to track your favored enemies, as well as on Lore checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.
 - Add 1d6 damage to all successful melee, thrown and missile attacks due to your superior knowledge of your favored enemy.
- Natural Explorer: You start with track as skilled at. You are particularly familiar with one type of natural environment and are adept at traveling and surviving in such regions. Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. You have advantage when making checks related to your favored terrain. While traveling for an hour or more in your favored terrain, you gain the following benefits:
 - Difficult terrain doesn't slow your group's travel.
 - Rolls to prevent being lost are made with advantage.
 - Even when you are engaged in another activity while traveling (such as foraging, navigating, or tracking), you remain alert to danger. You roll with advantage when checking for surprise.
 - If you are traveling alone, you can move stealthily at a normal pace.
 - When you forage, you find twice as much food as you normally would.
 - While tracking other creatures, you also learn their exact number, their sizes, and how long ago they passed through the area.

Ranger Level 2:

- Land's Stride: Moving through nonmagical difficult terrain costs you no extra movement. You pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. Also, you have advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.
- Cast 0 level Druid spells.

Ranger Level 3:

- Primeval Awareness: You can focus your awareness on the region around you $\frac{1}{2}$ ranger level times per day. You can sense whether the following types of creatures are present within 1 mile of you (or within up to 6 miles if you are in your favored terrain): aberrations, celestials, dragons, elementals, fey, fiends, and undead. This doesn't reveal their location or numbers.
- Hide in Plain Sight: You can spend 1 minute creating camouflage for yourself. You must have access to fresh mud, dirt, plants, soot, and other naturally occurring materials with which to create your camouflage. All checks to perceive you are rolled with disadvantage as long as you remain there without moving or taking actions. Once you move or take an action or a reaction, you must camouflage yourself again to gain this benefit.

Ranger Level 4:

- Animal Companion: You gain an animal companion selected from the following list: badger, camel, dire rat, dog, riding dog, eagle, hawk, horse, owl, pony, snake (Small or Medium viper), or wolf. For aquatic environment, the following creatures may be added to the ranger's list of options: crocodile, porpoise, Medium shark, and squid. This animal is a loyal companion that accompanies the ranger .
- Natural Explorer: Choose an additional environment. See above.
- Cast 1st level Ranger Spells.

Ranger Level 5:

- Favored Enemy: Choose another. See above.

Ranger Level 6:

- Vanish: You can hide in plain sight as a bonus action on your turn. And, you can't be tracked by nonmagical means, unless you choose to leave a trail.
- Cast 2nd level Ranger Spells.

Ranger Level 7:

- Feral Senses: You gain preternatural senses that help you fight creatures you can't see. No longer have disadvantage while fighting invisible opponents. You are aware of the location of any invisible creature within 30 feet of you when you aren't blinded or deafened.

Ranger Level 8:

- Natural Explorer: Choose an additional environment. See above.
- Cast 3rd level Ranger Spells.

Ranger Level 9:

- Favored Enemy: Choose another. See above.

Ranger Level 10:

- Foe Slayer: You become an unparalleled hunter of your enemies. Once on each of your turns, you can add a number of d6's equal to $\frac{1}{2}$ your Wisdom bonus to the attack roll or the damage roll of an attack you make against one of your favored enemies. You can choose to use this feature before or after the roll, but before any effects of the roll are applied.
- Cast 4th level Ranger Spells.

Rangers can only wear leather, linen, quilted, studded leather, and hide armor. They are limited to small and medium shields.

Sorcerer:

You study the arcane art of magic and cast spells through your innate magic.

Spells:

- Use the Wizard Spell Casting table as a wizard two levels lower for the number of spells you may cast daily. Minimum Level 1.
- You have all of your spells memorized. You can learn a number of spells equal to $\frac{1}{2}$ your Intelligence and Wisdom [round up] + $\frac{1}{2}$ your sorcerer level [round up]. The maximum number of cantrips equals $\frac{1}{4}$ your spell number.
- You can choose to forget a spell at any time.
- Daily meditate for any new spells you wish to cast, up to your limit.
- Your sorcery skill starts as Competent at.

Sorcerer Level 1:

- Cast 0 level Sorcerer spells.
- Cast 1st level Sorcerer spells.

Sorcerer Level 2:

- Font of Magic: You tap into a deep wellspring of magic within yourself. This wellspring is represented by sorcery points, which allow you to create a variety of magical effects.

Sorcerer Level 3:

- Metamagic

Sorcerer Level 4:

- Cast 2nd level Sorcerer spells.

Sorcerer Level 5:

- Metamagic

Sorcerer Level 6:

- Cast 3rd level Sorcerer spells.

Sorcerer Level 7:

- Metamagic

Sorcerer Level 8:

- Cast 4th level Sorcerer spells.

Sorcerer Level 9:

- Metamagic

Sorcerer Level 10:

- Cast 5th level Sorcerer spells.

Sorcery Points:

- You gain one sorcery point per sorcerer level. So a sorcerer starts with 2 sorcery points at 2nd level and 4 sorcery points at 4th level, etc. See table below.
- You regain all spent sorcery points when you finish a nights sleep.
- Flexible Casting: You can use your sorcery points to gain additional spell levels, or sacrifice spell levels to gain additional sorcery points. You learn other ways to use your sorcery points as you reach higher levels.
- Creating Spell Levels: You can transform unexpended sorcery points into one spell level as a bonus action on your turn. You can create spell levels no higher in level than 5th. Any spell level you create with this feature vanishes when you finish a nights rest.
- Converting a Spell Level to Sorcery Points: As a bonus action on your turn, you can expend one spell level and gain a number of sorcery points equal to the level.
- You may not cast spells if your encumbrance is greater than light.

Intelligence + Wisdom	Bonus Sorcery Points	Spell Level	Sorcery Point Cost
26-28	3	Cantrips	1
29-32	5	1 st	2
33-34	7	2 nd	3
35-36	9	3 rd	5
37-38	11	4 th	6
39-40	15	5 th	7
41+	20	-	-

Metamagic:

At 3rd level, you gain the ability to twist your spells to suit your needs. You gain two of the following Metamagic options of your choice. You gain another one at 5th, 7th, and 9th levels. You can use only one Metamagic option on a spell when you cast it, unless otherwise noted.

- Careful Spell: When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 sorcery point and choose a number of those creatures up to ½ your Wisdom modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.
- Distant Spell: When you cast a spell that has a range of 5 feet or greater, you can spend 1 sorcery point to double the range of the spell. When you cast a spell that has a range of touch, you can spend 1 sorcery point to make the range of the spell 30 feet.

- **Empowered Spell:** When you roll damage for a spell, you can spend 1 sorcery point to re roll the damage dice. You must use the new roll. You can use Empowered Spell even if you have already used a different Metamagic option during the casting of the spell.
- **Extended Spell:** When you cast a spell that has a duration of 1 minute or longer, you can spend 1 sorcery point to double its duration, to a maximum duration of 24 hours.
- **Heightened Spell:** When you cast a spell that forces a creature to make a saving throw to resist its effects, you can spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
- **Quicken Spell:** When you cast a spell that has a casting time of 1 action, you can spend 2 sorcery points to change the casting time to 1 bonus action for this casting.
- **Subtle Spell:** When you cast a spell, you can spend 1 sorcery point to cast it without any somatic or verbal components.
- **Twinned Spell:** When you cast a spell that targets only one creature and doesn't have a range of self, you can spend a number of sorcery points equal to the spell's level to target a second creature in range with the same spell (1 sorcery point if the spell is a cantrip). To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, magic missile and scorching ray aren't eligible, but ray of frost and chromatic orb are.

You cannot wear armor or use shields.

Magic User:

You study the arcane art of magic and cast wizard spells.

Spells:

- The Spells entry is the number of spells that you may empower and cast per day.
- Your sorcery skill starts as Competent at.

Magic User Level 1:

- Cast 0 level Wizard spells.
- Cast 1st level Wizard spells.

Magic User Level 2:

- Cast 2nd level Wizard spells.

Magic User Level 3:

- Craft charms. Requires Artifice Level 2

Magic User Level 4:

- Cast 3rd level Wizard spells.

Magic User Level 5:

- Craft minor magical items. Requires Artifice Level 3

Magic User Level 6:

- Cast 4th level Wizard spells.

Magic User Level 7:

- Craft moderate magical items. Requires Artifice Level 4

Magic User Level 8:

- Cast 5th level Wizard spells.

Magic User Level 9:

- Craft major magical items. Requires Artifice Level 5

Magic User Level 10:

- Add +1 to three schools of magic that are at Level 5 Mastered. This allows you to cast 6th level Wizard spells in those schools.

Magic User Spell Casting Table:

Magic User Level	Spell Level						
	0	1	2	3	4	5	6
1	4	2					
2	5	2	1				
3	5	3	2				
4	6	4	2	1			
5	6	4	3	2			
6	7	5	3	2	1		
7	7	5	4	3	2		
8	8	6	4	3	2	1	
9	8	6	5	4	3	2	
10	9	7	5	4	3	2	1

You may only use daggers or staves in combat. You cannot wear armor or use shields.

General Perks Adapted from S&WCL by Zach Glazar, James M. Spahn, & Erik “Tenkar” Stiene:

Any entry that designates a character class level must have at least one level of that class perk. Or, if multi classed, at least half the class levels must be that class to advance. Spell entries may be acquired up to your casting ability.

- Increase Character Level. 1000 XP
- Increases skill, talents and other perks by one level. 500 XP
- Add 1 HP to their HP total up to up to a maximum of 10 times. Note, these are not HD and a Constitution Bonus does not apply. 250 XP
- Spell casters only - Add 1 First Level spell slot up to a maximum of 3 times. 500 XP
- Fighter, Paladins, and Rangers only: + 1 to Attack Bonus up to a maximum of 5 times. 750 XP
- Bard, Cleric, Druid, and non classed characters: + 1 Attack Bonus up to a maximum of 2 times. 1,000 XP
- Spell casters only - Add 1 Second Level spell slot up to a maximum of 2 times. 1,000 XP
- Add 1 HP to their HP total. There is no maximum number of times this perk can be bought. Note, these are not HD and a Constitution Bonus does not apply. 1,000 XP
- Spell casters only. Add 1 Third Level spell slot. This perk can only be bought once. 1,000 XP
- Spell casters only. Add 1 Fourth Level spell slot. This perk can only be bought once. 1,000 XP
- Berserker: All - You harness a primal and ferocious rage. You have Level + $\frac{1}{4}$ Constitution uses of this ability per day. You may regain expended uses by taking a nights sleep. To enter or end a rage, you must make a Wisdom save. Add any damage you have suffered that round to enter the rage and subtract it to end the rage. You automatically succeed if subjected to a charm, fear or madness effect. Whilst berserking, you gain a +2 bonus on Strength and Constitution checks. Attack and damage rolls add a 1d10 bonus die. In addition you become immune to, or suspend, charm, fear and madness effects. All damage you suffer is halved (including damage that triggers a rage). You must attack or move to attack all targets available to you, friend or foe. Your rage lasts a number of rounds equal to your Constitution modifier + 1d6 + Level. Barbarian cultures add 1d6 to the duration of each episode of rage. Gain two levels of exhaustion for each episode of berserking. 1,000 XP
- Fighter Only - Armor Proficiency offsets movement penalties by 5' each up to maximum light armor speed. This perk can be bought a maximum of 3 times. 250 XP
- All other characters - Armor Proficiency offsets movement penalties by 5' each up to maximum light armor speed. This perk can be bought a maximum of 2 times. 500 XP
- Spell caster only: Increase an arcane magic school perk by one level. 500 XP

Optional Martial Arts Perks:

- Flurry of Blows: Competent at martial unarmed. Style: Hard or Mixed. If you roll a natural 10 on your attack roll, you can make a free attack.
- Patient Defense: Competent at martial unarmed. Style: Soft, Hard, or Mixed. If you roll a natural 10 on your attack roll, you add +2 to your defensive bonus until your next turn.
- Step of the Wind: Requires Skilled at martial unarmed. Style: Soft, Hard, or Mixed. You can spend 1 attack action to take the disengage or run as a bonus action on your turn, and your jump distance is doubled for the turn.
- Unarmored Movement: Skilled at martial unarmed. Style: Soft, Hard, or Mixed. Starting at 2nd level, your speed increases by 10 feet while you are unburdened and not wearing armor or wielding a shield. This bonus increases 5 feet per odd level. At 7th level, you gain the ability to move along vertical surfaces and across liquids on your turn without falling during the move.
- Deflect Missiles: Expert at martial unarmed. Style: Soft or Mixed. Starting at 3rd level, you can make a Dexterity Save – 2 per attackers missile proficiency above competent at to deflect or catch the missile when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by ½. On a natural 10, you can catch the missile if it is small enough for you to hold in one hand and you have at least one hand free. If you catch a missile in this way, you can spend an attack to make a ranged attack with the weapon or piece of ammunition you just caught, as part of the same reaction. You make this attack without modifiers regardless of your weapon proficiencies. The attack has a short range of 10', a normal range of 20', and a long range of 40'.
- Slow Fall: Expert at martial unarmed. Style: Soft or Mixed. At 3rd level, when within arm's reach of a wall, you can use it to slow your descent. Soft styles reduce falls as if the fall were 20 feet shorter than it actually is. Each level increase the ability by 10 feet. Mixed styles reduce falls as if the fall were 10 feet shorter than it actually is. Each level increase the ability by 5 feet.
- Spiritual Strike: Expert at martial unarmed. Style: Hard At 3rd level, unarmed attacks are empowered with ki, mana, etc. Unarmed attacks are treated as magic weapons for the purpose of dealing damage to creatures. At 5th level, unarmed attacks are also treated as silver weapons for the purpose of dealing damage to creatures with damage restrictions. At 6th level, unarmed attacks are treated as adamantine weapons for the purpose of dealing damage to creatures with damage protection and bypassing hardness. At 7th level, unarmed attacks effect non corporeal entitles.

- **Rattling Strike:** Expert at martial unarmed. Style: Hard Starting at 3rd level, when you hit another creature with a melee weapon attack, you can spend 1 hit point to attempt a rattling strike. The target must succeed on a Constitution saving throw or be rattled until the end of your next turn.
- **Evasion:** Expert at martial unarmed. Style: Soft At 5th level, your instinctive agility lets you dodge out of the way of certain area effects, such as a blue dragon's lightning breath or a fireball spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.
- **Stillness of Mind:** Expert at martial unarmed. Style: Mixed Starting at 4th level, you can use your action to end one effect on yourself that is causing you to be charmed or frightened. Make a Wisdom save to succeed.
- **Tongue of the Sun and Moon:** Master at martial unarmed. Style: Mixed Starting at 7th level, you learn to touch other minds. Roll a Wisdom save. If you do, then you understand a creature's spoken language. Moreover, the creature can understand what you say.
- **Timeless Body:** Master at martial unarmed. Style: Soft At 7th level, your spirit sustains you so that you suffer none of the frailty of old age, and you can't be aged magically. You can still die of old age, however. In addition, you no longer need food or water.
- **Empty Body:** Master at martial unarmed. Style: Hard Beginning at 7th level, you can use your action to spend 4 hit points to become invisible for 1 minute. During that time, you also have resistance to all damage but force damage. Additionally, you can spend 8 hit points to cast the astral projection spell, without needing material components. When you do so, you can't take any other creatures with you.

Class Talents: Adapted from Glaive by Scott Wegener and
Additional Inspiration from Keith Anderson's version of Knave.
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A character can have no more than five Talents at any given time. Talents that can be taken more than once count as a single Talent for this purpose. Talents may be swapped out as characters evolve.

Barbarian:

1. Rage of Madness. When reduced to zero or less Hit Points but not killed outright, you become frenzied and continue fighting for a number of rounds equal to your Level + Constitution bonus. Your attacks that hit cause maximum damage. You always attack the nearest creature whether friend or foe. Make a Wisdom save with disadvantage snap out of your frenzy.
2. Great Weapon Fighter. Re roll damage less than 3 when wielding a two handed weapon. You must use the new roll, even if it is less than 3.
3. Favor of the Gods (requires Berzerker). 11+ Charisma bonus is your Armor Defense when you wear no other armor. May wield a shield. Sun's out, guns out, baby!
4. Savage Fighter. When you strike and kill a foe in melee combat immediately make another attack on an additional adjacent foe.

Cleric:

1. Banish. Force up to 1d6 + Wisdom + Level in HD worth of undead to make a morale check. Apply a negative modifier equal to ½ your level to the check. If you have more HD than the undead, any who fail the morale check are destroyed. Usable once per turn.
2. Hammer of The Gods. Grant advantage to any morale checks your retainers/hirelings/acolytes/allies make as your below a holy litany and lay waste with your war hammer.
3. Hospitaler. Out of combat and with a healer's kit/proper herbs you can heal a target for 1d6+Wisdom bonus+level hit points.
4. Keeper of Relics. You have been entrusted with the safekeeping of 3 holy relics. You may pray over each relic once per day to cast Cleric spells.
5. Witch Hunter. You can smell the foul taint of sorcerers, warlocks and evil clerics. You are able to track them as a Ranger tracks a dangerous animal.
6. True Believer: You must carry a holy implement (bell, cross, etc.) taking up one slot. Advantage to saving throws ½ Level times per day.
7. Hands of Faith: Requires True Believer. Up to [Level] times a day the PC can heal [Wisdom Bonus] hit points.

Druid:

1. The Old Tongue. You speak the secret language of rocks, trees, and animals. You have advantage on reaction rolls when speaking to an animal, a copse of trees, mushroom colony, or mountain for the first time.
2. Forest Walker (requires The Old Tongue). You gain the ability to leave mystical messages on trees, rocks, ponds, or any natural object. Only others with the Forest Walker knack can read these messages and you must communicate with mental images rather than written words or runes.
3. Skin Walker. Using a fetish or totem, take on the form and abilities of a natural beast that you are familiar with. Demons, elementals, aberrations, etc. do not count. The beast may be up to 1 HD level greater than you. The effects last for one game Turn per level. You may do this a number of times per day equal to your level. Fetishes must be mystically recharged with ritual, sacrifice, and material components. Fetishes typically occupy one inventory slot each. Creatures 1 HD level greater than you confer a temporary pool of 6HP but require an additional inventory slot for their totem.
4. Strength of the Tree: You are unnaturally strong gain +4 Item Slots. This allows you to go above the usual 20 Item Slot limit.
5. Animal Affinity: [Level] + 1 times per day, charm up to Charisma bonus HD worth of animals to make a morale check using your action. Apply a negative modifier equal to your Charisma bonus to the check. Charmed animals will not attack unless provoked.
6. Resistance to Poison: Save at Advantage, if you do fail a save, take half damage rounding up.
7. One with Nature: You're at home in the wilds. You have Advantage on saves to track, navigate, hunt, and forage in the wilderness.

Magic User:

1. Arcane Researcher. You have a nose for research. You have advantage on saves to discover hidden secrets in tombs, scrolls, and manuscripts.
2. Familiar. Gain a mystical cat (dark vision), mouse (burrow), sparrow (fly), squirrel (climb) or toad (swim) companion with Level HP. You can communicate with it telepathically as long as you can see it. If it dies it can be re summoned by spending a night's work.
3. Scholar of The Unseen University. You begin the next session with 3 spell books. Determine the spells randomly or with the help of your Referee.
4. Sword Wizard. You can cast spells while wielding a weapon in one or both of your hands. You still need to have the spell book and components in your inventory.
5. The Manifold Cerebrum. You have trained your mind to retain the pattern of a spell once you have cast it. After a spell has been cast and its effects applied, make an Intelligence save. If you pass you may cast the spell again that day. If you have already recovered it that day, make the save with disadvantage. Lost spells are replenished the next day as usual.
6. The Thrice Divided Intellect. You have advantage on saves vs magical attacks/effects that affect your mind and senses.
7. Eldritch Feast. You have consumed the essence of a spell that you may cast once per day. No spell book/inventory slot is required. The effort of containing raw magic within your physical body

manifests in some strange and possibly upsetting way. You may take this Talent once per Level. (Reskin as Patron Domains for Clerics.) Works with The Manifold Cerebrum.

8. Flash of the Arcane Illumination: Gain 2 random spells. You are able to charge Intelligence Bonus spell levels [May only be taken once].
9. Feel the power: You can detect and feel the relative strength of magical items you touch.

Ranger:

1. Archer. Long years of practice with the bow allow you to fire twice per round with advantage if you are skilled at with the bow and do not move. Does not apply to crossbows or other weapons.
2. Beast Companion. No. Consider taking the Familiar talent.
3. Hunter's Mark. As a free action, mark your target as living on borrowed time. You have advantage on your next attack against them. You may apply this mark a number of times per day equal to your Level.
4. Sharpshooter. Note the crosswind and lead your target. Re roll a ranged attack. You must accept the new roll. You may do this a number of times per day equal to your Level.
5. Survivalist. You thrive in the Wilds protecting the realm from the horrors that lurk in dark wood and deep cave. You have advantage on saves to track, navigate, hunt, and forage in the wilderness.
6. Trick Shot (requires Sharpshooter). Targets only receive ½ of their normal cover bonus. When you shoot into melee enemy combatants count as two combatants for the purposes of randomly determining who you hit. You may do this a number of times per day equal to your Level.
7. Favored Enemy: The player gains Advantage against an enemy type of their choice.

Rogue:

1. Acrobat. You gain advantage on saves to balance, climb, leap, and tumble.
2. Thief. You gain advantage on saves to hide in shadows, move silently, and pick locks assuming you have the proper tools.
3. Backstab! When you attack a foe with a melee weapon who is already engaged by an ally inflict an addition 1d6 damage per Level. You attack with advantage if you strike from hiding.
4. Devil's Luck. Re roll a Critical Fail or force a foe to re roll a Critical Success. You may do this a number of times per day equal to ½ your Level.
5. Dungeoneer. You have advantage on saves to spot/disable traps, find hidden doors, and to navigate in dungeons.
6. Hard to Hit. Once per round you can reduce damage taken by your Dexterity bonus, if you can see its source.
7. Cat's Grace: Three times per day if you can see the attack coming, force a re roll taking lowest out of the two rolls. If you still get hit, take half damage round up.

Warrior:

1. Dogged March. You have advantage on saves to resist fatigue. Armor occupies two fewer inventory slots for you.
2. Girded Loins. Once per day when you are struck by an enemy, you can reduce the damage from their attack by $\frac{1}{2}$. You have advantage on saves made to resist fear effects and intimidation.
3. Hack & Slash! When you roll maximum damage on your weapon's damage die or a natural 20 on your to hit roll, you may perform a Stunt in addition to your attack.
4. Riposte. You make an immediate counter attack when a creature hits you with an attack roll of 8, 10, 12, 14, or 16 on a d20. This does not cost you your normal Action.
5. Shield Bash. Opponent makes Strength save with disadvantage to resist being shoved from shield bash. Add Level feet to shove distance.
6. Shield Master (requires Shield Bash). When an effect allows a Dexterity Save for $\frac{1}{2}$ damage take no damage if you save, your shield absorbs the blow.
7. Suffer The Slings & Spears. When an ally is hit, you may choose to take the damage for them. You must be wielding a shield. Make a Strength save for $\frac{1}{2}$ damage. Not possible against mental attacks.
8. Duelist: On a critical hit you may choose to either:
 1. Disarm – no save, or
 2. Knock Off Balance – you gain Advantage on your next attack or stunt.
9. Surge of Death: Heal for 1D8 HP, for the next D6+1/2 Level rounds add STR Bonus to damage. May invoke once per day.

Witch:

1. Alter Ego. Choose a second persona of your same Ancestry, regardless of features, sex and age. You can shape shift to that persona a number of hours equal your CHA bonus per day.
2. Devil's Contract. If someone makes a bargain with you and breaks it you instantly know about it. If you have their signature on the bargain you know how to locate them by general location (North, East, up down, etc.)
3. Familiar. You gain a mouthless humanoid, magically created with mud and sticks. d8 + Level HP. It doesn't eat or drink, but needs to breathe. It follows all your commands, although it's extremely incompetent in combat. You can resummon your familiar 1/day.
4. Hint/Jinx. Once per turn make a Charisma save when another creature you can see attempts an action that requires a d20 roll. On success, add(hint)/subtract(jinx) your CHA bonus to the roll. On a failure, you lose your Level in HP. You do this after learning the roll, but before knowing the outcome. This talent may be invoked up to Wisdom bonus times per day.
5. Read Leaves. Assuming you have water, a pot, and tea, you can spend 1 turn every morning performing this ritual. Roll three d20s and record the numbers. You can replace a result on a d20 from a creature you can see (yourself, allies, or foes). You do this after learning the roll, but before knowing the outcome.
6. Spell Eater. 1/day when a spell is targeted at you, you negate the spell's effects. Make a Charisma save. On success, you absorb the spell and can cast it once as if it were your own. On a fail you need to eat double rations for one day. You can only have one eaten spell at any time.

Ruling on Skill/Perk/Art/Lore/Profession rolls:

A problem, issue, or task is identified:

- The GM describes the environment.
- The players decide what they want to do.
- The players describe the what and how they are trying to accomplish with their proposed action.
- The GM rules if the attempt is a success, a failure, or if there is doubt; that a roll needs to be made. In case of a roll, the GM will select the applicable skill/talent/ability.
- The players make their roll, or makes the case to the GM to use another skill/talent/ability.
- The GM rules on whether the other skill/talent/ability has any bearing on the issue at hand, if it adds a bonus to the designated roll, or replaces the initial skill/talent/ability.
- Roll $d20 + \text{relevant ability bonus} + \text{perk bonus if available} + \text{modifiers}$ vs DC of 15 (The standard DC. Other DC's may be applied depending on the actions difficulty.)
- Rolls that exceed the DC number succeed.
- The GM adjudicates the resulting action.
- Rolls that substantially succeed or fail may impose additional effects.

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