

Simpler Systems Options: Perk System

Version 1.2



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XP's and Advancement:

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 super heroic try 14th level.

My personal preference is between 6th and 10th level.

XP's:

As a guideline, PCs receive 50 XP for low risk accomplishments, 100 XP for moderate risk accomplishments, and 200 XP for high risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked. All character level, class level perks, perks, and talents are

purchased with XP's. 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.

Increasing Character Level:

Character level advancement is automatic and does not require training or study. When a PC gains a character level, they roll a number of d8s equal to their new level to find their new HP maximum. If the result is less than or equal to

their previous maximum, their maximum HP increases by 1. They also raise the defense and bonus scores of 3 different abilities of their choice by 1 point. Abilities may never be raised higher than 20/+10.

Limits of Character Level Increases:

Character level may not exceed class level by more than two levels. A character with five character levels and three class levels will need

to increase their class levels to four before advancing their character level to six. Two class perks are equivalent to one class level.

Advancing a Perk/Talent/Skill Level:

Desired Level	Time Needed	Perk Level of Trainer				
		Competent 5 GP/week	Good 15 GP/week	Skilled 25 GP/week	Expert 40 GP/week	Mastered 60 GP/week
Competent	1 week	60%	80%	95%	99%	99%
Good	2 weeks	1%	50%	70%	90%	95%
Skilled	4 weeks	NA	1%	40%	60%	80%
Expert	8 weeks	NA	NA	1%	30%	50%
Mastered	12 weeks	NA	NA	NA	1%	20%

% = Chance of increasing perk. If this fails add 10% to the next attempt at improvement. Additional attempts costs the same amount of gold and time. Studying on your own is twice as expensive and takes twice the time. Your current level is the trainer level. Move one column to the right after each additional study period.

- Many times training and access to knowledge are limited to schools, cults, secret organizations, churches, and specific individuals. Check with the Referee for in game requirements to access perk training and if practice is suitable for increasing the perk.

- Divide ten level perk systems by two to get the equivalent five level perk in the above table. This is specifically the class level training times and costs.
- For single class characters, total class perk levels may not exceed the character's level.
- If multi classing, total class perk levels may not exceed character's level.
- When perks duplicate effects, use the stronger effect. Do not stack, add, or combine without specific direction from the Referee.

Examples of Advancement:

- A 3rd level character with two levels of warrior perks, wants to add a level of the mage class perk. The character pays

1000 XP. After completing the training as required by the referee, he becomes a 2nd level warrior/1st level mage.

Skill/Professional/Art/Lore Perks:

General 2d10 Rolls:	Ability:	Time + Resources + Skill = auto succeeds on:	Perk Level Bonus Die:
Perk Level 1:	Competent at	Very Easy	d6
Perk Level 2:	Good at	Easy	d8
Perk Level 3:	Skilled at	Medium	d10
Perk Level 4:	Expert at	Hard	d12
Perk Level 5:	Mastered	Very Hard	d12 + Advantage

Task Difficulty:	Task Difficulty DC:
Very easy	8
Easy	12
Medium	14
Hard	16
Very hard	20
Extreme	24
Nearly impossible	28

DC:	Odds of Success:	DC:	Odds of Success:
2	100%	12	45%
3	99%	13	36%
4	97%	14	28%
5	94%	15	21%
6	90%	16	15%
7	85%	17	10%
8	79%	18	6%
9	72%	19	3%
10	64%	20	1%
11	55%		

Martial Perks:

Melee Weapons:

Ability:	Bonus:
Perk Level 1: Competent at	+1d3 Damage. On natural 20 effect occurs on a natural 19 or 20.
Perk Level 2: Good at	+1d4 Damage. Special effect on natural 18, 19, or 20.
Perk Level 3: Skilled at	+1d6 Damage. Special effect on natural 17, 18, 19 or 20.
Perk Level 4: Expert at	+1d8 Damage. Special effect on natural 16, 17, 18, 19, or 20.
Perk Level 5: Mastered	+1d10 Damage. Special effect on natural 15, 16, 17, 18, 19, or 20.

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.
Perk Level 4:	Expert at	+1d8 Damage. +40% Range.
Perk Level 5:	Mastered	+1d10 Damage. +50% Range.

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 20
Perk Level 4:	Expert at	+1 AD. Shield Bash on 20
Perk Level 5:	Mastered	+2 AD. Shield Bash on 20

	Ability:	Bonus: Medium Shield
Perk Level 1:	Competent at	+1 AD
Perk Level 2:	Good at	+1 AD. Shield Bash on 20
Perk Level 3:	Skilled at	+2 AD. Shield Bash on 20
Perk Level 4:	Expert at	+2 AD. Shield Bash on 19 & 20
Perk Level 5:	Mastered	+2 AD. Shield Bash on 18, 19, & 20

	Ability:	Bonus: Large Shield
Perk Level 1:	Competent at	+1 AD. Shield Bash on 20
Perk Level 2:	Good at	+2 AD. Shield Bash on 20
Perk Level 3:	Skilled at	+2 AD. Shield Bash on 19 & 20
Perk Level 4:	Expert at	+3 AD. Shield Bash on 18, 19, & 20
Perk Level 5:	Mastered	+3 AD. Shield Bash on 17, 18, 19, & 20

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:

The following list is for inspiration:

- Alchemy: The esoteric art of combining and creating alchemical and chemical substances. 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
- Artifice: The creation and appraisal magical items. E
- Artillery: The use of siege engines such as ballista and catapults. R & E
- Assassinate: With a successful surprise attack, an assassination attempt may be made. 50% + 10% assassination talent level + Dexterity Defense. Subtract 10% each even fighter level and 5% for each even character level the victim possesses. May never reduce assassination chance below 20%. On a success the victim rolls on the fatal injury table modified by – assassination perk level. R
- Athletics: The ability to exert oneself physically. Climbing, running, and jumping. C
- Bargaining: The art of deals and diplomacy in social situations. This skill includes meetings, haggling with merchants, or diffusing tense situations. R
- Brawn: Pushing, pulling, and lifting. C
- Charm (Spell Dice) Magic: C
- Chariot/Wagon (Specify Type): Use and maintenance of specified type of transportation. C, R, & E
- Climb Sheer Surfaces: C
- Command: Motivating and directing others, often in times of crisis. R
- Craft (Specify Type): Professional/Occupation class or category. Includes creating, maintaining, repairing, performing, and evaluating. C, R, & E
- Culture: (Specify Type): Barbarian, Civilized, Nomad, & Primitive. Covers popular culture, etiquette, and customs. C, R, & E
- Disguise: How to appear as what you are not. R
- Environment: (Specify Type): Desert, Forest, Arctic, Grassland, Mountains, Coastal, Swamp/Marsh, Subterranean, City, & Agricultural Countryside. Covers staying alive, movement, hazards, general knowledge, and outdoor skills such as foraging and fishing. C
- Farming: Using culturally and environmentally appropriate agricultural practices: C
- Forgery: Must have appropriate sample and/or art/lore talent. R & E
- Fraternalize: The art of mingling in social settings to achieve your goals. C
- Gamble: (Specify Type): Select one game of chance. May learn more than one. C

- Healing: Healing from diagnosis, to binding wounds, and to surgery. Limited to level of Lore (Kindred) C, R, & E
- Language (Specify): Communicating beyond the basics. C, R, & E
- Loan Shark: Risky money for risky loans. R
- Lore (Global, General or Regional, and Specific): C, R, & E
 - Global Lore categories are more generalized and have vague fields of knowledge.
 - General or Regional Lore categories have a broad but complete knowledge.
 - Specific Lore categories have a narrow and detailed knowledge.
- Make/Set/Disarm traps: R
- Pick locks: Open the barred way. R
- Religion: (Specify Type) Knowledge of gods and demons as well as the ways to worship them. C, R, & E
- Riding (Specify Type): Using animals for transportation. C, R, & E
- Sleight of Hand: Includes minor making things disappear and pick pocketing. R
- Smuggle: Providing goods without all those pesky rules. R
- Social Class: Knowledge of (Regional Lore) (Specify Type): Choose each of the following separately. Noble, Clerical, Crafter, Merchant, & Farmer. C
- 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

- Statesmanship: Administration of realms, bureaucracies, and the law. R
- Stealth: Being unseen and unheard. R
- Streetwise: Knowledge of criminal society and how to work with it. R
- Tactics (Specify Environment): Tactical planning and decision making. R
- Tracking: Following the tracks/trail of others: R
- Walk in Darkness & Shadows: Cultivating night vision, keen hearing, sense of smell, and echolocation to slowly scout through the dark. When walking, you can sense or see dimly up to 15' per perk level. This can be used to fight, check for traps, and for movement. It cannot be used to detect colors, fine details, or read. It is useless in light greater than a candle, magical darkness, magical silence, jogging or running. R & E – Inspiration from Alexander Macris. Thanks for solving the thief problem.
- Watercraft (Specify Type): Controlling and using boats and ships, does not include (Lore) Navigation. C, R, & E
- Weapon (Specify): Becoming more deadly with a weapon. See Weapon Perks 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 too much. They need to buckle down.
- Halfling: Happy, friendly fellows who understand hospitality.
- Human: Amazingly feisty 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 an Intelligence save after second wound in combat or attack until foes are vanquished. Roll when staggered and at each time damaged at 0 HP or less to break contact.
- 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 to 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 warrior 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: To 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 2-4 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 Level Options:

Class Levels: Total class levels may not exceed character level.

Acolyte: Sorcerer-Priest

You are an mystic follower of your deity. You seek knowledge and wisdom from the very gods.

Spells:

- You cast divine sorcery spells. These focus on knowledge, sorcery, divination, and furthering your deity's agenda.
- Choose your prayers from the Greater Divine Spell lists.
- Daily pray for any new spells you wish to cast, up to your limit of spell levels = acolyte level + religion perk level + sorcery perk level.
- Each spell cost a costs one spell per spell level cast. So casting a 3rd level spell use three of your spell levels.
- All of your spells are empowered.
- Your deity's agents approve your spell requests. Beware inappropriate requests.
- Your sorcery skill starts as competent at.

Acolyte Level 1:

- Turn undead.
- Choose one divine favor from your god's portfolio that you have advantage with.

Acolyte Level 2:

- Divine Insight: You save with advantage against illusions.

Acolyte Level 3:

- Choose another divine favor from your god's portfolio that you have advantage with.
- +2 Divination spells.

Acolyte Level 4:

- Inflict/Remove minor curses with Religion check.

Acolyte Level 5:

- Minor Divine Intervention

Acolyte Level 6:

- Choose another divine favor from your god's portfolio that you have advantage with.
- +4 Divination spells.

Acolyte Level 7:

- Major Divine Intervention

Acolyte Level 8:

- Inflict/Remove moderate curses with Religion check.

Acolyte Level 9:

- Choose another divine favor from your god's portfolio that you have advantage with.
- Advantage with Divination spells.

Acolyte Level 10

- Inflict/Remove major curses with Religion check.

Turning the Undead:

You may try to turn undead as your action in a round. You effect undead in an area of 20' per Religion perk level. By use of loud prayers and prominent display of your holy symbol, you make a Religion check. Roll Intelligence bonus + Religion perk + 2d10 vs DC 14 + HD

- Success: They turn and flee.
- Failure: Unable to turn until sunrise.
- Critical Success: They are destroyed.
- Critical Failure: They are enraged and will seek your destruction for the next moon (Month). Unable to turn until the next moon.

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 acolyte more powerful, but help

them face foes at full strength. For example, if the acolyte is lost in the wilderness and grievously wounded, he may find a benevolent hermit willing to help him; or if the acolyte is pursued by a troll, he could stumble onto a narrow cavern for refuge, and so on.

Major Divine Intervention: Acolytes can once per month call their deity for aid. It could take many forms depending on the circumstances. For example, the acolyte 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 acolyte is not assured to get any help, which entirely depends on the deity's willingness (IE. the Referee decides). Also, there is always a cost to all divine interventions.

Bard:

Your musical artistry is magical.

Bardic Music:

A bard may use bardic magic per day equal to their bard level + character level. A bard can use his song or poetics to produce magical effects on those around him. A bardic music effect takes 1 round per bard level effect to initiate or as indicated in the effect's description. It can be woven into a song, music, or poetry already in progress.

Bard Level 1:

- **Shield Song:** Grants a bonus of $\frac{1}{2}$ Sorcery + $\frac{1}{2}$ Art (Specify Type) to saving throws against sonic attacks in a 60' radius or it grants a new saving throw each round to creatures within range. Shield Song has no effect against effects that don't allow saves. The bard may keep up the countersong for $d10$ + bardic level rounds.

Bard Level 2:

- **Dazzle:** A bard can cause all creatures within 100' to become solely focused on him. The bard rolls a Art(Musical Instrument), Art(Poetry), or Art(Singing) check. On a success, his Art level is applied as a penalty for each affected creature's Intelligence save roll. Nearby combat and other alarming situations prevent the ability from working. The bard can target two creatures per bard level with a single use of this ability. Save to end the effect and prevent

another attempt for 24 hours. If it's saving throw fails, the creature sits quietly and listens to the bard, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 turn per bard level). While Dazzled, a target is disadvantaged on skill checks made in response to awareness or danger. Potential threats a new Art(Musical Instrument), Art(Poetry), or Art(Singing) check as above. All blatant threats or violence, automatically end the magic.

Bard Level 3:

- **Bravery:** A bard can use Art(Musical Instrument), Art(Poetry) for $d6$ + Bardic levels to inspire friends and followers within 50', including himself. Friends and followers must be able to hear the bard perform. Affected creatures receive +1 to morale checks, on saving throws against charm and fear magics, and as a bonus to 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:

- **Skilled:** A bard can use Art(Musical Instrument), Art(Poetry), or Art(Singing) to help an friend or follower succeed at a task. The friend or follower must be within 40' and able to see and hear the performance. The ally gets a +1 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. This bonus increases to +2 at 3rd, +3 at 5th, +4 at 7th, and +5 at 9th. A bard can't inspire competence in himself.

Bard Level 5:

- **Suggestion:** A bard can make a suggestion to a creature that he has already Dazzled. Using this ability does not break the bard's concentration on the Dazzle effect, nor does it allow a second saving throw against the Dazzle effect. The creature must roll an Intelligence save to negate the effect. An effected creature will attempt to comply with a request that is not endanger their life or ruin them. The more likely the creature is to suffer from the suggestion, the greater their save bonus will be. This ability affects only a single creature.

Bard Level 6:

- **Glory:** The bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to inspire glory in himself or other willing friends or followers within 20'.

He can target one friend or follower for every bard level + Art(Specify Type) with a single use of this ability. To inspire glory, those affected must hear the performance. The effect lasts for d10 + bardic level rounds the bard continues performing and for 5 rounds thereafter. A creature inspired by glory gains:

- 2 bonus Hit Dice: The commensurate number of temporary hit points.
- +2 bonus on attack and damage rolls.

Bard Level 7:

- **Break Enchantment:** The bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to create an effect of breaking an enchantment that binds a creature mind such as charm, fear, suggestion, etc. Using this ability requires 1 minute of uninterrupted concentration and music, and it functions on a single target within 40'. A bard can't use Break Enchantment on himself.

Bard Level 8:

- Heroes: A bard uses Art(Musical Instrument), Art(Poetry), or Art(Singing) to inspire bravery and glory in himself or a others within 40'. A bard can target $d6 + \text{bard level}$ in additional friends and followers with a single use of this ability. To inspire the heroes, a bard must the hearing of the creatures he wishes to inspire. Performing for a full round begins the effect. The effect lasts for $d10 + \text{bardic level}$ rounds as long as the friends and followers hear the bard and for 5 rounds thereafter A creature so inspired gains:
 - 3 bonus Hit Dice: The commensurate number of temporary hit points.

- A +4 bonus to saving throws, as dodge bonus to AD, and on attack and damage rolls.

Bard Level 9:

- Mass Dazzle: This ability functions like Dazzle, above, except that the bard can Dazzle 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 to any number of creatures that he has already Dazzled (see above).

Druid:

Nature pulses through your heart. Your focus is on nature, animals, plants, and natural monsters. You prioritize their well being. You hate undead as a blasphemy against life.

Spells:

- Your magic focuses on the above plus transformations, spirit mediation, and nature communication.
- Choose your prayers from the Greater Nature Spell Lists.
- Daily pray for any new spells you wish to cast, up to your daily limit of spell levels = $\frac{1}{2}$ [druid level + religion perk level + sorcery perk level.]
- Each spell costs one spell per spell level cast. So casting a 3rd level spell use three of your spell levels.
- All of your spells are empowered.
- 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:

- Track foes in a wilderness environment with a bonus to your roll of +3.
- Turn Undead.
- Heal 1 HD per druid level + religion level of small domestic animals.

Druid Level 2:

- Free Movement: You move through nonmagical plants without being slowed or taking damage from them if they cause harm. You have advantage on saving throws against plants that are magically created, manipulated to impede movement, or seek to damage you.
- Bless the Land: You spend the day praying over the fields or forests. This grants a 25% gain in growth, health, and harvest. You may bless 100 acres per religion perk level.
- Heal 1 HD per druid level + religion level of small wild animals.

Druid Level 3:

- Walk like the wind: You leave no tracks to trail in natural surroundings. You have to make an effort to leave a trail.
- Heal 1 HD per druid level + religion level of medium domestic animals.

Beast Forms:

Level:	Limitations:	Size – Up to:	Example:
4th	No flying or swimming	Medium	Wolf
6th	No flying	Large	Crocodile
9th	None	Huge	Giant Eagle

Druid Level 4:

- **Beast Form:** You can assume the shape of a beast that you have seen before. You can change 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.
 - 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 at any time. You automatically revert if you fall unconscious, drop to 0 hit points, or die.
 - While you are transformed, the following rules apply:
 - You become the beast, but retain your mental characteristics.
 - You can't cast spells while in beast form.
 - Your equipment melds into your beast form. It cannot be used until you leave the beast form.
- Heal 1 HD per druid level + religion level of large domestic animals.

Druid Level 5:

- **Nature's Shield:** You can't be harmed or controlled by elementals or fey. You are immune to poison and disease.
- **Curse the Land:** Your curse cause crops and vegetation to wilt. You cause 1 field or pasture to sicken and lower harvests by 50%.
- Heal 1 HD per druid level + religion level of medium wild animals.

Druid Level 6:

- Heal 1 HD per druid level + religion level of large wild animals.

Druid Level 7:

- Gentle Aura: All this world's creatures recognize that nature flows through you. They will seek to avoid aggression against you. To harm you, the creature must make a Charisma save.
 - Success: Creature may attack you. The creature does not have to save again until the next moon rise.
 - Failure: The creature may not harm you.
 - Critical Success: The creature is enraged by your existence. It has advantage on damage rolls.
 - Critical Failure: The creature is terrified of you and flees.
- Heal 1 HD per druid level + religion level of small monsters.

Druid Level 8:

- Slowness of Time: Your connection to nature's wellspring slows your aging. For every 10 years that pass, your body ages only 1 year.
- Heal 1 HD per druid level + religion level of medium monsters.

Druid Level 9:

- Beast Spells: You can cast any of your druid spells while using beast form.
- Heal 1 HD per druid level + religion level of large monsters.

Druid Level 10:

- Archdruid: You can use your beast form as often as you like.
- Heal 1 HD per druid level + religion level of huge monsters.

Turning the Undead:

You may try to turn undead as your action in a round. You effect undead in an area of 20' per Religion perk level. By use of loud prayers and prominent display of your holy symbol, you make a Religion check. Roll Intelligence bonus + Religion perk + 2d10 vs DC 14 + HD

- Success: They turn and flee.
- Failure: Unable to turn until sunrise.
- Critical Success: They are destroyed.
- Critical Failure: They are enraged and will seek your destruction for the next moon (Month). Unable to turn until the next moon.

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 their 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 Level 1:

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

Friar Level 2:

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

Friar Level 3:

- 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 or disadvantage) and a roll on the Atonement Table with a failure, but praying for a just and urgent cause may grant a bonus to the roll (maximum: +4 or advantage). 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', 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' get a bonus to attack rolls and saving

throws vs. fear for a duration of 1d12 + 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.

Turning the Undead:

You may try to turn undead as your action in a round. You effect undead in an area of 20' per Religion perk level. By use of loud prayers and prominent display of your holy symbol, you make a Religion check. Roll Intelligence bonus + Religion perk + 2d10 vs DC 14 + HD

- Success: They turn and flee.
- Failure: Unable to turn until sunrise.
- Critical Success: They are destroyed.
- Critical Failure: They are enraged and will seek your destruction for the next moon (Month). Unable to turn until the next moon.

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 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 wounded, he may find a benevolent hermit willing to help; 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.

Mage:

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

Spells:

- You may cast up to Intelligence Bonus+Mage Level spells per day.
- You may empower ½ your castable spells.
- You must daily study your spell book for 10 minutes per empowered spell level. Spells that were not studied become known but not empowered.
- You cannot cast magic if load is greater than unburdened.
- Your sorcery skill starts as Competent at.
- You start with three spells.
- You learn spells from the Mage Spell lists.

Mage Level 1:

- Read and write magic texts.

Mage Level 2:

- Spontaneous minor magic. Cannot exceed light of a candle, clean a set of clothes, sweep a room, etc. Only one effect at a time. Does no damage.

Mage Level 3:

- Craft charms. Requires Artifice Level 2

Mage Level 4:

- Craft Scrolls.

Mage Level 5:

- Craft minor magical items. Requires Artifice Level 3

Mage Level 6:

- Advantage on rolls to communicate with non dimensional creatures.

Mage Level 7:

- Craft moderate magical items. Requires Artifice Level 4

Mage Level 8:

- Advantage on rolls to communicate with legendary magical creatures.

Mage Level 9:

- Craft major magical items. Requires Artifice Level 5

Mage Level 10:

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

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.

Paladin Level 1:

- **Detect Chaos and Evil:** Detect a strong presence of either chaos or evil in a cone 10' wide at 20'.
- **Smash the Vile:** Once per day per paladin level, a paladin may attempt to smash chaotic or evil with one melee attack. You add your paladin level to your attack roll. A hit does 2 extra point of damage per paladin level. Smashing a creature that is not strongly chaotic or evil has no effect, but depletes one use for the day.

Paladin Level 2:

- **Divine Grace:** You gain a bonus of +3 to all saving throws.

Paladin Level 3:

- **Turn Undead**

Paladin Level 4:

- **Lay on Hands:** A paladin with a Charisma score of 12 or higher can heal wounds (their own or others) by laying on hands. Each day they may heal a d6 per paladin level. It can be used among multiple recipients. It doesn't have to be used 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 unarmed melee attack. The paladin decides how many of their daily allotment of dice to use as damage after

successfully touching an undead creature.

Paladin Level 5:

- **Paladin's Mount:** The paladin gains the service of an exceptionally intelligent, strong, and loyal mount to serve in their endeavors.
 - The paladin's mount is superior to a normal mount of its kind and has special powers. The standard mount for a paladin is a heavy warhorse. Smaller paladins will use a warpony or war dog for small paladins.
 - When a paladin's mount dies, the paladin must wait thirty days before they summon another mount or they gain another paladin level. During this time, the paladin takes a -3 penalty on attack and damage rolls, even if the mount is somehow restored.

Paladin Level 6:

- **Choose one divine favor** from your god's portfolio that you have advantage with.

Paladin Level 7:

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

Paladin Level 8:

- **Cure Disease:** A paladin can cure a normal, non magical diseases, up to 1/2 times per Paladin level per week.

Paladin Level 9:

- Heroic: A paladin becomes immune to all forms of fear. Each friend or follower within 10' of them gains a +4 morale bonus on saving throws against fear effects. This ability only functions while the paladin is conscious.

Paladin Level 10:

- Choose another divine favor from your god's portfolio that you have advantage with.

Code of Conduct: Paladins must follow all stipulations of their order or lose all class abilities.

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

Paladin's Mount Basics:

- Use the base statistics for the creature.
- Bonus HD: Add $\frac{1}{2}$ paladin level in HD.
- AD Bonus: Add $\frac{1}{2}$ paladin level in AD.
- Strength: The mount is unusually strong.

- Intelligence: The mount is unusually intelligent.
- Bond of Loyalty: The paladin has an bond with their mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate basic emotions and sense of danger. Note that although it is more intelligent than a normal specimen, it is still an animal. It perceives the world very differently than you do.
- 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'.
- Natural Leader: Once per day per two paladin levels of its master, a mount may dominate and command other normal animals of approximately the same kind as itself (for warhorses and warponies, this includes donkeys, mules, and ponies). The other animal must have fewer Hit Dice than the mount. Each use may effect twice the mounts HD in creatures.

Sorcerer:

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

Spells:

- Choose your spells from the Sorcerer Spell list.
- You have all of your spells memorized. You can learn a number of spells equal to your Intelligence bonus + your sorcerer level. All of your memorized spells are empowered.
- You can choose to forget a spell at any time.
- Your sorcery skill starts as Competent at.
- You start with three spells.
- You cannot cast magic if load is greater than unburdened.

Sorcerer Level 6:

- +1d12 sorcery points.

Sorcerer Level 7:

- Flexible Magic: Choose one.

Sorcerer Level 8:

- +1d12 sorcery points.

Sorcerer Level 9:

- Flexible Magic: Choose one.

Sorcerer Level 10:

- Add +1 to two forms of magic that is at Level 5 Mastered. This allows you to cast 6th level spells in this form.

Sorcerer Level 1:

- Read and write magic texts

Sorcerer Level 2:

- Blossoming Power: You release the magic within yourself. You gain sorcery points from the bonus sorcery points table below.

Sorcerer Level 3:

- Flexible Magic: Choose two.

Sorcerer Level 4:

- +1d12 sorcery points

Sorcerer Level 5:

- Flexible Magic: Choose one.

Sorcery Points:

- You gain two sorcery points per sorcerer level. So a sorcerer starts with 2 sorcery points at 1st level and 4 sorcery points at 2nd level, etc.
- You regain all spent sorcery points when you finish a nights sleep.
- Feel the Burn: Power sorcery by burning life essences.
 - Take one level of exhaustion from yourself and gain 1d6 sorcery points.

Take 1 hit point damage and gain 1d3 sorcery points.

- Sacrifice 2 levels of exhaustion or 1 HD from an unwilling victim to gain 1d6 sorcery points. If the result is a 5, the victim loses an additional level of exhaustion or HD. If the result is a 6, they lose an additional 1d3 levels of exhaustion or HD.

Intelligence Bonus + Wisdom Bonus	Bonus Sorcery Points	Spell Level	Sorcery Point Cost
4-6	3	1st	3
7-9	5	2nd	5
10-12	7	3rd	7
13-15	9	4th	9
16-18	11	5th	11
19+	15	6th	15

Flexible Magic:

You gain enough power and knowledge to modify your spells to better suit your tactical situation. At 3rd level choose two of the following Flexible Magic options below. Chose one more at 5th , 7th , and 9th levels. Flexible Magic options do not stack or combine with other Flexible Magic options, unless explicitly stated.

- No Collateral Damage: Spend 1 sorcery point to 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.

This only applies if the spell cast compels a saving throw.

- Boost Range: For ranged spells, spend 1 sorcery point to double the range of the spell. When you cast a non ranged spell, spend 1 sorcery point to make the range of the spell 40’.
- Amplify Damage: Spend 1 sorcery point to re roll the damage dice. Take the better of the two rolls. Amplify Damage can be used even if another Flexible Magic option has been used.
- Lengthen Spell: Spend 1 sorcery point to double the spells duration as long as it lasts at least 1 minute or longer. To a maximum duration of 24 hours.

- **Hard to Resist:** Spend 3 sorcery points to give one target of the spell disadvantage on its first saving throw made against the spell.
- **Flash Casting:** Spend 2 sorcery points to change the casting time of 1 action to being first in the spell casting portion of the round. Conflicting Flash Castings are resolved in order of highest sorcery perk.
- **Silent & Still:** Spend 1 sorcery point to cast a spell without any speaking or gestures.
- **One More:** Spend the number of sorcery points equal to the spell's level to target a second creature in range with the same ranged spell when the spell cannot target more than one creature.

Warrior:

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

Warrior level 1:

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

Warrior level 2:

- Melee attacks against foes with more than 1 HD +1.
- Initiative +1
- Advantage to one weapon's damage.

Warrior level 3:

- ROF with a (Specify Type) ranged attack +1. Does not stack with elven racial bonus.
- Armor Defense +1
- Advantage to one weapon's attack.

Warrior level 4:

- No longer suffers from morale/fear effects.
- Morale of henchmen, retainers, and servitors +1.
- Advantage to one weapon's damage.
- Ignore 1 reach level in melee.

Warrior level 5:

- ROF with a (Specify Type) ranged attack +1. Does not stack with elven racial bonus.
- Armor Defense +1
- Advantage to one weapon's attack.

Warrior level 6:

- Melee attacks against foes with more than 1 HD +1.
- Initiative +1
- Advantage to one weapon's damage.

Warrior level 7:

- Armor Defense +1
- Advantage to one weapon's attack.
- Initiative +1
- Ignore up to 2 reach levels in melee.

Warrior level 8:

- ROF with a (Specify Type) ranged attack +1. Does not stack with elven racial bonus.
- Advantage to one weapon's damage.
- Sense invisible creature within 10', add 10' for each additional level.

Warrior level 9:

- Melee attacks against foes with more than 1 HD +1.
- Advantage to one weapon's attack.
- Morale of henchmen, retainers, and servitors +1.

Warrior level 10:

- Initiative +1
- Advantage to one weapon's damage.
- Morale of henchmen, retainers, and servitors is unbreakable.

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

- Increase Character Level. 1000 XP
- Increase Class Level. Total class levels may not exceed character level. 1000 XP
- Add a Class Talent. See below. 500 XP
- Increases a skill, talent and other perk by one level. 500 XP
- Add 1 Hit Point to their Hit Point total to a maximum of 10 times. 250 XP
- Add 1 Hit Point to their Hit Point total. There is no maximum number of times this perk can be bought. 1,000 XP
- Spell casters only - Add 1 daily spell casting or 1 sorcery point up to a maximum of 3 times. 500 XP
- Spell casters only - Add 1 daily spell casting or 2 sorcery points up to a maximum of 2 times. 1,000 XP
- Spell casters only. Add 1 daily spell casting or 3 sorcery points. This perk can only be bought once. 1,000 XP
- Spell casters only. Add 1 daily spell casting or 4 sorcery points. This perk can only be bought once. 1,000 XP
- Berserker Rage: You harness a primal and ferocious rage. You have $\frac{1}{2}$ Character Level + $\frac{1}{2}$ Constitution bonus [round up] uses of this ability per day. You regain expended uses by taking a nights sleep. To enter or end a rage, you must make an Intelligence save. Any damage you have suffered that round is a bonus to enter the rage. It is a penalty to end the rage. 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, 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 + Character Level. Barbarian cultures add 1d6 to the duration of each episode of rage. Gain three levels of exhaustion for each episode of berserking. 1,000 XP
- Spell caster only: Increase an arcane magic form perk by one level. 500 XP

Class Talents: Adapted from Glaive by Scott Wegener and Additional Inspiration from Keith Anderson's version of Knave.

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.

Acolyte: Sorcerer-Priest

1. Banish. Force up to $1d6 + \text{Wisdom} + \text{Character Level}$ in HD worth of undead to make a morale check. Apply a negative modifier equal to $\frac{1}{2}$ your Character 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 $1d6 + \text{Wisdom bonus} + \text{Character Level}$ 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 $\frac{1}{2}$ Character Level times per day.
7. Hands of Faith: Requires True Believer. Up to [Character Level] times a day the PC can heal [Wisdom Bonus] hit points.

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 Character 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.

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 Character Level greater than you. The effects last for one game Turn per Character Level. You may do this a number of times per day equal to your Character Level. Fetishes must be mystically recharged with ritual, sacrifice, and material components. Fetishes typically occupy one inventory slot each. Creatures 1 HD Character 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:** [Character 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.

Mage:

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 Character 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 Character 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 Character 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 Character 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 Character Level.
5. **Survivalist.** Choose one type of favored terrain: arctic, coast, desert, forest, grassland, mountain, or swamp. 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 Character Level.

7. Favored Enemy: The player gains Advantage against an enemy type of their choice.
8. Land's Pain: You can meditate on the lands and sense the corruption around you. Use this ability up to $\frac{1}{2}$ Character Level [round up] times per day. You can sense 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): divine creatures, infernal creatures, dragons, elementals, fey, demons, chaos creatures, and undead. This reveals their general location and numbers.
9. Vanish in Plain Sight: You can spend 1 minute camouflaging yourself with materials you find such as mud, dirt, plants, soot, and other naturally occurring materials. All attempts to perceive you are at disadvantage as long as you remain still. Once you move the cover is broken.
10. Rain on Dry Ground: You disappear in plain sight on your turn. Attempts to see you are at disadvantage. You can't be tracked by nonmagical means, unless you choose to leave a trail. Requires Vanish in Plain Sight.
11. Beast Senses: You gain the acuity of a wild beast's senses. This helps you fight creatures you can't see. You no longer have disadvantage while fighting invisible opponents. You know the location of every invisible creature within 30' of you when you aren't blind or deaf.

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 additional 1d6 damage per Character 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 $\frac{1}{2}$ your Character 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 Character 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 to hit and damage on your next attack or stunt.
9. Surge of Death: Heal for 1D8 HP, for the next D6+1/2 Character 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 + Character 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

Character 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: Adapted from Rob Conley and the 5.1 SRD

Adjudication process:

A problem, issue, or task is identified:

- The Referee 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 Referee needs to determine if there needs to be a decision, a ruling, or a roll. Rolls should be for difficult, significant, interesting, or meaningful situations.
- The Referee 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 Referee will select the applicable skill/talent/ability.
- The players make their roll, or makes the case to the Referee to use another skill/talent/ability.
- The Referee 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.

Resolution:

- General Skill/Talent/Perk Rolls: $2d10 + \text{Perk die} + \text{Characteristic Bonus}$. NPCs have characteristics, perks, skills, and levels as determined by the Referee.
- The Referee adjudicates the resulting action. When possible the result should be interesting.
- Success: You roll equal to or exceed the DC number.
- Special Success: You roll a natural 20 or ten more than the DC number.
- Failure: You roll less than the target number.
- Special failure: You roll a natural 2 or ten less than the DC number.
- At max level you can have as a bonus +d12 from perks, +10 or d12 from attributes, and +5 from Items or Magic. Magic items may have other benefits that can be used to increased effectiveness, like extra 1d6 fire damage, concealment etc.

Rational:

When there is a basic level of competence, you will succeed at various tasks related to a skill. Especially if given the time and resources. A character with a low skill may need a skill roll or they may eventually succeed. Certain tasks may require a certain skill/talent/perk or a specific perk level to accomplish the task.

If time is limited (like in combat), resources are limited (you got one shot at making the widget with the materials on hand), or there is a significant consequence to failure (as when casting sorcery), then you will make a roll. Use the DC for the task difficulties listed below. Rather than making a roll about whether your character knows how to get through a door with a lock like the last six locks he picked, it will be about whether he can get it done before the next guard patrol comes along. If there is no guard patrol and time doesn't matter, he will just get through the door and move onto something interesting.

Ability:	Time + Resources + Skill = auto succeeds on:	Perk Die:
Perk Level 1: Competent at	Easy	d6
Perk Level 2: Good at	Medium	d8
Perk Level 3: Skilled at	Hard	d10
Perk Level 4: Expert at	Very Hard	d12
Perk Level 5: Mastered	Extreme	d12 + Advantage

Task Difficulty:	Task Difficulty	Advantage & Disadvantage: Use as standard for major bonuses and penalties. +/- 1d10 per advantage or disadvantage. If advantage and disadvantage dice both occur, they cancel each other out at a one for one rate. Roll the remaining dice. Take highest two for advantage. Take lowest two for disadvantage.
DC:		
Very easy	8	
Easy	12	
Medium	14	
Hard	16	
Very hard	20	
Extreme	24	
Nearly impossible	28	

Odds of a successful roll on 2d10 vs specific DC numbers.

DC:	Odds of Success:	DC:	Odds of Success:
2	100%	12	45%
3	99%	13	36%
4	97%	14	28%
5	94%	15	21%
6	90%	16	15%
7	85%	17	10%
8	79%	18	6%
9	72%	19	3%
10	64%	20	1%
11	55%		

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Change Log:

March 19, 2023: Version 1.1 Changed Basic Perk/Talent/Skill table. Added Skill rolling guidelines to existing section. Changed Oracle to Acolyte Sorcerer-Priest. Changed 1d20 to 2d10. Added 2d10 Tables. Deleted ROF from ranged weapon perks. Changed Warrior ROF to ranged (Specify type).

June 25, 2023: Version 1.2 Many minor spelling/grammatical corrections & updated perk cost/training.

February 14, 2024: Modified turn undead.

March 10, 2024: Clarified character level and class level advancement limitations. Deleted weapons master perk as over powered.

April 6, 2024: Updated warrior class perks.