

SO YOU'RE A...

DWARF!

COOL! HERE ARE SOME OF THE THINGS YOU CAN DO:

YOU GAIN 1D10 HP AT EVERY LEVEL!

YOU CAN WIELD A BATTLEAXE, CLUB, DAGGER, HANDAXE, LONGSWORD, MACE, SHORT SWORD, SPEAR, TWO-HANDED SWORD, WARHAMMER, CROSSBOW, JAVELIN, SHORTBOW AND SLING.

YOU HAVE A RANDOMIZED ATTACK & DAMAGE MODIFIER. AT LEVEL ONE IT'S A D3, AND ADDS TO BOTH YOUR ATTACK & DAMAGE ROLLS. THIS IS ALSO CALLED YOUR *DEED DIE*.

MIGHTY DEEDS OF ARMS! WANT TO PULL OFF A STUNT OR SPECIAL MANEUVER IN COMBAT? DECLARE IT WHEN YOU ATTACK AND IF YOU ROLL A 3 OR HIGHER ON YOUR DEED DIE YOU DO IT!

YOU EXCEL AT FIGHTING WITH A MELEE WEAPON AND A SHIELD. WHEN YOU'RE WIELDING A SHIELD YOU GET AN EXTRA SHIELD BASH ATTACK! (ATK: D14, DMG: D3)

AS A DWARF YOU CAN ALSO SEE IN THE DARK (UP TO 60 FEET), SMELL GOLD AND GEMS (WITHIN 100 FEET), AND YOU GET A BONUS (YOUR CLASS LEVEL) TO DETECT: TRAPS, SHIFTING WALLS AND SLANTING PASSAGES WHEN UNDERGROUND.

HAVE YOU LEVELED? FLIP THIS CARD OVER AND LEVEL UP!

SO YOU'RE A...

CLERIC!

RIGHTEOUS! HERE ARE SOME OF THE THINGS YOU CAN DO:

YOU GAIN 1D8 HP AT EVERY LEVEL!

IF YOU'RE CHAOTIC YOU CAN WIELD A CLUB, MACE, SLING, STAFF, OR WARHAMMER. IF YOU'RE NEUTRAL YOU CAN WIELD A DAGGER, MACE, SLING, OR SWORD. IF YOU'RE LAWFUL YOU CAN WIELD A DAGGER, AXE, BOW, DART, OR FLAIL. YOU MAY ALSO WEAR ANY ARMOR.

YOU HAVE A GOD WHO GRANTS YOU SPELLS AND POWERS! TO CAST A SPELL ROLL A D20 + PERS MODIFIER + CLASS LEVEL. IF YOU ROLL A NATURAL 1 YOU FAIL AND INCUR THE DISAPPROVAL OF YOUR GOD. ROLL ON THE DISAPPROVAL TABLE, AND INCREASE YOUR DISAPPROVAL RANGE BY ONE.

TURN UNHOLY! AT ANY TIME YOU CAN ROLL A SPELL CHECK TO TURN AWAY CREATURES YOUR GOD FINDS ABOMINABLE. THE "UNGODLINESS" OF THE CREATURE IS DETERMINED BY YOUR ALIGNMENT.

YOU CAN LAY ON HANDS! YOU MAY HEAL THE FAITHFUL, AT ANY TIME, BY MAKING A SPELL CHECK. THIS TAKES AN ACTION, AND HEALING CREATURES WITH ALIGNMENTS SIMILAR TO YOUR OWN IS EASIER.

DIVINE AID! YOU MAY BESEECH YOUR DEITY FOR AID BEYOND WHAT'S GRANTED BY SPELLS. THIS AID CAN BE ANYTHING YOU IMAGINE, BUT WILL BE VERY DIFFICULT AND WILL ADD AN AUTOMATIC 10 TO YOUR DISAPPROVAL RATING.

HAVE YOU LEVELED? FLIP THIS CARD OVER AND LEVEL UP!

Table 1-14: Dwarf

Level	Attack (Deed Die)	Crit Die/Table	Action Dice**	Ref	Fort	Will
1	+d3*	1d10/III	1d20	+1	+1	+1
2	+d4*	1d12/III	1d20	+1	+1	+1
3	+d5*	1d14/III	1d20	+1	+2	+1
4	+d6*	1d16/IV	1d20	+2	+2	+2
5	+d7*	1d20/IV	1d20+1d14	+2	+3	+2
6	+d8*	1d24/V	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	1d20+1d20	+3	+4	+3
8	+d10+2*	1d30/V	1d20+1d20	+3	+5	+3
9	+d10+3*	2d20/V	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	1d20+1d20+1d14	+4	+6	+4

* A dwarf's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the dwarf adds both a die and a fixed value.

** In addition to this basic action die, the dwarf receives a shield bash using a d14 action die.

Table 1-15: Dwarf Titles

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Agent	Rebel	Apprentice
2	Broker	Dissident	Novice
3	Delegate	Exile	Journeyer
4	Envoy	Iconoclast	Crafter
5	Syndic	Renegade	Thegn

Table 1-5: Cleric

Level	Attack	Crit Die/ Table	Action Dice	Ref	Fort	Will	Spells Known by Level				
							1	2	3	4	5
1	+0	1d8/III	1d20	+0	+1	+1	4	-	-	-	-
2	+1	1d8/III	1d20	+0	+1	+1	5	-	-	-	-
3	+2	1d10/III	1d20	+1	+1	+2	5	3	-	-	-
4	+2	1d10/III	1d20	+1	+2	+2	6	4	-	-	-
5	+3	1d12/III	1d20	+1	+2	+3	6	5	2	-	-
6	+4	1d12/III	1d20+1d14	+2	+2	+4	7	5	3	-	-
7	+5	1d14/III	1d20+1d16	+2	+3	+4	7	6	4	1	-
8	+5	1d14/III	1d20+1d20	+2	+3	+5	8	6	5	2	-
9	+6	1d16/III	1d20+1d20	+3	+3	+5	8	7	5	3	1
10	+7	1d16/III	1d20+1d20	+3	+4	+6	9	7	6	4	2

Table 1-6: Cleric Titles

Level	Title by Alignment		
	Law	Chaos	Neutral
1	Acolyte	Zealot	Witness
2	Heathen-slayer	Convert	Pupil
3	Brother	Cultist	Chronicler
4	Curate	Apostle	Judge
5	Father	High priest	Druid



SO YOU'RE A...

THIEF!

NICE! HERE ARE SOME OF THE THINGS YOU CAN DO:

YOU GAIN 1D6 HP AT EVERY LEVEL!

YOU CAN WIELD A BLACKJACK, BLOWGUN, CROSSBOW, DAGGER, DART, GARROTE, LONGSWORD, SHORT SWORD, SLING AND STAFF. BE CAREFUL IN WHAT ARMOR YOU WEAR, BECAUSE IT MAY AFFECT THE USE OF YOUR SKILLS.

YOU KNOW THIEVES' CANT, THE SECRET LANGUAGE OF THIEVES.

AS A THIEF YOU'RE TRAINED IN A VARIETY OF SKILLS, THOSE SKILLS ARE BELOW, AND YOUR ALIGNMENT DETERMINES YOUR BONUSES WHEN ROLLING FOR YOUR THIEF SKILLS.

BACKSTAB
SNEAK SILENTLY
HIDE IN SHADOWS
PICK POCKETS
CLIMB SHEER SURFACES
PICK LOCKS

FIND AND DISABLE TRAPS
FORGE DOCUMENTS
DISGUISE SELF
READ LANGUAGES
HANDLE POISON
READ SPELLS FROM SCROLLS

SKILLS ALONE DO NOT A THIEF MAKE. ALL THIEVES ALSO RELY ON THEIR LUCK & WITS. FOR EACH POINT OF LUCK YOU SPEND, YOU ROLL YOUR LUCK DIE AND ADD THE RESULT TO YOUR ROLL. AT LEVEL 1 YOUR LUCK DIE IS A D3. YOU ALSO REGENERATE YOUR LEVEL IN LUCK EACH TIME YOU GET A FULL REST.

HAVE YOU LEVELED? FLIP THIS CARD OVER AND LEVEL UP!

SO YOU'RE A...

WARRIOR!

RAD! HERE ARE SOME OF THE THINGS YOU CAN DO:

YOU GAIN 1D12 HP AT EVERY LEVEL!

YOU'RE TRAINED IN THE USE OF THE BATTLEAXE, CLUB, CROSSBOW, DAGGER, DART, HANDAXE, JAVELIN, LONGBOW, SHORT SWORD, SLING, SPEAR, STAFF, TWO-HANDED SWORD AND WARHAMMER. YOU MAY ALSO WEAR ANY ARMOR.

YOU HAVE A RANDOMIZED ATTACK & DAMAGE MODIFIER. AT LEVEL ONE IT'S A D3, AND ADDS TO BOTH YOUR ATTACK & DAMAGE ROLLS. THIS IS ALSO CALLED YOUR *DEED DIE*.

MIGHTY DEEDS OF ARMS! WANT TO PULL OFF A STUNT OR SPECIAL MANEUVER IN COMBAT? DECLARE IT WHEN YOU ATTACK AND IF YOU ROLL A 3 OR HIGHER ON YOUR DEED DIE YOU DO IT!

YOU'RE A KILLING MACHINE, SO YOU'RE ABLE TO ADD YOUR LEVEL TO YOUR INITIATIVE ROLLS, YOU ALSO SCORE CRITICAL HITS ON A 19 - 20 (AT FIRST LEVEL), AND YOU HAVE A LUCKY WEAPON. APPLY YOUR LUCK MODIFIER TO ONE SPECIFIC KIND OF WEAPON.

HAVE YOU LEVELED? FLIP THIS CARD OVER AND LEVEL UP!

Table 1-7: Thief

Level	Attack	Crit Die/Table	Action Dice	Luck Die	Ref	Fort	Will
1	+0	1d10/II	1d20	d3	+1	+1	+0
2	+1	1d12/II	1d20	d4	+1	+1	+0
3	+2	1d14/II	1d20	d5	+2	+1	+1
4	+2	1d16/II	1d20	d6	+2	+2	+1
5	+3	1d20/II	1d20	d7	+3	+2	+1
6	+4	1d24/II	1d20+1d14	d8	+4	+2	+2
7	+5	1d30/II	1d20+1d16	d10	+4	+3	+2
8	+5	1d30+2/II	1d20+1d20	d12	+5	+3	+2
9	+6	1d30+4/II	1d20+1d20	d14	+5	+3	+3
10	+7	1d30+6/II	1d20+1d20	d16	+6	+4	+3

Table 1-8: Thief Titles

Level	Title by Alignment		
	Lawful	Chaotic	Neutral
1	Bravo	Thug	Beggar
2	Apprentice	Murderer	Cutpurse
3	Rogue	Cutthroat	Burglar
4	Capo	Executioner	Robber
5	Boss	Assassin	Swindler

**Table 1-10: Warrior**

Level	Attack (Deed Die)	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will
1	+d3*	1d12/III	19-20	1d20	+1	+1	+0
2	+d4*	1d14/III	19-20	1d20	+1	+1	+0
3	+d5*	1d16/IV	19-20	1d20	+1	+2	+1
4	+d6*	1d20/IV	19-20	1d20	+2	+2	+1
5	+d7*	1d24/V	18-20	1d20+1d14	+2	+3	+1
6	+d8*	1d30/V	18-20	1d20+1d16	+2	+4	+2
7	+d10+1*	1d30/V	18-20	1d20+1d20	+3	+4	+2
8	+d10+2*	2d20/V	18-20	1d20+1d20	+3	+5	+2
9	+d10+3*	2d20/V	17-20	1d20+1d20	+3	+5	+3
10	+d10+4*	2d20/V	17-20	1d20+1d20+1d14	+4	+6	+3

* A warrior's attack modifier is rolled anew, according to the appropriate die, with each attack. The result modifies both attack and damage rolls. At higher levels, the warrior adds both a die and a fixed value.

Table 1-11: Warrior Titles

Level	Title by Alignment and Origin		
	Lawful	Chaotic	Neutral
1	Squire	Bandit	Wildling
2	Champion	Brigand	Barbarian
3	Knight	Marauder	Berserker
4	Cavalier	Ravager	Headman/Headwoman
5	Paladin	Reaver	Chieftain

SO YOU'RE A...

WIZARD!

SPOOKY! HERE ARE SOME OF THE THINGS YOU CAN DO:

YOU GAIN 1D4 HP AT EVERY LEVEL!

YOU CAN WIELD A DAGGER, LONGBOW, LONGSWORD, SHORTBOW, SHORT SWORD AND STAFF. WIZARDS RARELY WEAR ARMOR AS IT HINDERS SPELLCASTING.

YOU CAN CAST SPELLS! THROUGH STUDY AND DILIGENCE YOU HAVE GRAPPLED WITH THE ARCANES ARTS. TO CAST A SPELL MAKE A SPELL CHECK BY ROLLING A D20 + INT MOD + CASTER LEVEL. YOUR STARTING SPELLS ARE DETERMINED RANDOMLY, BUT YOU CAN LEARN WHATEVER SPELLS YOU CAN FIND, PROVIDED YOU HAVE THE TIME AND EXPERIENCE TO DO SO.

MEDDLING WITH MAGICKAL FORCES OFTEN DRAWS POWERFUL CREATURES TO AID OR HINDER YOU. YOU MAKE INVOKE A SUPERNATURAL PATRON AND STRIKE A BARGAIN WITH IT, IF YOU SERVE IT FAITHFULLY IT MAY TEACH YOU MANY SECRETS.

MAGIC IS DANGEROUS AND UNPREDICTABLE. ALL OF YOUR SPELLS HAVE SECONDARY, MERCURIAL EFFECTS. BE SURE TO ROLL ON THE MERCURIAL MAGIC TABLE TO DISCOVER YOURS.

IN ALL OF YOUR STUDIES YOU'VE PICKED UP MORE LANGUAGES THAN MOST, YOU CAN CHOOSE TWO ADDITIONAL LANGUAGES FOR EVERY POINT OF INT MOD.

HAVE YOU LEVELED? FLIP THIS CARD OVER AND LEVEL UP!

SO YOU'RE AN...

ELF!

WHOA! HERE ARE SOME OF THE THINGS YOU CAN DO:

YOU GAIN 1D6 HP AT EVERY LEVEL!

YOU MAY WIELD A DAGGER, JAVELIN, LONGBOW, LONGSWORD, SHORTBOW, SHORT SWORD, STAFF, SPEAR AND TWO-HANDED SWORD. ELVES OFTEN WEAR ARMOR MADE OF MITHRIL.

IRON HARMS YOU! YOU'RE A SUPERNATURAL CREATURE AND ARE SENSITIVE TO THE TOUCH OF IRON. PROLONGED EXPOSURE CAUSES 1 HP OF DAMAGE PER DAY OF DIRECT CONTACT.

YOU'RE A SUPERNATURAL CREATURE! AND AS SUCH YOU'RE IMMUNE TO MAGICAL SLEEP AND PARALYSIS, YOU HAVE HEIGHTENED SENSES AND RECEIVE A +4 BONUS TO DETECT SECRET DOORS. YOU CAN ALSO SEE IN THE DARK UP TO 60 FEET.

YOU CAN ALSO CAST SPELLS LIKE A WIZARD! MAKE A SPELL CHECK BY ROLLING A D20 + INT MOD + CASTER LEVEL. YOUR STARTING SPELLS ARE DETERMINED RANDOMLY.

BEING A LONG-LIVED AND MAGICAL RACE, AN ELF AUTOMATICALLY RECEIVES THE SPELLS PATRON BOND AND INVOKE PATRON, IN ADDITION TO THEIR STARTING SPELLS. YOU CAN ALSO CHOOSE TWO ADDITIONAL LANGUAGES FOR EVERY POINT OF INT MOD.

MAGIC IS DANGEROUS AND UNPREDICTABLE. ALL OF YOUR SPELLS HAVE SECONDARY, MERCURIAL EFFECTS. BE SURE TO ROLL ON THE MERCURIAL MAGIC TABLE TO DISCOVER YOURS.

HAVE YOU LEVELED? FLIP THIS CARD OVER AND LEVEL UP!

Table 1-12: Wizard

Level	Attack	Crit Die/ Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d6/I	1d20	4	1	+1	+0	+1
2	+1	1d6/I	1d20	5	1	+1	+0	+1
3	+1	1d8/I	1d20	6	2	+1	+1	+2
4	+1	1d8/I	1d20	7	2	+2	+1	+2
5	+2	1d10/I	1d20+1d14	8	3	+2	+1	+3
6	+2	1d10/I	1d20+1d16	9	3	+2	+2	+4
7	+3	1d12/I	1d20+1d20	10	4	+3	+2	+4
8	+3	1d12/I	1d20+1d20	12	4	+3	+2	+5
9	+4	1d14/I	1d20+1d20	14	5	+3	+3	+5
10	+4	1d14/I	1d20+1d20+1d14	16	5	+4	+3	+6

Table 1-13: Wizard Titles

Level	Title by Alignment and Specialty		
	Chaotic	Lawful	Neutral
1	Cultist	Evoker	Astrologist
2	Shaman	Controller	Enchanter
3	Diabolist	Conjurer	Magician
4	Warlock / Witch	Summoner	Thaumaturgist
5	Necromancer	Elementalist	Sorcerer

Table 1-16: Elf

Level	Attack	Crit Die/ Table	Action Dice	Known Spells*	Max Spell Level	Ref	Fort	Will
1	+1	1d6/II	1d20	3	1	+1	+1	+1
2	+1	1d8/II	1d20	4	1	+1	+1	+1
3	+2	1d8/II	1d20	5	2	+1	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+2	+2
5	+3	1d10/II	1d20+1d14	7	3	+2	+2	+3
6	+3	1d12/II	1d20+1d16	8	3	+2	+2	+4
7	+4	1d12/II	1d20+1d20	9	4	+3	+3	+4
8	+4	1d14/II	1d20+1d20	10	4	+3	+3	+5
9	+5	1d14/II	1d20+1d20	12	5	+3	+3	+5
10	+5	1d16/II	1d20+1d20+1d14	14	5	+4	+4	+6

* Plus *patron bond* and *invoke patron*.

Table 1-17: Elf Titles

Level	Title (all alignments)
1	Wanderer
2	Seer
3	Quester
4	Savant
5	Elder

SO YOU'RE A...

HALFLING!

GROOVY! HERE ARE SOME OF THE THINGS YOU CAN DO:

YOU GAIN 1D6 HP AT EVERY LEVEL!

YOU PREFER TO BATTLE WIELDING A WEAPON IN EACH HAND. YOU CAN WIELD A CLUB, CROSSBOW, DAGGER, HANDAXE, JAVELIN, SHORTBOW, SHORT SWORD, SLING AND STAFF. IT'S A DANGEROUS WORLD, SO YOU'D BETTER WEAR SOME ARMOR.

YOU'RE GOOD AT FIGHTING WITH TWO WEAPONS! AS LONG AS THEY'RE EQUAL-SIZED WEAPONS AND YOUR AGILITY IS 16 OR LOWER, YOU MAY ATTACK WITH EACH USING A D16 AS THE ATTACK DIE FOR EACH. YOU ALSO SCORE A CRITICAL HIT ON A ROLL OF NATURAL 16. IF YOUR AGILITY IS 17 OR HIGHER YOU ROLL A D20 FOR YOUR FIRST ATTACK AND A D16 FOR YOUR SECOND.

YOU'RE SMALL AND CAN FIT INTO SMALL PLACES, YOU CAN SEE IN THE DARK—UP TO 60 FEET—AND YOU'RE STEALTHY TOO. YOU RECEIVE BONUSES WHENEVER YOU WANT TO SNEAK AND HIDE.

HALFLINGS ARE LUCKY! FOR EVERY LUCK POINT YOU SPEND YOU GAIN A +2 TO YOUR ROLL. YOU CAN ALSO SHARE YOUR LUCK BY SPENDING A POINT OF YOUR OWN LUCK TO APPLY TO AN ALLY'S ROLL. DON'T WORRY ABOUT SPENDING ALL OF YOUR LUCK, AS A HALFLING YOU REGENERATE YOUR LEVEL IN LUCK EACH TIME YOU GET A FULL REST.

HAVE YOU LEVELED? FLIP THIS CARD OVER AND LEVEL UP!

Table 1-18: Halfling

Level	Attack	Crit Die/Table	Action Dice*	Ref	Fort	Will	Sneak & Hide
1	+1	1d8/III	1d20	+1	+1	+1	+3
2	+2	1d8/III	1d20	+1	+1	+1	+5
3	+2	1d10/III	1d20	+2	+1	+2	+7
4	+3	1d10/III	1d20	+2	+2	+2	+8
5	+4	1d12/III	1d20	+3	+2	+3	+9
6	+5	1d12/III	1d20+1d14	+4	+2	+4	+11
7	+5	1d14/III	1d20+1d16	+4	+3	+4	+12
8	+6	1d14/III	1d20+1d20	+5	+3	+5	+13
9	+7	1d16/III	1d20+1d20	+5	+3	+5	+14
10	+8	1d16/III	1d20+1d20	+6	+4	+6	+15

* Applies to attacks with one weapon. A halfling fighting with two weapons follows special rules, as outlined in the halfling class description.

Table 1-19: Halfling Titles

Level	Title (all alignments)
1	Wanderer
2	Explorer
3	Collector
4	Accumulator
5	Wise one