



SANCTUM SECORUM



DCC Day 2021

Diverse Class Catalogue

The Sanctum Secorum Podcast Presents:

DCC Day 2021

Diverse Class Catalogue

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Amazon

Refusing to be subservient to men, the Amazons are tribes which consists solely of women. Nomadic, these warriors travel to avoid the conflicts which inevitably arise when they encounter male-dominated societies. Preferring to live in peace, these women are well trained in the arts of war and do not shy from combat, for none are their superior.

Hit points: Their tough, nomadic lifestyle gives the Amazons great resilience. They gain 2d6 hit points at each level.

Weapon training: Amazons deeply study the ways of steel and innately understand the use of any weaponry that they wield (including technological devices from alien worlds). If its primary function is to kill; these women understand it. Amazons wear whatever armor they can obtain. When wearing armor that does not reduce their speed, an Amazon adds her Reflex save to her armor class instead of her Agility bonus.

Alignment: Amazons may follow one of many paths based on their tribe's customs. Androktones are lawful warriors who seek equality and fight to bring freedom to all women. The Oiorpata are chaotic tribes who wage war on all men and who only use men to further their own end. The Steganor are neutral tribes who simply seek to live in the absence of men. Amazons who do not obey the will of the tribe may be exiled.

Attack modifier: Like other militant classes, Amazons do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. At 1st level, this is a d3. The Amazon rolls this die on each attack roll and applies it to both her attack roll and her damage roll. On one attack, the die may give her a +1 to her attack roll and damage roll. When the Amazon has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Amazon by Rafa Lee (CC (BY SA 3.0))

Mighty Deed of Arms: Amazons are capable of performing mighty deeds of arms, as per the warrior class.

Initiative: Amazons are fleet and respond to threats with preternatural speed. An Amazon adds double her class level to her initiative rolls.

Action die: An Amazon always uses her action dice for attacks. At 6th level, the Amazon gains a second attack each round with her second action die.

Saddle-born: Amazons learn to ride during childhood and spend much of their lives on horseback. When deciding initiative during mounted combat, the Amazon uses the better initiative bonus between hers and that of the horse. Additionally, Amazons are trained in several equestrian-related mighty deeds.

Death throes: Amazons continue fighting, even after lesser mortals would have been slain. After reaching 0 hit points, these women carry on in combat for CL in rounds before they fall. These rounds do count towards their limitation for bleeding out.



Amazon by Rafa Lee (CC (BY SA 3.0))

Table AM-1: Amazon									
Level	Attack (Deed Die)	Crit Die/Table	Action Dice	R	F	W	Title by Alignment and Origin		
1	+d3	d12/III	1d20	+1	+1	+0	Androktones (Lawful)	Oiorpata (Chaotic)	Steganor (Neutral)
2	+d4	d14/III	1d20	+1	+1	+0			
3	+d5	d16/IV	1d20	+2	+1	+1	Virago	Man-Slayer	Termagent
4	+d6	d20/IV	1d20	+2	+2	+1	Spitfire	Harpy	Reviler
5	+d7	d24/V	1d20+1d14	+3	+2	+1	Fury	Murderess	Xanthippe
6	+d8	d30/V	1d20+1d16	+4	+2	+2	She-Devil	Hellcat	Tigress
7	+d8+1	d30/V	1d20+1d20	+4	+3	+2	Warrior Queen	She- Demon	She-Wolf
8	+d8+2	2d20/V	1d20+1d20	+5	+3	+2			
9	+d8+3	2d20/V	1d20+1d20 +1d14	+5	+3	+3			
10	+d8+4	2d24/V	1d20+1d20 +1d16	+6	+4	+3			

Equestrian deeds

Amazons may add their equestrian deeds to any appropriate action, even outside of combat. This includes attempts at intimidation, horsemanship, etc.

Equine Frenzy: The Amazon coaxes her horse into a state of primal fury, causing it to lash out with an additional attack for CL rounds. These results stack, granting Amazons the ability to turn their mounts into rampaging nightmare beasts of death.

Deed Equestrian Frenzy Result

- 3 Bite: +3 melee (1d5)
- 4 Slam +4 melee (1d8)
- 5 Rearing stomp +5 melee (2d6)
- 6 Crush +6 melee (2d8)
- 7+ Bucking Kick +7 melee (2d10)

Leap: With her deep understanding and bond with her mount, the Amazon brings her horse to a galloping charge and, summoning forth her horse's deepest reserves, allows it to clear incredible obstacles.

Deed Leap Result

- 3 Horse may leap distances up to 20'
- 4 Horse may leap over obstacles up to 5' in height and may clear distances of up to 20'
- 5 Horse may leap over obstacles up to 5' in height and may clear distances of up to 25'
- 6 Horse may leap over obstacles up to 10' in height and may clear distances of up to 25'
- 7+ Horse may leap over obstacles up to 10' in height and may clear distances of up to 30'

Pinning Attack: Using her mount, the Amazon pins a foe against a wall, rock outcropping, or even the ground itself.

Deed Pinning Result

- 3 Amazon bumps her foe with her horse, making him fall to the bottom of the initiative order
- 4 Amazon partially pins her foe, causing a -1d penalty on his next attack.
- 5 Amazon's mount briefly pins her foe, making him lose his next action.
- 6 Amazon pins her foe who can take no actions until freeing himself with a DC 15 Strength check.
- 7+ Amazon's mount crushes her foe, inflicting an additional 1d8 damage per round. Foe may take no actions until freeing himself with a DC 15 Strength check.

Ancient Hyperborean

The Hyperboreans are an ancient, antediluvian race, who ruled the world back when the earliest men were still but mewling apes. Their civilization was brought low by a dimension-spanning curse, a creeping doom from beyond the lurid veils of reality. For the Hyperboreans were wizard-kings, molding reality with forgotten magics, and consorting with all manner of daemons, elder entities and starbeasts from the Great Nether.

The Doom of Hyperborea was brought about by an astral pact, made not by a single wizard seeking power from extra-planar sources, but entered into by the race as a whole. In a shared dream-council every hyperborean, both living and dead, consigned to a contract with an unknown elder entity. They inextricably tied the fate of their vaunted species to the power and glory of this eldritch force, in trade for secrets and power unimaginable by mortal minds.

At first, the pact between the Hyperboreans and the strange, unknowable astral creature brought weal and fortune to the already powerful race of magicians and mystics. But then something went wrong, as it is wont to do with such things.

The elder being from beyond was attacked from many directions by unknown assailants. As its existence and lifeforce waned, so did the Hyperborean Empire begin to lose its glory. Finally, after an era of turmoil and death, the Empire was no more. Not with a scream, but with a whisper went their earthly magnificence.

Men sometimes find the remains of their cities and zigurats, *memento mori* from a bygone age. Statues depicting tall, handsome and shapely beings, with six digits on each hand and aquiline, sculpted facial features are dug up from quarries and discovered standing forlorn in the hidden places of the world.

Still stranger, there are some delvers and adventurers who claim to have met living specimens of the race. Stories tell of hidden vaults, with rows of tall wizard-warriors standing in magical stasis, and fated encounters with wild, beautiful sorceresses, whose magic prowess confounds the limitations of the known arcane arts.

Hyperboreans are giants when compared to men and elves, standing a good 2 or 3 feet taller than the tallest members of either race. They have six fingers on their hands, with curved, slender thumbs on each side of their palms, and twelve toes to match. Their bodies are well-toned and muscular, having long since evolved beyond such trivialities as over-eating or disease. Their skin tone varies, from bright azures to deep shades of ultramarine, and their hair colour is usually similarly outlandish. Their faces are handsome, almost birdlike, and their pale eyes burn with deep, charnel determination.



Image A: A reconstructed statue of a hyperborean
Hyperborean Statue by Ari-Matti Piippo, used with permission

Hyperborean occupations: The details considering the culture of the Hyperborean Empire have been lost to time. We know very little, and even that is only approximation based on barely readable tablets and scrolls from antiquity. When defining the occupation for a hyperborean character, apply the following table:

d10	Table AH-A: Ancient Hyperborean Occupations
1	<i>Slave:</i> It is known that the Hyperborean Empire employed a mass of slaves. Most of them were members of lesser, evolving races, but some were drawn from their own bloodstock. A hyperborean slave is most likely a heinous criminal of the race, and always rolls from the Scarred Hyperborean table (table AH- C below) at character creation.
2	<i>Executioner:</i> The Hyperborean Empire was an engine of blood and flesh, and the weak were easily culled. Hyperborean executioners were the highest of the low: saved from a slave status only by pledging themselves to the unrelenting cause of the Empire. Hyperborean executioners gain an additional +1 to all melee attack rolls but must roll on the Scarred Hyperborean table (table AH-C below) at character creation.
3	<i>Slavemaster:</i> The hyperborean slave engine would not run without the slavemasters. Feared by their peers, these individuals knew the art of violence better than anyone. Hyperborean slavemasters gain an additional +1 to all melee attacks.
4	<i>Labourer:</i> In addition to the masses of slaves, the Hyperborean Empire ran needed skilled labourers. A hyperborean labourer may roll at +1d on any skill check for manual labour.
5	<i>Artisan:</i> Hyperborean artisans are responsible for the history left behind by the vaunted empire. They are multi-talents, mastering all aspects of handicrafts, and rolling at +1d on any creative skill check.
6	<i>Noble:</i> Masters of negotiation, subjugation, and subterfuge, the hyperborean nobles' honeyed words brought mastery over all other races. They gain +1d on all social checks.
7	<i>Soldier:</i> The world has not seen the like of the army of the Hyperborean Empire. Even a simple soldier of that culture has a +1d on all tactical and morale checks made.
8	<i>Sage:</i> No sage of the current age can match the mastery of hyperborean memory. Sages of the race have +1d on all checks to recognize and recall ancient knowledge; double that if the information is strange to man.
9	<i>Warmaster:</i> Second only to the ruling class, the hyperborean warmasters were the pinnacle of the art of war, second to none. They have +1d to all tactical and morale checks and are at +1 to all combat attack rolls.
10	<i>Ruler:</i> Hyperborean rulers argued bargains with the hell-beasts of the Deep Nether and brought the Doom of Hyperborea upon the race with their dealings. Hyperborean rulers have all social checks increased by +2d, but their general fumble range is increased even further from the Doomed baseline (see The Doom of Hyperborea below; nobles fumble on rolls of 1 -3).

Hit points: Hyperboreans gain 1d16 hit points per level. At level 0 they begin with 1d7 hit points.

Alignment: The morals and logic of the Hyperboreans are alien to human standards, and remaining specimens of the race have likely been traumatized in more ways than a man's mind can understand. Hyperborean characters can be of any alignment, or in rare cases lack alignment entirely (judge's discretion, of course).

Weapon training: Axes, maces, clubs, hammers and spears; swords and daggers, shortbow, longbow, and a variety of strange, exotic weapons such as chakrams, throwing swords, sword-clubs and so on (Judge's discretion). Hyperboreans often eschew wearing armor as it impairs their magical abilities but may wear any type of armor and use shields. (Note that most human sized armor does not fit due to the size difference between the races).

Ancient magics: Hyperboreans wielded arcane power before men had learned to speak. However, their approach to the Art was very different from what we see today.

- Hyperboreans may not spellburn when casting. They may use Luck as normal and spend Luck to re-use lost spells (burning a point of Luck per spell level to use a spell again).
- When spending Luck to increase a spell check result, Hyperboreans count one point spent as two points towards their effect.
- Hyperboreans have access to both arcane and divine spell lists, but all of their magic behaves as if it were arcane.
- Failed divine spells are lost for the day, as the winds of magic misbehave; instead of burning a point of a physical stat these spells may be accessed again by burning a point of Luck.
- All natural rolls of 1 or 2 while casting are treated as a result of 1 on the spell table (see *The Doom of Hyperborea* below).
- For divine spells, use the following scheme for rolling botch effects: roll 1d6 modified by Luck, (0 or less) corruption, misfire and patron taint; (1 -2) corruption; (3) patron taint (or corruption if no patron); (4+) misfire. Use generic corruption and misfire tables for the effects, with minor corruption used for level 1 spells, major corruption for levels 2-3, and greater corruption for levels 4-5.

Action dice: Hyperborean characters may use their action dice for skill checks, casting spells, or combat rolls.

Large and rangy: Hyperboreans have long, well-formed limbs and strong bodies. Their movement is 35'.

Heightened hearing: Hyperboreans can hear even the faintest of whispers, and if they focus can discern even the mysterious hum of arcane energy around objects of power. They gain +5 to all hearing-based perception checks, have a blindsense of 10' even if completely sightless, and can hear arcane powers by focusing for a turn and succeeding in a DC 15 Intelligence check (treat effect as result 12 on *detect magic*; see DCC RPG core rulebook, p. 260).

Darkvision: Hyperborean vision is considerably more evolved than that of men, or even elves. They treat all light levels as daylight.

Evolved Body, Superior Mind: Hyperboreans are healthy of body and evolved beyond the younger races in the vaunted, antediluvian past. To represent this, roll 4d6 and drop the lowest when determining a hyperborean character's stats.

Hyperborean determination: A hyperborean character may *push* any roll they make, exerting their trained iron will to change the course of events in their favour, or bringing doom upon themselves with their pride. A hyperborean character may opt to re-roll any failed check they make, but if the second roll still fails it is treated as a natural 1. Spell checks cause unimaginable chaos, attacks are fumbled, and skill checks are botched horribly.

Weal of Hyperborea: Some of the astral and eldritch contracts made by the ancient race still feed its members' power. Hyperborean characters regenerate Luck at a pace of one point per day.

Doom of Hyperborea: The unknowable entity in charge of the Hyperboreans' destiny still exists, in a limbo state of strange un-life beyond the stars. The Doom of Hyperborea manifests in the lives of all past, current, and future members of the race, causing the following effects:

- Hyperborean characters to treat all natural rolls of 1 and 2 as fumbles. This affects spell check rolls as well.
- In combat, Hyperboreans have a fumble die of d8 (or based on armor, whichever is higher).

Scarred Remains of a Bygone Age: Any hyperborean found alive in this age of man is but a memory of a past world. It is very unlikely that they've survived this far without losing something in the process. The following table is made to help Judges bring down the power level of ancient hyperborean characters and add a little flavour to them in the process. Modify results by the character's Luck modifier. Roll multiple times if character creation warrants it.

d20	Table AH-B: The Scarred Hyperborean
1 or less	<i>The Frail and the Old:</i> The hyperborean is ancient, even by the race's own, para-eternal standards. Disregard Evolved Body, Superior Mind and roll stats as normal, reduce HD to d10, and apply any other effects incumbent with old age that you see fit (judge's discretion).
2	<i>The Pacifist:</i> The character has seen too much death and destruction and has sworn a vow of nonviolence. They refuse to use weapons, and if they use weapons only inflict subdual damage according to the normal rules. Note that a hyperborean fist does d4 damage instead of the humane d3.
3	<i>The Consumed:</i> As part of the Doom of Hyperborea, many children were born unhealthy, as the unknowable entity from Beyond drew upon their lifeforce to extend its own. These unfortunate creatures are known as the consumed and have a HD of 1d8; their Fort save bonuses are similarly halved (round up).
4	<i>The Nihilist:</i> The hyperborean has seen too much to hold their sanity together and has fallen into the trap of unhealthy nihilism. They have no alignment and are anathema to worshipers to all gods.
5	<i>The Squib:</i> In the last days of the Hyperborean Empire, a generation was born without magical talent. The character is a squib and cannot cast spells or be targeted with beneficial magics; additionally, all lay on hands results only produce 1 die of healing.
6	<i>Waning Arcana:</i> The hyperborean is slowly losing contact with the winds of magic and cannot use Luck to increase spell results.
7	<i>The Scholar:</i> The character eschews all forms of divine magic: they cannot receive divine spells, or healing from a divine source.
8	<i>The Zealot:</i> The hyperborean has sold their soul to a specific deity, in order to survive. They eschew all magic beyond that given to them by their god and can only be healed by those of the same faith.
9	<i>The Malformed:</i> Toward the end, hyperboreans started to grow shorter and weaker. Roll the character's physical stats as normal, and they only move 30'.
10	<i>Earless:</i> The voluminous roar of their dying race deafened this hyperborean, and they cut their ears off in desperation. Ignore Heightened hearing above, as the character is deaf.
11	<i>Seen Too Much:</i> The character has sewn their eyes shut for some reason (player's narrative or judge's discretion) and they've permanently atrophied. They are blind but increase their natural blindsense to 30'.
12	<i>Broken Will:</i> The hyperborean's long years have taken their natural determination away. Ignore the Hyperborean determination rule above.
13	<i>Lost Connection:</i> The character has cut themselves from their hyperborean roots to protect themselves from the Doom. In the process. They've severed the good parts of the bargain, losing access to the <i>Weal of Hyperborea</i> .
14	<i>Doom Manifest:</i> The character carries the Doom of Hyperborea near to them. All rolls of 1-3 count as fumbles for them, and their natural fumble die is d10.
15	<i>Lost Limbs:</i> The hyperborean has been crippled at some point during their overlong existence (the limb lost should be defined by player or judge, effects stand regardless of replacement). Remove all secondary action dice from their advancement (tertiary dice are gained as normal).
16	<i>Will Never Speak:</i> The character is completely mute. They will not speak. Whether this is because of a tongue being cut out or a vow of silence, this hyperborean will not utter a word. (How this affects spell-casting is up to judge's discretion).
17	<i>The Weak:</i> The hyperborean's body is malformed and weak. They never gain any advancement bonuses to their Fort saves.
18	<i>The Slow:</i> The character's reflexes have dulled over their long life. They never gain any advancement bonuses to their Ref saves.
19	<i>The Tired:</i> The hyperborean will has dulled over the tide of endless years. They've lost their resistance, and never gain advancement bonuses to their Will save.
20+	<i>The Hope of Hyperborea:</i> The character is one of the last full hyperboreans born into this world. They start as a 0-level character: a youngling with only limited access to their racial heritage and can only level up after they complete a specific quest (judge's discretion, obviously).

Languages: Hyperboreans speak their own language (Ancient Hyperborean) and all alignment tongues. A 1st level a hyperborean character gains one additional language per point of Intelligence modifier, use the Wizard column (see Language table, DCC RPG core rulebook, p. 441) with the following modifications: a result of 95 is Ferret (instead of Horse), and any duplicate rolls may be used to pick up Common instantly, after a turn of hearing it.

Table AH-3: Ancient Hyperborean Advancement								
Level	Attack	Crit Die/Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+2	d10/II	1d20+1d10	4	1	+1	+1	+1
2	+3	d10/II	1d20+1d12	5	2	+2	+2	+2
3	+5	d12/III	1d20+1d14	6	2	+2	+2	+2
4	+6	d14/III	1d20+1d16	7	3	+3	+3	+3
5	+8	d16/IV	1d20+1d16	8	3	+4	+4	+4
6	+8	d20/IV	1d20+1d20	9	4	+4	+4	+4
7	+10	2d10/IV	1d20+1d20	10	4	+5	+5	+5
8	+11	2d12/IV	1d24+1d20	11	5	+5	+5	+5
9	+12	2d14/V	1d20+1d20+1d14	12	5	+6	+6	+6
10	+13	2d16/V	1d30+1d20+1d16	13	5	+6	+6	+6

Title: As most of their culture, the titles of the Hyperboreans have been lost to time, and players (and judges!) are encouraged to come up with their own monikers for these superhuman characters.

Designer's notes: This is a distinctly unbalanced race: the Hyperboreans are demigods among modern men, and have evolved far beyond human prowess and ability. The race was originally designed to be a quest reward for a player whose character focused on learning things about the hyperborean race. All of this was more or less sparked from him spending time and resources to research the "strange-looking rock" his slave-turned-warrioress started with: I told him it sort of resembled a hand with two thumbs, and built the plot from there as the campaign progressed, flying by the seat of my pants as I'm wont to do. The story culminated in a vision quest to save a member of the race, hidden away in stasis below a ziggurat in the far north. If he completed the quest, he'd gain a hyperborean as a playable character to his roster, in addition to discovering the secret history of the Hyperborean Empire. Judges should be careful with introducing hyperborean characters to their campaigns, as they may feel overly powerful when compared to more mundane heroes. Alternately and additionally, consider using the Scarred Hyperborean table (Table B) to bring down the power level of Hyperboreans found in the current day and age.

Finally, an awakened hyperborean wizard-lord would likely make a worthy adversary for a party of delvers. Maybe it's worth considering introducing one to your campaign as an opponent, instead of a playable character?

Barbarian (I)

You are a savage from the cold north, capable of fighting bears with your bare hands. You are a fierce hunter from the southern jungles, stalking your enemies like a panther. The wilderness was your home, the place where you grew up and learned the skills you needed to survive. Nature and the beasts themselves were your teachers, and you learned your lesson. Now, something attracts you to the civilized lands. It may be curiosity, or you may be searching for glory, gold or just the thrill of facing new challenges.

Barbarians differ from warriors by being more instinctive and less formally trained. They are more primitive but what they lack in focus, they gain in natural instincts and endurance.

Hit points: A barbarian gains 1d14 hit points at each level.

Weapon proficiency: A barbarian is trained in the use of these weapons: battleaxe, club, dagger, dart, flail, handaxe, javelin, longbow, long-sword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Barbarians can wear whatever armor they can find. However, any armor heavier than hide impairs the use of the following barbarian's special abilities: loincloth, animal instincts, savage skills, armed with anything, and smell sorcery.

Alignment: Barbarians are a product of the savage nature and are more comfortable in the presence of fierce beasts than in the presence of fellow "civilized" men. Therefore, barbarians are almost exclusively of neutral or chaotic alignment. This represents his natural rejection of rules, laws and patterns present in the civilized world and their bond with the primal forces of nature.

Attack modifier: Barbarians receive a variable attack modifier in the way of a die type the same way warriors do. Barbarians, however, do not get to choose a weapon type to add their Luck modifier as warriors do, and they can't spend Luck points to cancel fumbles on attack rolls.

Mighty Deeds of Arms: Barbarians can perform mighty deed of arms the same way warriors do.

Critical hits: Barbarians have an improved critical range the same way warriors have.

Improved initiative: A barbarian adds his class level to his initiative rolls.

Loincloth: A barbarian not wearing any armor adds his Stamina modifier to his AC

Animal instincts: Having lived their lives in the wilderness, side by side with animals and savage beasts, barbarians have developed keen instincts similar to those of the creatures around them. Their initial Luck modifier is added to all Perception and surprise checks made. If their Luck modifier is zero or lower, they still add +1 to those checks. In addition, they still get to roll even if their characters are distracted or are not actively searching for something. Finally, the barbarian can spend a Luck point to turn a failed surprise check into a success.

Savage skills: Surviving all their lives in wild environments without the comforts of civilization taught barbarians an impressive set of skills that allow them to shine in situations where savage beasts would be comfortable, making them overcome obstacles and hazards with animal grace. In game terms, anytime a barbarian attempts a task that would be something a wild animal would be skillful in doing, he can roll 1d20, adding the appropriate ability modifier (according to the judge) and the modifier from the class table. These checks include tasks as jumping over chasms, climbing surfaces, stalking prey, tracking, finding shelter, hunting, etc.

Armed with anything: Barbarians don't get as attached to specific weapons as warriors do, but they are highly capable of using anything in their reach as a weapon. In game terms, they can use any hard object as a weapon and are considered trained in their use. Small objects do 1d4 points of damage, medium ones do 1d6, large ones do 1d8, and extra-large and heavy ones that are handled with both hands do 1d10. However, any critical hit or fumble will result in the object being broken.

Smell sorcery: Barbarians can smell the foul odor of sorcery from afar. Being a product of the wild they instinctively reject magic and can sense its presence as animals can smell their prey. In game terms, this ability works like the casting of *detect magic*. The barbarian rolls a die according to the class table and adds his level and his Luck modifier. Obviously, barbarians can't suffer corruption, don't get disapproval, and can't spellburn. This ability can only be used once per hour.

Superstitions: Because their natural rejection of magic, barbarians suffer a few restrictions regarding the use of magic items and spells. They will not carry or use magic items they do not see an immediate and practical use in combat or survival. This generally means they are restricted to owning one or two weapons, a piece of armor, a shield, a helm, a girdle, a pair of bracers, and a pair of boots. Although, if any of these items are not of immediate use (like a helm that lets the wearer view the spiritual world and interact with it) they do not count. Any item carried beyond those restrictions impose a -1 Luck penalty to the barbarian. In addition, a barbarian will try to resist the effects of any spells cast on him, including beneficial ones. That means they get to make saving throws for any spell cast on them, including healing spells. If they succeed at the saving throw, the spell has no effect.

Primitive: Since they come from lands beyond the civilized kingdoms, barbarians are considered primitive. They are illiterate (that means that some occupations will not work with this class) and they have trouble working with more civilized concepts and devices. This is something the judge will have to enforce, asking the player for Intelligence checks if the barbarian tries to manipulate complex devices or understand laws and regulations.

Titles: Barbarians can use the same titles as warriors.

Table B1-1: Barbarian (I)									
Level	Attack (Deed Die)	Threat Range	Crit Die/Table	Action Dice	R	F	W	Savage Skills	Smell Sorcery
1	+d3	d12/III	19-20	1d20	+1	+1	+0	+2	1d14
2	+d4	d14/III	19-20	1d20	+1	+1	+0	+3	1d14
3	+d5	d16/IV	19-20	1d20	+1	+2	+1	+4	1d14
4	+d6	d20/IV	19-20	1d20	+2	+2	+1	+5	1d16
5	+d7	d20/V	18-20	1d20+1d14	+2	+3	+1	+6	1d16
6	+d8	d24/V	18-20	1d20+1d16	+2	+4	+2	+7	1d16
7	+d10	d30/V	18-20	1d20+1d20	+3	+4	+2	+8	1d20
8	+d10+1	2d20/V	18-20	1d20+1d20	+3	+5	+2	+9	1d20
9	+d10+2	2d20/V	17-20	1d20+1d20+1d14	+3	+5	+3	+10	1d20
10	+d10+3	2d24/V	17-20	1d20+1d20+1d16	+4	+6	+3	+11	1d20



Barbarian Sword by CGArtiste (CC BY 3.0)

Barbarian (II)

Whether from the snowcapped peaks of some brutal wind-swept tundra, or the most uninhabitable of forests, you are one such warrior who calls these harsh and dangerous environs “home.” You happily lived the nomadic life with your brothers, but sometimes fate has other plans for mankind and his cousins. Perhaps your tribe was massacred while you were away on a hunt, or maybe you found yourself banished from the tribe for one of many crimes against them, innocent or not. However it came to be, you now wander the known lands as a pariah, soon making contact with those you normally would ignore or attack and rob for their wares. Your crude behavior and utter lack of manners often means being shunned, but there are those who eventually find and welcome you into a new “tribe,” one that puts good use to your skill set and passion for battle.

Hit points: A barbarian gains 1d14 hit points per level.

Weapon training: A barbarian is trained in the use of these weapons: battleaxe, club, dagger, handaxe, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Barbarians prefer armor made from natural materials such as hide and leather. They may also use shields.

Alignment: Barbarians are crazed warriors in combat, being natives of some of the harshest environs. Neutral or chaotic are typically chosen for alignment.

Superstitious: Barbarians consider magic an unnatural force not to be tampered with. Those who willingly dabble in the arts should be viewed with caution, and either given wide berth or have their heads smashed like ripe melons. To represent this, any time a barbarian witnesses a display of arcane energy (and he is not embroiled in battle), a fight-or-flight response is triggered. The barbarian must pass a Will save (DC 10 + spell level) to resist the response. Failing means the barbarian will try to attack the source of the spell. If for some reason the warrior cannot reach the caster, he will instead flee for (1d4 + spell level) rounds. Barbarians are not superstitious of healers, as they remind them of their tribal shaman who worshipped the spirits of nature, often channeling their forces for miraculous effects.

Blood rage: The barbarian holds a special fire deep within his soul. The fire burns the brightest when the warrior is cast headlong into the heat of battle, and often burns out of control. When combat occurs and the barbarian has lost at least 1 hit point, the barbarian must either slip into the fog of war or resist his inner urge. To resist, a Will save with a DC of 10 + each point of damage suffered must be passed. Failure means the barbarian is engulfed in a deadly, mind-numbing rage. The barbarian may willingly allow himself to slip into rage at any time as long as he has been wounded in the current battle.

However, the blood rage can only last so long. Endorphins fueling the fires of the crazed warrior begin to wane if the battle is drawn out. To represent this, each round the barbarian rages, he loses one temporary point from his Stamina rating. This illustrates the number of rounds the warrior may remain in his maddening state. Once the temporary total reaches zero, the barbarian must rest. Continuing to fight will impose a cumulative -1d per round penalty as the toll of exertion and wounds become unbearable. Resting without heavy exertion will return temporary Stamina at the rate of one point per turn. Should the barbarian find himself in a blood rage with no opponents left to fight, he must immediately pass a DC 12 Will save or attack the nearest ally each round until the save is passed.

The effect of the rage results in the barbarian rolling a special “rage” die each round he is actively involved in combat. The rage die may be used to achieve one of the following effects each round:

Endorphin rush: The barbarian refuses to succumb to even the most brutal of wounds. With a fresh burst of anger coupled with a primal shout, healing endorphins flow throughout the body, healing his wounds.

The barbarian may use this action and still attack with his normal attack/damage bonuses. To determine the amount healed, roll the rage die and apply the result to the current hit point total.

Intimidation: Through a fearsome display of gnashing teeth or wildly swinging his weapon, the barbarian intimidates his opponents into thinking twice before trying to land a blade to the madman's hide. The barbarian must have initiative to use intimidation, and may keep the ability up once activated. In game terms, roll the rage die and add the total to the barbarian's armor class at the beginning of each round.

Grisly wound: Barbarians are known for their crude battle tactics, and for using weapons that strike fear in allies as they watch their comrade's head spread open like over-ripe melons. To represent this, the barbarian may choose to use his rage die for additional attack and damage bonuses (akin to the warrior's deed die).

Group hug: Often, the barbarian will wade into the thick of battle, oblivious to the strength or number of his enemies. Should the warrior find himself within weapon's reach of multiple opponents, he may attempt to attack each of those unlucky enemies, with the result of the rage die being the maximum number of additional attacks to be taken. Each additional attack past the first must be made at -1 die on the chain (1st attack -1d, 2nd attack -2d, etc.). For each additional attack taken, the barbarian suffers -1 to his normal AC. In addition, enemies landing successful attacks gain a bonus to damage rolls based on the number of attacks taken during a group hug. This represents the barbarian swinging wildly and leaving himself open to be hit, and with greater effect.

Survival: Barbarians pride themselves on being able to live off of the land, even in the most extreme conditions. The barbarian may add his survival bonus to any related skills.

Luck: Barbarians apply their Luck bonus to survival-based rolls.

Table B2-1: Barbarian (II)								
Level	Attack	Rage Die	Crit Die/Table	Action Dice	Ref	Fort	Will	Survival
1	+0	d3	d12/III	1d20	+1	+1	+0	+1
2	+1	d4	d14/III	1d20	+1	+1	+1	+2
3	+2	d5	d16/IV	1d20	+2	+2	+1	+3
4	+2	d6	d20/IV	1d20	+2	+2	+2	+4
5	+3	d7	d20/V	1d20	+3	+3	+2	+5
6	+4	d8	d24/V	1d20+1d14	+3	+3	+3	+6
7	+5	d10	d30/V	1d20+1d16	+4	+4	+3	+7
8	+5	d12	2d20/V	1d20+1d20	+4	+4	+4	+8
9	+6	d14	2d20/V	1d20+1d24	+5	+5	+4	+9
10	+7	d16	2d24/V	1d24+1d24	+5	+5	+5	+10



Barbarian (III)

The figure before you is covered in singed furs and bones. Bare muscles twitch below the weather-beaten drapery of practicality and 'necessity'. A wolf's head covers their face, with the grimacing fangs shadowing the obviously scarred face.

"Ale. Now," the apparition demands in a grim tone.

"Please?" they add in a sudden gleam of civility.

"I can sing you a song, if that's what it takes. I just really need that drink, after fighting those dire wolves, naked and barehanded..."

Hit points: Heartier than their fellow warriors, barbarians gain 1d14 hit points at each level.

Weapon training: Axe, mace, club, hammer, spear, dagger, short sword, longsword, two-handed sword, short bow, long-bow, sling. Barbarians can wear any armor and use shields, but they lose some skills when wearing heavy armor.

Alignment: Chaotic wildlings often follow the barbarian creed, as do the naturalist woodsmen of the wilds. The few lawful barbarians are surely the scions of the fair kings of old.

Animal empathy: Their feral nature allows the barbarian to commune with animals with uncanny skill. This ability can be used to command, woo or frighten animals. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the barbarian's result.

Boasting: In social situations, the barbarian knows how to look big. In these circumstances the barbarian adds their Rage die to their social roll.

Climb sheer surfaces: Physically adept, the barbarian can Climb Sheer Surfaces as a thief.

Feral reflexes: When wearing light or no armor, the barbarian adds double their class level to their initiative rolls.

Find traps: A barbarian has keen senses, and can Find Traps as a thief, see table below. A barbarian does not use tools to find traps, and so the more intricate and hidden contraptions escape their notice (judge's discretion).

Light feet: When wearing light or no armor, the barbarian has a movement range of 40'.

Rage: A barbarian can enter a rage for a number of rounds equal to their Stamina plus their level/day. Raging has the following effects:

- The barbarian's actions are limited to mayhem and aggression.
- The barbarian gains temporary hit points equal to twice their level.
- The barbarian gains access to a Rage Die. The Rage Die works exactly like the warrior's Deed Die. This is in addition to their regular combat bonus.
- The barbarian can add their level to all of their saves.



Barbarian by Dimitrius Papastergiou (CC BY NC ND 3.0)

- When exiting the rage state, the barbarian loses all of their temporary hit points (which may bring them below 0). Additionally, all of their actions are rolled on -1d on the dice chain for a number of rounds equal to the number of rounds spent raging.

Sneak Silently & Hide in Shadows: A barbarian gains access to the aforementioned thief abilities. Note that armor check penalties apply as normal.

Titles: A true barbarian forges their name with deeds of steel and daring.

Unlettered: Barbarians cannot read: it is not in their nature to care for such weak things.

Table B3-1: Barbarian (III)												
Lvl	Atk	Rage Die	Crit Die /Table	Action Dice	R	F	W	Snk	Hide	Find Traps	Climb	Empathy
1	+0	+d3	d14/III	1d20	+1	+1	+1	+2	+1	+1	+3	+0
2	+0	+d4	d16/III	1d20	+2	+2	+2	+4	+2	+1	+5	+1
3	+1	+d5	d20/IV	1d20	+2	+2	+2	+5	+4	+3	+6	+2
4	+1	+d6	d24/IV	1d20+1d14	+3	+3	+3	+7	+5	+4	+8	+3
5	+2	+d7	2d14/IV	1d20+1d16	+4	+4	+4	+8	+6	+5	+9	+4
6	+2	+d8	d30/V	1d20+1d16	+4	+4	+4	+10	+8	+6	+10	+5
7	+3	+d9	2d16/V	1d20+1d20	+5	+5	+5	+11	+9	+8	+12	+6
8	+3	+d10	2d20/V	1d20+1d20	+5	+5	+5	+12	+10	+10	+13	+7
9	+4	+d11	2d24/V	1d20+1d20 +1d14	+6	+6	+6	+13	+11	+11	+14	+8
10	+4	+d12	2d30/V	1d30+1d20 +1d16	+6	+6	+6	+14	+13	+12	+15	+9



Conan vs. Sleestacks by Victor Lane

Barbarian, Cimmerian

Legendary warriors of a lost age, the Cimmerians strode the world of ancient Hyboria recognizing few as their equals.

Hit points: Heartier than their fellow warriors, a Cimmerian gains 2d7 hit points at each level.

Weapon training: A Cimmerian is trained in the use of these weapons: battleaxe, club, crossbow, dagger, dart, flail, handaxe, javelin, longbow, longsword, mace, polearm, shortbow, short sword, sling, spear, staff, two-handed sword, and warhammer. Cimmerians wear whatever armor they can afford.

Alignment: Unlike the chaotic nature that many might believe would rule such men, the Cimmerians are at peace with their environment, understanding it and its ways, recognizing the order in nature and carrying that order into themselves. Wholly honorable, the Cimmerians are good to their word, even if deceived into giving it. Cimmerians are nearly always lawful save for very rare exceptions who are ostracized by the tribes and are killed on sight should they be found.



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Attack modifier: Unlike other classes, Cimmerians do not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. At 1st level, this is a d3. The Cimmerian rolls this die on each attack roll and applies it to both his attack roll and his damage roll. On one attack, the die may give him a +1 to his attack roll and damage roll. When the Cimmerian has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round. Because of their other abilities, the deed die of the Cimmerian advances more slowly than that of a warrior or dwarf.

Luck: When spending luck, Cimmerians roll and consult a luck die, as per the thief class. Cimmerians do not regain Luck as if a thief; Luck spent is still lost forever.

Mighty Deeds of Arms: Cimmerians are capable of mighty deeds of arms, as per the warrior class.

Initiative: Cimmerians add their level and Luck modifier to their initiative rolls.

Table CB-1: Barbarian, Cimmerian

Level	Attack (Deed Die)	Luck Die	Crit Die/Table	Action Dice	Ref	Fort	Will	Title by Alignment and Origin	
1	+d3	+d3	d12/III	1d20	+1	+1	+0	Lawful	Chaotic
2	+d3	+d3	d14/III	1d20	+1	+1	+1	Wanderer	Traitor
3	+d4	+d4	d16/IV	1d20	+2	+2	+1	Adventurer	Renegade
4	+d4	+d4	d20/IV	1d20	+2	+2	+2	Champion	Reaver
5	+d5	+d5	d24/V	1d20	+3	+3	+2	Heathen Slayer	Heathen
6	+d5	+d5	d30/V	1d20+1d16	+3	+3	+3	Liberator	Usurper
7	+d6	+d6	d30/V	1d20+1d20	+4	+4	+3		
8	+d6	+d6	2d20/V	1d20+1d20	+4	+4	+4		
9	+d7	+d7	2d20/V	1d24+1d20	+5	+5	+4		
10	+d8	+d8	2d20/V	1d24+1d24	+5	+5	+5		

Bard

The tradition for song and storytelling spans all cultures and times: bards, minstrels, skalds, wise-men, soothsayers, troubadours and shamans all spin the same magic of the Word, bringing new meanings and ideas to those who care to listen.

Whether leading bands of brave men into the fray upon a snow-riddled shore of the North, gleefully spreading mirth and joy to the common man in a crowded tavern, or quietly informing the decisions of crowned heads in the High Courts, bards are everywhere.

Hit points: Bards roll their hit points on a d5.

Weapon training: In addition to their sharp wit, bards are trained in the use of daggers, short swords, longswords, two-handed swords, staves, spears, clubs, handaxes and battleaxes. For ranged combat bards can use slings, shortbows, longbows or crossbows. A bard may wear any armor, but usually eschews the heaviest protections, as they affect bardic spellcasting and the use of their various skills.

Alignment: The personality and temperament of a bard affects their position and performance greatly. In addition to differences in their skill sets (see skill tables below), bards of varying alignments have different focuses in their bardic special abilities. Alternately, judges may opt to allow players to specialize their bards to one of the three archetypes freely.

- Chaotic bards are known as *skalds*. They are energetic, powerful and often warlike: their skill and ability manifests as greater martial prowess and inspiration.
- Neutral bards are *minstrels*. Their focus is on the common man, and the lives of those around them. Minstrels are able to inspire and support the goals of others, be they romantic, mischievous or utterly mundane.
- Lawful bards are the *sages* of the halls of men: they are temperate and intelligent, experienced in the histories and secrets of the world and what lies beyond: only trained wizards can match their mysterious intuition.

Action dice: Bards may use their action dice for combat, skill checks or casting spells.

Caster level: As bard level.

Scoundrel's Luck: For bards, Luck regenerates at a pace of a number of points equal to their level per a night's rest.

Minstrels are the chosen of fortune and mischief, and can spend luck to assist their allies: when used in this fashion, each point of Luck spent equals to a +d3 bonus to an ally's roll. Note that only one character in an active party can use their Luck in this fashion at any given time (see rules for halflings, DCC RPG core rulebook, p. 60).

Bardic skills: Bards have access to the following skills, regardless of their specialization. Note that bards need tools for climbing sheer surfaces, forging documents and disguising others (but not for disguising themselves).

- *Sneak Silently:* Bards know when to step lightly whether literally or figuratively.
- *Hide in shadows:* Bards know that sometimes it is best to avoid being the center of attention and knowhow to *Hide in shadows* when the situation merits it.
- *Climb sheer surfaces:* Whether the balcony of a lover or the wall of an enemy compound, bards know how to surmount sheer obstacles.

- *Sleight of hand*: Bards are performers, always learning new ways to entertain their audiences. Whilst this ability is primarily focused on card tricks and illusions, it can be used to more unscrupulous ends (as pickpocket).
- *Forge document*: Experienced with a variety of documentation, bards can forge histories just as well as they can study them.
- *Disguise*: Bards are used to taking on various personae as part of their performances, and their skill can fool even the trained eye (bards can use their ability on others as well).
- *Cast spell from scroll*: Bards are capable of casting spells from scrolls.
- *Discern languages*: Bards are experienced with a variety of languages, both speaking and reading them. For a bard, interpreting simple meaning from a written or spoken piece requires a DC 5 check, and a detailed understanding requires is DC 10. Additionally, with a DC 15 result they may also respond in a simple but understandable manner, and a DC 20 check results in situational fluency. Note that extended interactions require multiple checks, and fumbles likely result in confusion or trouble. Any use of this ability to understand or communicate with animals or magical beings should, as always, be under judge's discretion.


Song of inspiration: In combat, bards may sing to inspire those around them to greater deeds. Singing is a bonus action for a bard (as speaking is a free action): as long as they are able to speak, they are able to sing, and their allies gain the benefit (as long as they hear and understand the song). Bardic song has a range of 15' (5m), which increases to 30' (10m) upon reaching 5th level. It adds a bonus to the recipients' attack rolls equal to a half of the bard's level (rounded down, always at least +1). Note that casting spells disrupts bardic song, and enemies may focus aggression toward the bard because of their song. Also note that the effect for bardic song applies to their allies, not to the bard. When singing, *skalds* inspire themselves as well. A singing skald has access to an inspiration die, similar to the deed die of warriors.

Bardic magic: According to bardic tradition, song was the first form of the Word. Because of this, all magic springs forth from the ancient tradition of storytelling: for what is poetry if not the human mind working to change the surrounding reality?

Bardic spellcasting is a result of an innate understanding of the Word, and functions much like wizardly magic (see rules for wizards, DCC RPG core rulebook, p. 48), with the following differences:

- Bards use a variant spell list, described below in Table A.
- Bardic magic is all bound in song: a bard needs to be able to speak in order to cast spells; for purposes of casting, all bardic spells have a vocal component in addition to any other requirements.
- Bards use Personality as a basis for spellcasting, instead of Intelligence.
- Bards cannot spellburn to increase their spell results.
- Bardic magic is less visceral than wizardly use of occult force. Bards do not suffer corruption. Instead, each corruption result causes two (additional) rolls for misfire effects.

Sages have the additional benefit of a bonus spell each level. They may pick the spell from the below table, and it is automatically added to their spell roster upon level up, without need for additional study. This is due to their extensive experience with arcane text and mythology: the teachings of the past are readily available to their bardic understanding, and revelation comes with experience.

Table BD-1: Bardic Spell List					
	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Blessing ¹ 255	Animal Summoning 129	Binding ¹ 270	Charm Person 131	Eldritch Hound 211
2	Cantrip 130	Banish ¹ 269	ESP 166	Forget 170	Planar Step 225
3	Comprehend Languages 136	Consult Spirit 204	Lokerimon's Orderly Assistance 241	Mirror Image 182	Polymorph 243
4	Detect Invisible 165	Curse ¹ 273	Lotus Stare ¹ 276	Dispel Magic 208	Sword Magic 229
5	Detect Magic ¹ 260	Food of the Gods ¹ 262	Monster Summoning 184	Eternal Champion 214	Turn to Stone 233
6	Ekim's Mystical Mask 137	Knock 175	Remove Curse 289	Haste 221	Weather Control ¹ 302
7	Find Familiar 141	Locate Object 178	Sleep 155	Mind Purge 252	
8	Holy Sanctuary ¹ 263	Runic Alphabet, Mortal 154	Shatter 193		
9	Invoke Patron ² 144	Runic Alphabet, Fey 227	Slow 228		
10	Magic Mouth 180	Scare 191	True Name ¹ 293		
11	Magic Shield 146	Second Sight 267	Wizard Sense 245		
12	Mending 147	Snake Charm ¹ 280	Wizard Staff ⁴ 199		
13	Paralysis ¹ 264	Ward Portal 160	Wood Wyrding ¹ 284		
14	Patron Bond ² 148	Word of Command 268	(Patron Spell ³)		
15	Phantasm 187	Write Magic 236			
16	Read Magic 152	(Patron Spell ³)			
17	Ropework 153				
18	Speak with the Dead ¹ 290				
19	Strength 198				
20	Ventriloquism 158				
21	(Patron Spell ³)				

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Changes to spells: The following changes affect bardic spell use:

- Borrowed idol magic spells:** Use the following rules when casting idol magic spells as a bard.
 - Always treat a roll of 1 as: *Lost, failure and worse!* Roll d6 modified by Luck: 0 or less results in patron taint and three misfire rolls; 1 -3 results in two misfire rolls; 4 results in patron taint (or two misfire rolls if no patron); 5+ results in a spell misfire.
 - Any result 1 or 2 below the first acceptable success results in a failure, but the spell is not lost. Results between 1 and this figure result in failure and the spell being lost.
- Patron Bond & Invoke Patron:** A bard learning one, learns the other as well.
- Patron spells:** Obviously unavailable to characters without a patron.
- In addition to the description listed in the rulebook, bards can use this spell to imbue their musical instruments with arcane power.

Languages: When a bard reaches 1st level, they gain two additional languages for each point of positive Intelligence modifier. Bards use the following list for rolling bonus languages, roll d100 (re-roll duplicates):

1-15	Alignment tongue	57-58	Harpy	83-84	Pixie
16-20	Chaos	59-60	Hobgoblin	85-86	Giant
21-25	Neutrality	61-63	Lizardman	87-89	Griffon
26-30	Law	64-66	Minotaur	90-92	Naga
31-35	Dwarf	67-68	Ogre	93	Bear
36-40	Elf	69-70	Orc	94	Eagle
41-45	Halfling	71-72	Serpent-Man	95	Ferret
46-50	Gnome	73-74	Angelic (Celestial)	96	Horse
51-52	Bugbear	75-76	Centaur	97	Wolf
53-54	Goblin	79-80	Demonic (Infernal)	98-99	Undercommon
55-56	Gnoll	81-82	Dragon	100	Thieves' Cant

Table BD-2: Bard Advancement

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

Skill advancement tables: The tables below detail skill advancement for the three bard specializations. Note that *Sneak silently*, *Hide in shadows*, *Climb sheer surfaces* and *Sleight of hand* are modified by Agility; *Forge document*, *Discern languages* and *Cast spell from scroll* are modified by Intelligence, and *Disguise* is modified by Personality.

Table BD-3a: Skald Skills

Skill/Level	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+1	+3	+3	+6	+7	+8	+9	+10	+12	+14
Hide in shadows	+1	+2	+2	+5	+6	+7	+8	+9	+10	+11
Climb sheer surfaces	+2	+3	+3	+6	+7	+8	+9	+10	+11	+12
Sleight of hand	+0	+1	+1	+4	+5	+6	+7	+8	+9	+10
Forge document	+0	+1	+1	+3	+4	+4	+6	+7	+8	+8
Disguise	+1	+2	+2	+4	+5	+6	+6	+7	+8	+9
Discern Languages	+0	+1	+1	+3	+4	+4	+5	+6	+7	+8
Cast spell from scroll	d10	d12	d12	d14	d14	d16	d16	d20	d20	d24
Inspiration die	+d3	+d3	+d3	+d4	+d4	+d4	+d5	+d5	+d5	+d6

Table BD-3b: Minstrel Skills										
Skill/Level	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+1	+2	+3	+5	+7	+8	+9	+10	+11	+11
Hide in shadows	+2	+3	+5	+6	+8	+9	+10	+11	+14	+15
Climb sheer surfaces	+1	+2	+4	+5	+6	+7	+8	+9	+10	+11
Sleight of hand	+2	+3	+4	+5	+6	+7	+9	+10	+11	+12
Forge document	+1	+2	+3	+4	+4	+6	+7	+8	+9	+10
Disguise	+3	+5	+6	+7	+9	+11	+12	+13	+14	+15
Discern Languages	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
Cast spell from scroll	d12	d12	d12	d14	d14	d16	d16	d20	d20	d24
<i>Minstrel's Luck:</i> May spend luck to aid others. Each point spent equals a +d3 bonus to the chosen roll.										

Table BD-3c: Sage Skills										
Skill/Level	1	2	3	4	5	6	7	8	9	10
Sneak Silently	+0	+1	+2	+3	+4	+6	+7	+8	+9	+10
Hide in shadows	+0	+1	+3	+5	+7	+8	+9	+10	+11	+12
Climb sheer surfaces	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Sleight of hand	+0	+1	+2	+3	+4	+5	+6	+7	+8	+9
Forge document	+3	+4	+5	+6	+8	+9	+10	+12	+14	+15
Disguise	+0	+1	+2	+3	+5	+6	+7	+8	+8	+9
Discern Languages	+2	+3	+4	+5	+7	+8	+10	+12	+14	+15
Cast spell from scroll	d12	d14	d14	d16	d16	d20	d20	d24	d24	D30
<i>Knowledge of the Word:</i> Gain one bonus spell each level, chosen from the bard spell list.										

Titles: Bardic titles are too imaginative and flamboyant to be listed here, but they always reflect their owner's great deeds, real or imagined, past or future.



Canine Scientist

Having had the safest evolutionary path, the canine species were able to develop the greatest intelligence of the “common” races of Earth A.D. (After Disaster). Having begun the process as domesticated and protected species, the canines had greater protection during the early days of the great disaster, giving them a head start on the other species fighting for supremacy.

Using their superior intellect, many canids have found themselves high ranking positions as advisors to warlords of the other species (most notably Doctor Canus, who serves Caesar, the warlord of the Tigers). With their knowledge of super-science, canine scientists can be formidable foes indeed.

Physically, Canids stand as tall as the average human. Their skulls have developed a more rounded shape as it has evolved to contain their advanced brain.

Hit points: A canine scientist gains 1d6 hit points per level.

Weapon training: Canine scientists rarely use weapons but are capable of learning how to use nearly any weapon. Starting able to use a club and dagger, a canine scientist may decipher the workings of any technological weapon (gun, laser, chainsaw, etc.) by succeeding in a DC 15 Intelligence check. Doing so represents the scientist’s inherent ability to rapidly grasp advanced technological concepts. This ability may be used once per turn, per item.


Item enhancement: Using their superior intellect, a canine scientist may enhance the performance of any item that they understand by granting a bonus to rolls with that item. This presumes that they have the time (1d3 turns) and the necessary tools and materials (judge’s discretion). This requires an Intelligence check against a DC of 18 + the desired increase. To enhance an item to have a +1 modifier would require a DC 19 while a +5 would require a DC 23. Enhancements do not stack.

Alignment: While the majority of canines are neutral, the scientists among them are adaptable and often their alignment will reflect that of the war leader they serve (although not always).

Mighty Deed of Intellect: Canine scientists are capable of great feats of intelligence. The result of the deed die may be added to any action requiring above average intelligence (deciphering a code, understanding technology, jury-rigging an item, etc.).

Heightened senses: Canine scientists can see in the dark up to 60’ and can pick up a scent within 500’.

Movement: A canine scientist has a base movement speed of 30’.

Table CS-1: Canine Scientist										
Lvl	Atk	Deed Die	Crit Die/Table	Action Dice	R	F	W	Title by Alignment and Origin		
1	+1	+d3	1d6/II	1d20	+0	+1	+1	Lawful	Neutral	Chaotic
2	+1	+d3	1d8/II	1d20	+1	+1	+1	Academian	Researcher	Adept
3	+2	+d4	1d8/II	1d20	+1	+2	+2	Adventurer	Analyst	Philologist
4	+2	+d4	1d10/II	1d20	+2	+2	+2	Authority	Master	Chemurgist
5	+3	+d5	1d10/II	1d20	+2	+3	+3	Pundit	Dilettante	Experimentalist
6	+3	+d5	1d12/II	1d20+1d16	+3	+3	+3	Scholar	Doctor	Mad Scientist
7	+4	+d6	1d12/II	1d20+1d20	+3	+4	+4			
8	+4	+d6	1d14/II	1d20+1d20	+4	+4	+4			
9	+5	+d7	1d14/II	1d20+1d20	+4	+5	+5			
10	+5	+d8	1d16/II	1d20+1d24	+5	+5	+5			

Deep One Hybrid (I)

"I think their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly used for articulate speech, held all the dark shades of expression which their staring faces lacked.

But for all of their monstrousness they were not unfamiliar to me. I knew too well what they must be—for was not the memory of that evil tiara at Newburyport still fresh? They were the blasphemous fish-frogs of the nameless design—living and horrible—and as I saw them I knew also of what that humped, tiaraed priest in the black church basement had so fearsomely reminded me.

Their number was past guessing. It seemed to me that there were limitless swarms of them—and certainly my momentary glimpse could have shewn only the least fraction. In another instant everything was blotted out by a merciful fit of fainting; the first I had ever had."

-H. P. Lovecraft, 'The Shadow Over Innsmouth'



Innsmouth Villagers by Joshua Hoiberg (CC BY NC SA 3.0)

Along the coast, hidden within decaying fishing ports, the worship of Dagon and Cthulhu flourishes amongst a depraved and alien populace. Performing strange rites and making dark sacrifices in honor of their aquatic lords, the human followers of Dagon interbreed with his servitor race, the deep ones, often creating twisted hybrids. Those who are not stillborn slowly transform and change, becoming more and more like their water-breathing parent and becoming less and less human.

Deep one hybrids start life fairly normal although they have a chance of having some form of physical deformity. As they age and gain experience their transformation begins and, as their body evolves, their strength and power rapidly increases. Because of their human heritage, deep one hybrids may also take on any class available to their human kin. While still enjoying the benefits of being a hybrid, the stress of forcing themselves to maintain their humanity wrecks havoc with their physiology. In such a case, the human class benefits (mighty deeds of arms, spell casting, etc) are gained as per the human class while other class details remain as listed below.

Hit Points: A deep one hybrid gains 1d8 hit points per level. For 0-level funnels use 1d4 for hp. Deep one hybrids who have chosen to embrace a human class use the appropriate class hit die divided by 2, halving their hit points at each level. While there are a number of hybrid clerics to Dagon, understandably, war-wizards are most often found amongst the pure-bred deep ones.

Weapon Training: Deep one hybrids are versed in the use of a small number of specialty weapons: barbed mace, hooked net, and shell-headed club. The hybrids are also capable of using other simple weapons such as daggers, clubs, and short swords. They do have a preference for their specialty weapons though, and will use them at every opportunity. Deep one hybrids are able to use leather, studded leather, or hide armor and often use custom created versions of those armor incorporating aquatic elements such as shark skin or the hide of sea serpents.

Alignment: While, by birth and upbringing, it is possible for a deep one hybrid to begin play being of any

alignment, they inevitably become chaotic. The alignment of a non-chaotic hybrid inexorably shifts one step towards chaotic beginning at second level and again at third.

Call of Dagon: All deep one hybrids, should they survive long enough, eventually become deep ones subject to the call of the sea. Upon earning enough experience to achieve 7th level, the hybrid is no longer able to resist the lure of the depths and must descend into the fathomed wastes. Such a journey may take several months (judge's discretion) and should the character return, they may never again stray from the sea for more than 24 hours before beginning to dry out and take 1d10 damage per day. This damage may only be healed upon returning to the sea.

Movement: A deep one hybrid has a base land movement speed of 30'. They can swim 20'+10' per level.

Patron Bond: Upon achieving 1st level, deep one hybrids automatically receive a check to be bonded with Dagon. Deep one hybrids may have no other patron. Successfully bonded deep one hybrids who have chosen to be clerics or wizards gain the full benefits of the patron bond (see *FT2 – The Portsmouth Mermaid*).


Rubbery Hide: As the hybrid grows in power, their skin begins to toughen, giving them an increasing boost to their armor class. This may manifest as hardening scales or a thickening of their skin.

Voice of the Deep: For reasons inexplicable via normal physiology, deep one hybrids can communicate unfettered while underwater. Whether it is some form of sub-vocalization undetectable to normal hearing, or a form of oceanic telepathy is left to the judge's discretion. The hybrids also have the ability to communicate with marine life, although they cannot exert any form of unnatural control over them using this method.

Deformity: Twisted at birth, deep one hybrids often show signs of their inhuman parentage. There is a 25% chance that any hybrid carries a deformity from birth. Should the hybrid have a deformity, consult the following table. Such hybrids are considered "blessed by the Old Ones" and gain a point of permanent Luck.

Table DO1-1: Deep One Hybrid Deformities	
1d6	Deformity
1	The look: The character has large, staring eyes that rarely blink, and a wide, gaping mouth with rubbery lips. Unless these traits are somehow concealed the hybrid suffers a -1 penalty to all checks involving Personality.
2	The mark: The hybrid has a deformed arm that is flipper-like and near-useless for normal tasks. If the hybrid must use the limb for a task, rolls are made at -2d on the die chain and the hybrid suffers a -1 penalty to all checks involving Personality.
3	The mark: The hybrid has a deformed leg that is misshapen and fluke-like, making movement difficult and slightly painful. The hybrid's movement is reduced by 10' and running is not possible. The wearing of armor is difficult, and any armor must be custom made at double the regular cost (this cost does not increase if both legs are affected). Unless concealed via robes or the like, this deformity causes the hybrid to suffer a -1 penalty to all checks involving Personality.
4	The touch: The skin of the hybrid is strange and inhuman, ranging from mildly scaly to the rubbery hide of a whale. The hybrid gains an additional +2 to their AC but unless totally covered the hybrid suffers a -4 penalty to all checks involving Personality.
5	The kiss: The deep one hybrid has partially formed gills that allow them to breathe under water for one turn per character level. If these are left uncovered the hybrid suffers a -2 penalty to all checks involving Personality.
6	The curse: Roll twice. Duplicates are possible and crushingly awful as penalties stack up.

Table DO1-2: Deep One Hybrid Advancement

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Title by Alignment and Origin		
1	+1	1d10/III	1d20	+1	+1	+0	Lawful	Neutral	Chaotic
2	+2	1d12/III	1d20	+1	+1	+0	Heretic	Disfavoured	Chosen
3	+2	1d14/III	1d20	+1	+2	+1	-	Disfavoured	Blessed
4	+3	1d16/III	1d20	+2	+2	+1			
5	+3	1d20/III	1d20+1d14	+2	+3	+1			
6	+4	2d10/III	1d20+1d16	+2	+3	+2			
7	+4	1d24/III	1d20+1d20	+3	+4	+2			
8	+5	2d12/III	1d20+1d20	+3	+4	+2			
9	+5	1d30/III	1d20+1d20	+3	+5	+3			
10	+6	1d30+2/III	1d24+1d20	+4	+5	+3			

Deep One Hybrid (II)

In order to gain uncommon riches, luck in fishing, and much more ultra-mundane boons, small, secluded coastal villages sometimes deal with the deep ones, the antediluvian dwellers under the sea. In return for these favors, the deep ones demand sacrifices, obedience, and the carnal pleasures of their human counterparts. The offspring of such unions, and the descendants of such, are deep one hybrids; born human, but changing slowly over time into the likeness of their aquatic progenitor. Other humans may take on these "blessings" by taking the Oath of Dagon and undergoing the accompanying rituals. As the person changes, he or she becomes less human but gains a number of benefits culminating in an immortal life under the waves.

Hit Points: Deep one hybrids gain 1d8 hit points at each level.

Weapon Training: Deep one hybrids undergo martial training to protect their villages from outsiders. They may use the club, dagger, hand axe, javelin, mace, net, short sword, spear, and trident. They might wear any armor, but any armor heavier than scale will affect their swimming ability. Furthermore, as their physical shape changes armor must be altered or specially made for the deep-one hybrid.

Alignment: As followers of Father Dagon and Mother Hydra, deep one hybrids tend towards the neutral or chaotic alignments

Acquiring "the Look": As the deep-one hybrid increases in level (or age, at the judge's discretion), his dubious heritage begins to show, and his body takes on certain unusual alterations. In some cases, these changes coincide with new abilities or hindrances (see Table DO2-3: Transformation & Hindrances).

Ancestral Skills: Due to their heritage, deep-one hybrids learn to conceal themselves from the eyes of outsiders and to be knowledgeable in antique arcana. They can use the skills *hide in shadows*, *disguise self*, *read languages*, *handle poison*, and *cast spells from scrolls* as a chaotic thief of equal level.



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Aquatic Adaptations: When deep one hybrids attempt to determine their depth underwater, the distance or direction to the nearest shoreline, or swim, they gain a bonus equal to their class level and never roll a die lower than 1d20. When swimming, hybrids use their full movement but are slowed by the armor they wear. Once their hands and feet become webbed at 5th level, their swim speed increases to 40', though their movement on land decreases to 20'.

Ichthian Tongue: Deep one hybrids understand the secret speech of fishes and other aquatic creatures and can communicate with them on a basic level. Additionally, they learn the language of deep ones regardless of their intelligence score.

Gills: The flabby folds evidenced on the hybrid's neck conceal rudimentary gills that mature over time. These allow the character to breathe underwater for a number of hours equal to twice his level, until at 8th level when the time limitation is removed, and he might stay underwater indefinitely. He can continue to breathe air normally.

Infravision: Deep one hybrids can see up to 60-feet in total darkness and underwater.

Immunities: Deep one hybrids are immune to all normal diseases and gain a +4 bonus to save versus any unnatural, magical, or curse-like disease.

Immortality: Upon reaching 10th level, deep one hybrids have completed their change into fish-like humanoids and feel an unshakable urge to join their ancestors in life under the sea. At this time, they gain Dagon's final blessing immortality. They can only die due to unnatural or violent means. However, for every hour after the first that a deep one hybrid spends out of water, he gains a -2 penalty to all checks. This penalty is cumulative if the character continues roaming about on land (ie. there is no penalty for the first hour; a hybrid who is out of water for 4 hours receives a -6 penalty, etc.). The penalty can be removed by spending a full day under water. Additionally, for each day he spends out of water, the hybrid loses 1d4 Stamina, which can be healed in the normal manner, but only while underwater.

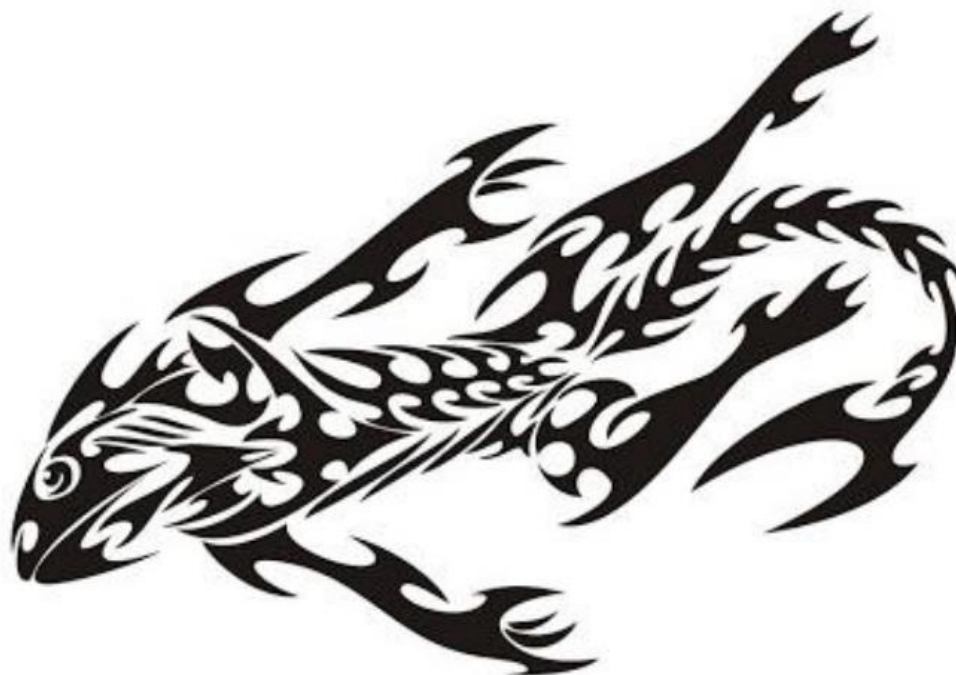
Luck: Hybrids may call upon the favor of their racial patron, Dagon. When they spend luck they roll a Favor Die, which increases as they advance in level (see Table 1: Deep One Hybrid). Additionally, each night of rest the deep-one hybrid regains a number of spent luck equal to his level.

Table DO2-1: Hybrid Advancement

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Favor Die	Titles
1	+0	1d8/III	1d20	+0	+1	+1	d3	Wave-watcher
2	+1	1d8/III	1d20	+0	+1	+1	d4	Shallows-lurker
3	+2	1d10/III	1d20	+1	+2	+1	d5	Diver
4	+2	1d10/III	1d20	+1	+2	+2	d6	Sea-kin
5	+3	1d12/III	1d20+1d14	+1	+3	+2	d7	Deep-dweller
6	+4	1d12/III	1d20+1d16	+2	+4	+2	d8	
7	+5	1d14/III	1d20+1d20	+2	+4	+3	d10	
8	+5	1d14/III	1d20+1d20	+2	+5	+3	d12	
9	+6	1d16/III	1d20+1d20	+3	+5	+3	d14	
10	+7	1d16/III	1d20+1d20+1d14	+3	+6	+4	d16	

Table DO2-2: Deep One Hybrid Occupations			
d10	Occupation	Trained Weapon	Trade Goods
1	Trapper	Cudgel	Snare, 2 dead muskrats
2	Shrimper/Lobersternman	Net	Shrimp trap, 2 lobsters
3	Tanner	Knife	1d4 finished pelts, small sack
4	Fisherman	Knife	Pole, line, and 4 hooks
5	Pearl Diver	Trowel (as dagger)	10gp pearl, 5 clams
6	Boatman/Sailor	Oar (as staff)	Small wooden boat
7	Gatherer	Handaxe	large sack, 1d4 swamp turnips
8	Whaler	Harpoon	Small chunk of ambergris
9	Dockhand	Cudgel	Trunk of mixed clothing
10	Acolyte	Staff	Holy symbol, Dagon

Table DO2-3: Deep One Hybrid Transformations & Hinderances		
Level	Physical Changes	Trade Goods
1	Wide-set, staring eyes, flabby, creased neck.	
2	Shrunken ears, thickened lips.	Appears as deformed, inbred human.
3	Enlarged hands, shortened fingers.	Mammals (esp. horses and dogs) despise the PC.
4	Overgrown feet, stooped shoulders, minor hair loss, gills.	Voice becomes deep and croaking.
5	Graying of the skin, hands & feet become webbed.	Pass only as human with DC 12 disguise.
6	Scabrous skin, major hair loss.	
7	Scales begin to cover body.	Mammals (esp. horses and dogs) attack the PC.
8	Total hair loss, entirely replaced by scales and slimy skin.	Pass only as human with DC 25 disguise.
9	Fish-like growths (spines, fins, scale pattern).	
10	Complete transformation into deep one.	Must predominantly dwell underwater.



Gargoyle

The gargoyle class is a twist on the typical heroes we roll up and put to paper on a typical day of gaming. The player who opts to play a gargoyle is one who admits his character will slowly succumb to a curse that twists the poor soul closer and closer to the stone guardians of legend. The curse may originate from many sources. Perhaps insulting an old swamp hag results in her taking special interest in the character, slowly watching him edge ever closer to something inhuman; or maybe a cursed magical item was discovered, and upon using it for the 13th time the poor soul unleashes hell upon himself. However the curse is acquired, the effects are generally the same.

The gargoyle begins his first level having been newly afflicted with the curse. Minor signs begin to show, and often those will bring small benefits as well. With each new level the character edges closer and closer to his destiny as a stone guardian atop some structure normally reaching high into the heavens. With each new sign, the character begins to lose his human form, typically drawing ire in any village visited.

Play a gargoyle if you can relate to characters such as Mary Shelly's Frankenstein, or the Hunchback of Notre Dame.

Hit points: Gargoyles gain 1d10 hit points per level.

Weapon training: Gargoyles begin their career being proficient with the following weapons: longsword, mace, staff, club, short bow, short sword, and crossbow. As they progress in level, these weapons are often left behind in favor of the natural weapons they begin to develop.

Alignment: Gargoyles can be of any alignment, but as they regress and become more monster than man, the alignment tends to switch and end up aligning with chaos. Should the player choose lawful or neutral, have them make a luck check at each and every new level starting at 2nd. Failing the check means the character begins to feel the effect of being shunned, coupled with the bestial urges beginning to grow in his heart. In game sense this means a shift one step closer to chaos.

Infravision: Gargoyles are able to see in the dark up to 60'. A side effect of this ability is a faint glow in the eyes in any low light situation, imparting -1d on any reactionary rolls.

Slow: The effort to move becomes harder as the character advances in level. To represent this in game terms the gargoyle's MV is reduced by 5' every two levels starting at 2nd level.

Gargoyle's curse: Gargoyles develop aspects of their curse at each new level. The following abilities and hindrances are gained at the listed level.

1st Level - Stone hide: The character develops a gray pallor early on when the curse manifests. The effect causes nodules and bumpy growths to develop, covering the body. Stone hide gives the character a natural AC of +2 and increases by an additional 2 with every odd level. The bonus comes at the price of appearance. The gargoyle's appearance grows more and more monstrous, resulting in a matching penalty to his personality score. Keep this reduction separate from the starting score as it only comes into play when the poor soul's physical nature is factoring into any type of encounter. Normal armor may not be worn due to the pain of having one's skin constantly rub against the foreign material.

2nd Level - Talons: The gargoyle goes through a painful transformation and finds the nails of his toes and fingers bleed and swell for days until they fall away, replaced by razor sharp talons. The claws can be used as formidable weapons, causing 1d6 damage. The character may opt to attack with both claws in a single round, but to do so he must roll 1d16 for each attack. The ability comes with the price of not being able to manipulate most weapons. Any attempt at using a weapon means passing a DC 10 Agility check. Failure results in the poor soul having to use 1d16 to attack.

3rd Level - Darkness: The gargoyle begins to feel more comfortable within the protective shroud of darkness, as judgment is staved when his appearance isn't a factor. Soon, shadow elementals begin courting the character, and offering a trace of their power to him. In game sense this means being able to cast the 1 st-level cleric spell *darkness*. Simply roll 1d20 and add the gargoyle's level plus unmodified personality. Along with the power, the gargoyle suffers a -1d penalty to all actions while in brightly lit conditions.

4th Level - Wings: Two nodules on the back have grown larger with each level and finally erupted in painful fashion, leaving the gargoyle with bat-like wings. This allows the gargoyle the ability to glide over short distances when given a high enough perch. For every 20' the gargoyle launches himself vertically he may glide 60'. Having wings gives the character a much more monstrous appearance, resulting in a -2d reaction penalty to any social rolls.

5th Level - Stone speak: The gargoyle begins to hear the primitive spirits found in inanimate stone. He may communicate and ask questions of any natural or man-made formation. The stone spirits are primitive and limited in intelligence, but basic questions may be asked. Sometimes simple favors may be requested, such as moving a small boulder into a better position to soak up more of a day's warmth. The downside to acquiring stone speak is that it pulls the tortured soul further away from humanity. Compassion, mercy, and related emotionally-charged acts become alien to the creature. The judge is encouraged to assess situations when the gargoyle might feel conflicted and have them pass a DC 15 Will save to act in a human fashion. This can mean leaving a best friend to die or allowing his party the disadvantage of an ambush without warning while taking watch.

6th Level - Wicked talons: The gargoyle's talons grow twice their starting length, developing a wicked curve and growing thicker and with a sharper edge. This also translates into an increase of damage (1d8) and a total inability to use normal melee or ranged weapons.

7th Level - Frightful presence: The gargoyle has begun his full transformation at 7th level and may channel his inner rage into a horrific display when combined with his newly formed features. Use the 2nd-level wizard spell *scare* to determine the results of the attempt. Roll 1d20+CL+Per modifier (use a negative Personality modifier as a positive in this case). The gargoyle is nearing the end of his curse at this point and resembles a typical creature found on many a building. Horrific and bestial, the poor soul will at best only keep a handful of friends.

8th Level - Still form: The gargoyle resembles a stone sculpture so much by this point that by remaining still he may be undetected as anything but a fine piece of stone statuary. For this ability to work the character must be unknown to the presence they wish to hide from. For example, fighting with a group of mercenaries and then flying away and trying to use still form will not work because the opponents have seen the creature in action. Use common sense when this ability is used. The downside to acquiring this ability is the constant pain moving causes. The gargoyle's joints have begun calcifying, resulting in a painful stiffness. Gargoyles must pass a DC 12 Fortitude save at the beginning of each encounter or suffer a -3 penalty to each physical action taken for the duration of the encounter.

9th Level - Improved wings: The gargoyle's wings grow and stretch to support him for longer flights. The gargoyle can now hover and fly at 30' per round. Mundane animals and all humans and humanoids will view the creature as an abomination, refusing to communicate with the creature and acting with hate, viewing the gargoyle as a true demon.

10th Level - Death's knell: The curse has finally reached its zenith and the tortured soul hears the irresistible calling towards some far away structure. Bells can be heard instinctively, and the gargoyle will begin his journey to his last destination. Nothing short of a Wish will reverse the curse, and once the gargoyle reaches his point of destiny he becomes a permanent fixture, a silent guardian charged with protecting the "nest". At any point if the building the gargoyle is protecting comes under attack, the curse will release the gargoyle in all of its pent-up anger to rain vengeance down on those who would seek to do harm to the building.

Luck: A gargoyle add his Luck modifier to all attack rolls.

Action die: A gargoyle uses his action dice on attack rolls and all abilities mimicking spells.

Table G-1: Gargoyle Advancement							
Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Curse
1	+1	1d8/III	1d20	+0	+1	+1	Stone Hide
2	+2	1d8/III	1d20	+0	+1	+1	Talons
3	+3	1d10/III	1d20	+1	+2	+2	Darkness
4	+4	1d10/III	1d20	+1	+2	+2	Wings
5	+5	1d8/IV	1d20+1d14	+1	+3	+3	Stone Speak
6	+6	1d10/IV	1d20+1d16	+1	+4	+3	Wicked Talons
7	+7	1d8/V	1d20+1d20	+2	+5	+4	Frightful Presence
8	+8	1d10/V	1d20+1d20	+2	+6	+4	Still Form
9	+9	1d12/V	1d20+1d20+1d14	+3	+7	+5	Improved Wings
10	+10	1d14/V	1d20+1d20+1d16	+3	+8	+5	Death's Knell



Gargoyle by Todd McGowan, used with permission.

Half-Giant

"He got what he called for, a forked stroke of lightning, straight and hard down on him like a fish-gig in the hands of the Lord's top angel. It slammed down on Rafe and over and around him, and it shook itself all the way from rock to clouds. Rafe Enoch in its grip lit up and glowed, the way you'd think he'd been forge-hammered out of iron and heated red in a furnace to temper him."

-Manly Wade Wellman, 'Walk like a Mountain'

Legend has it back in the biblical days, a race of giant was spawned from the coupling of angels with chosen mortals. The offspring ruled by tyranny for years, but as with most vile creatures, the race would eventually become extinct. Though the blood thinned through the centuries, half breeds still roam the known parts of the world, direct descendants of the giants that used to roam the land. Half-giants tower over most men, ranging between 8' to 9' tall. They are capable of great feats of strength, and intimidate even the strongest opponent. Most avoid all contact with their smaller cousins, as fear and intimidation often leads to lynching by the masses. Half-giants aren't inherently chaotic by nature, but often are driven to wicked acts by those that find fear and hatred with the unknown. On rare occasion, a brave example of the race will venture out, willing to risk the terrified stares and potential violence for the chance of winning friendship.

Hit Points: A half-giant gains 1d16 hit points per level. For 0-level funnels use 1d8 for hp.

Weapon Training: Half-giants prefer using clubs fashioned from the strongest oak found deep within the forests they normally dwell in. These clubs are unusable by normal men. Any two-handed weapon may be used one-handed, inflicting the same amount of damage listed in the weapons description.

Oaken club Damage: 1d12 Range: 10' Cost: 15 gp

Alignment: Half-giants typically are chaotic due to the solitary lifestyle they are forced to live by the societies that fear them. In rare cases a half-giant may be encountered that is lawful, or even neutral.

Attack Modifier: Half-giants do not receive a set attack modifier at each level. Instead, they receive a deed die, much like the warrior and dwarf class. The deed die is rolled with any attack and the result is applied to both attack and damage rolls.

Mighty Deed of Strength: Half-giants are capable of great feats of strength. The result of the deed die may be added to any action requiring above-average strength (lifting a tree off a comrade, smashing through a door, etc.).

Infravision: Half-giants can see in the dark up to 60'.

Movement: A half-giant has a base movement speed of 35'.

Endure Elements: The half-giants' ancestors were known to be masters of the elements, capable of controlling flame and even summoning lightning down from the heavens. The thin blood of the half-giant still provides a trace of this ability, resulting in half damage from heat, cold, and electrical based attacks.

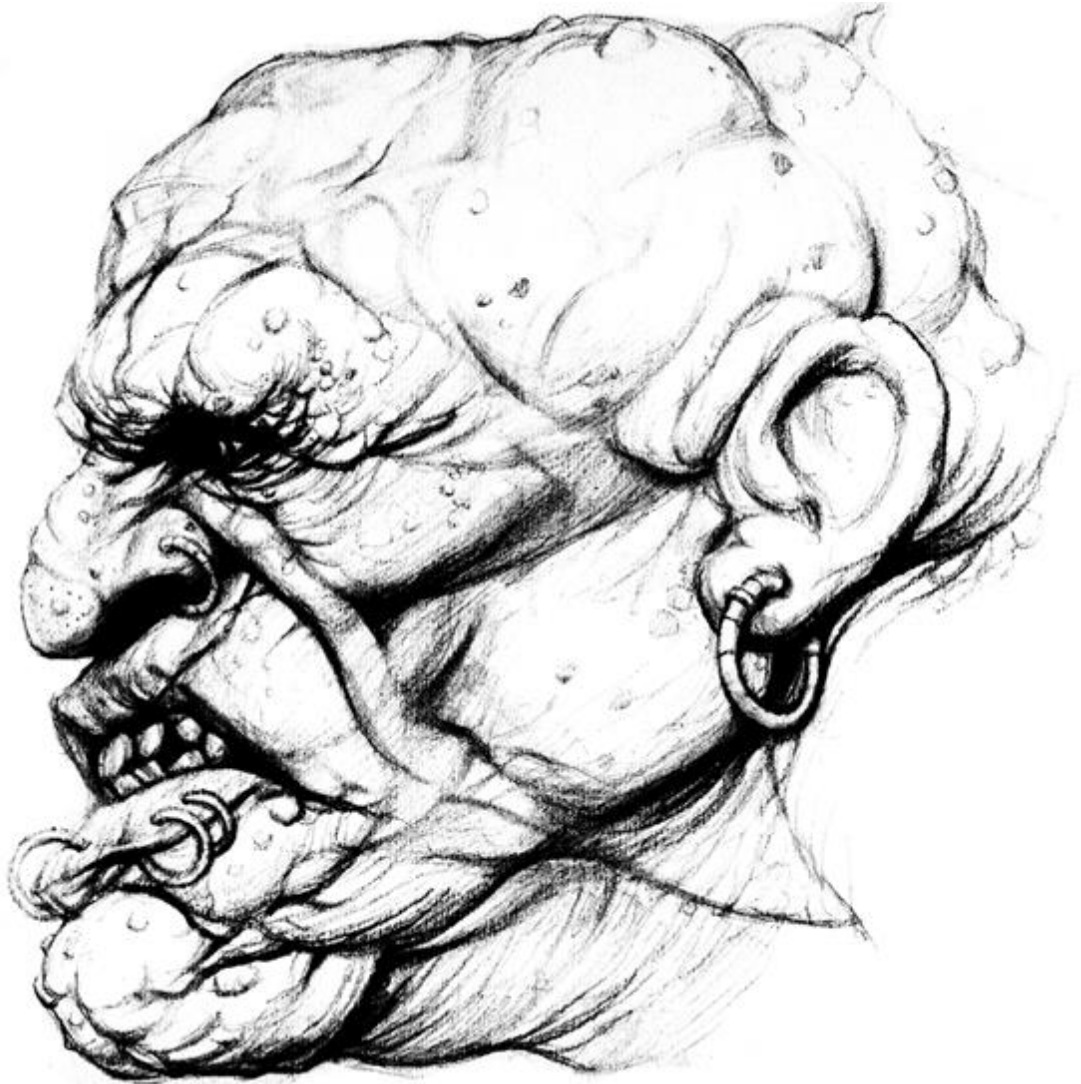
Climbing: Half-giants are expert climbers and learn at an early age the skill to scale natural rock cliffs. This results in a bonus to any skill checks made when climbing a natural formation.

Luck: Beginning at first level, the half-giant's Luck modifier is added to all attack rolls in addition to climbing skill checks.

Table HG-1: Half-Giant Advancement

Level	Attack (Deed Die)	Crit Die/Table	Action Dice	Ref	Fort	Will	Climb Bonus
1	+d3	1d12/III	1d20	+0	+1	+1	+1
2	+d4	1d14/III	1d20	+0	+2	+1	+2
3	+d5	1d16/III	1d20	+1	+3	+2	+3
4	+d6	1d20/III	1d20	+1	+4	+2	+4
5	+d7	1d24/IV	1d20+1d14	+1	+5	+3	+5
6	+d8	1d30/V	1d20+1d16	+2	+6	+3	+6
7	+d10	2d16/V	1d20+1d20	+2	+7	+4	+7
8	+d10+1	1d4/G	1d24+1d20	+3	+8	+4	+8
9	+d10+2	1d4/G	1d24+1d20+1d16	+3	+9	+5	+9
10	+d10+3	1d4/G	1d24+1d20+1d20	+4	+10	+6	+10

S.KIM 2012



Giant King by Kim Suyeong (CC BY NC ND 3.0)

Hearth Witch

Often wrongfully maligned as worshipers of dark powers, or those who traffic with demons, hearth witches are actually quite different from those who share the sobriquet of “witch”. Traditionally revered as the wise woman of a given community, hearth witches are skilled in working subtle, almost gentle magics, combined with their great understanding of the natural world around them. That is not to say that they cannot also be dangerous foes.

Hearth witches normally remain in their community, and seldom wander far. Because of this, they are seldom seen among adventuring parties although, when they are, they are often highly respected members of the band, slaying foul foes and patching up the minor wounds of their companions.

Hit Points: A hearth witch gains 1d7 hit points at each level.

Weapon Training: A hearth witch is trained in the use of the club, dagger, shortbow, short sword, and staff. Hearth witches rarely wear armor as it hinders spellcasting, but are trained in the care and use of hide and leather armor.

Alignment: Hearth witches may be of any alignment and their temperament is reflected in how they use their skills. Those who follow a lawful path tend to be caregivers, looking after those in need by supplying direct aid, while those of a chaotic leaning tend to favor the placing of coercive charms on others to aid town folk in getting what they desire. The rare, neutral hearth witch is a wild card, caring more for the world around them for any given individual. Seeking the aid of a neutral hearth witch carries the danger that the supplicant may themselves be the problem that requires solving.

Magic: At 1st level a hearth witch determines 2 spells that she knows (other than *invoke patron* or *patron bond*), representing her early years of study and practice. Part of the hearth witch’s study may include spells specifically known by her mentor which do not appear on the normal spell list. The hearth witch may be granted up to one spell, per spell level, in this fashion and such spells may be either wizard or clerical. Spells gained this way are solely at the judge’s discretion. As her comprehension expands, she may learn more spells of progressively higher levels. A hearth witch knows a number of spells as shown on the following table, modified by her Intelligence score.

Known spells are determined randomly (see Chapter 5: Magic). They may be of any level for which the hearth witch is eligible, as shown by the max spell level column. The hearth witch chooses the level before making her die roll. Higher-level spells are more powerful but harder to cast.

Hearth witches cast spells by making a spell check. A hearth witch’s spell check is usually 1d20+Int modifier + caster level. In some cases, she may roll a different die on the spell check (see *Mercurial Magic*).

Because the magics that hearth witches work tend towards the more subtle, and the beings they tend to traffic with are minor, hearth witches never suffer from corruption or disapproval. All spell check results of 1 instead cause a failure for the day with an inability to recover the spell even via spellburn.

Spellburn: Unlike their wizard counterparts, hearth witches spellburn using their Personality and Intelligence stats, becoming more emotionally drained and intellectually taxed as they do so.

Handle Poison: Hearth witches may handle and use poisons as a thief of equal level and alignment.

Physician: While the healing prowess of a hearth witch is not as powerful as that of a cleric, it requires no divine aid in applying. A hearth witch may tend to a patient once per hour, granting some succor for wounds. Wounds once treated may not be treated again, although subsequent traumas may still be treated. The rustic remedies of the hearth witch are rolled as per the cleric’s *lay on hands* ability with all results being treated as a patient of opposing alignment.

Supernatural Patrons: A hearth witch does not draw upon powers as mighty as patrons, and instead merely draws upon the powers of the natural world and the spirit of the Aerth itself. As such, she may never benefit from a patron.

Languages: A hearth witch knows two additional languages for every point of Int modifier, as described in Appendix L of the DCC Core rules. In addition, the hearth witch is also well versed in magical languages and lore long forgotten, giving her a bonus equal to their level when trying to decipher magical texts.

Action Die: A hearth witch's first action die can be used for attacks or spell checks, but her second action die may only be used for spell checks. At 5th level, a hearth witch can cast two spells in a single round, the first with a d20 spell check and the second with a d14. Note that the results of mercurial magic may modify the action dice based on the dice chain.



Crone Maiden Mother licensed from Dreamstime

Table HW-1: Hearth Witch Advancement

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

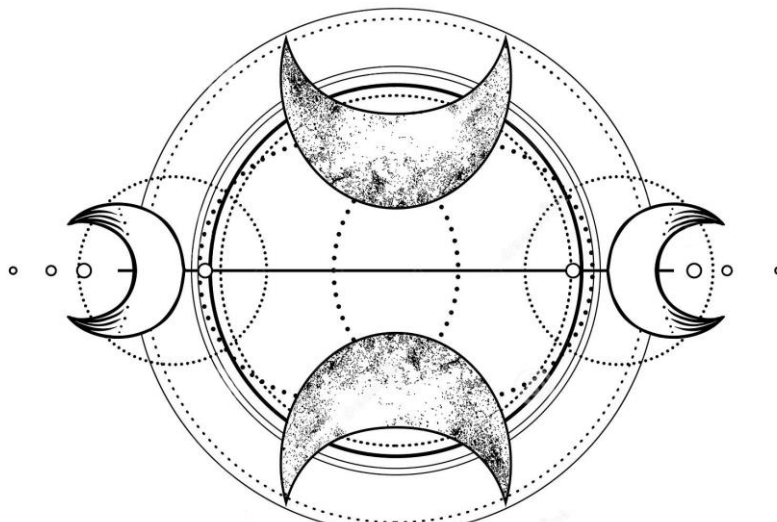
Title by Alignment

Level	Lawful	Neutral	Chaotic
1	Midwife	Soothsayer	Fishwife
2	Guardian	Seer	Biddy
3	Ovate	Speaker	Hag
4	Wisewoman	Druid	Fury
5	Maiden	Maiden	Maiden
6	Maiden	Maiden	Maiden
7	Mother	Mother	Mother
8	Mother	Mother	Mother
9	Crone	Crone	Crone
10	Crone	Crone	Crone

Table HW-2: Hearth Witch Spells (with page number)

	1st Level	2nd Level	3rd Level
1	Animal Summoning 129	Bind the Heart (<i>Shrouded Grimoire</i> pg. 9)	Binding 270
2	Blessing 255	Detect Evil 259	Consult Spirit 204
3	Cantrip 130	Detect Invisible 165	Demon Summoning 206
4	Charm Person 131	Forget 170	Dispel Magic 208
5	Comprehend Languages 136	Invisibility 172	Fly 217
6	Detect Evil 259	Locate Object 178	Lightning Bolt 222
7	Detect Magic 260	Scare 191	Make Potion 223
8	Find Familiar 141	Shatter 193	Slow 228
9	Mending 147	Curse 273	Remove Curse 289
10	Resist Cold or Heat 267	Neutralize Poison or Disease 277	Speak with Dead 290
11	Rope Work 153	Wood Wyrding 284	Witch-web (<i>Shrouded Grimoire</i> pg. 33)
12	Second Sight 266		
13	Sleep 155		
14	Word of Command 268		

*Beyond the regular spells available to a hearth witch, each is also taught an additional spell per level by their mentor as they undergo their training. This may be any appropriate spell (wizard or cleric, at the judge's discretion) of level 1-3 other than *patron bond* or *invoke patron*.



Triple Moon Pagan Goddess licensed from Dreamstime

Human, Earth A.D.

When the great disaster struck earth, mankind fell into barbarism. Unable to cope without the benefit of their technologies, humanity rapidly devolved into a primitive state. Mostly dwelling in caves and ruins, these last vestiges of humanity fight not for glory, but for their own survival. Characters of this race are often taken on as pets and will loyally serve with their friends.

Rudimentary Intellect: When rolling to determine their Intelligence, humans of Earth A.D. roll 2d5+1 vs. 3d6.

Primitive: Humans of Earth A.D. are incapable of speaking any language other than their own simple tongue of grunts, hoots, and whistles. They are also illiterate. Humans are capable of learning to repeat simple phrases (Will save of DC 14 + number of words) although they do not understand the meaning of those phrases and will repeat them at random.

Titles: These beings have no titles. There is only self and “other”.

Names: The true names of these humans are guttural grunts and hoots that are wholly unintelligible, and often unpronounceable, to intelligent beings. Most often, their companions will give the humans a nickname. Sometimes these nicknames are quite simple (Spot, Fred, or Smash) while others are quite elaborate (Duke Elderberry IV or His Highness Gronk of the Idiot People). Constant repetition of the name used in reference to the human of Earth A.D. will allow him to recognize the nickname as referring to himself. Once per week the human may make a DC 20 Will save to allow them to remember, and even gutturally repeat, their assigned nickname.

Hit Points: Humans of earth A.D. gain 1d8 hit points per level.

Weapon training: All humans are familiar with both the club and spear. They do not wear armor.

Alignment: The harsh life of the surviving humans of Earth A.D. has left them as roving bands of chaotic marauders. Incapable of forming more than a loose collective, the tribesman shun those who seek to rule over them, fighting against any yoke – whether it be one of oppression or one of higher learning.

Raw human strength: Humans of this period are incredibly strong and are capable of pushing themselves with animalistic single-mindedness. Humans of Earth A.D. may burn Strength after the fact to add to any Strength check (any associated penalty taking effect after resolution of the roll). Humans regain Strength burned in this fashion at 1 point per level per day.

Bestial rage: When fighting their greatest foes, these savages surrender more and more of themselves, becoming more animalistic while trying to slay their opponent. Humans of Earth A.D. may permanently burn Personality or Intelligence to add +1d12 to a damage roll.

Mighty Deed of Arms: Humans of Earth A.D. have a savage heritage that focuses on overcoming one's foes as quickly and as brutally as possible. Like warriors, they can perform Mighty Deeds of Arms in combat but are limited to the Pushback, Trip and Throw, and Rending (as per battleaxe) Deeds.

Movement: A human has a base movement speed of 30'.



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EUC Selp-Portrait by El Ultimo Código (CC BY NC ND 3.0)

Table HE-1: Human, Earth A.D.

Level	Attack (Deed Die)	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+d3	1d12/III	1d20	+1	+1	+0
2	+d3	1d14/III	1d20	+1	+1	+0
3	+d4	1d16/IV	1d20	+1	+2	+1
4	+d4	1d20/IV	1d20	+2	+2	+1
5	+d5	1d24/V	1d20+1d14	+2	+3	+1
6	+d5	1d/30/V	1d20+1d14	+2	+4	+2
7	+d6	1d/30/V	1d20+1d16	+3	+4	+2
8	+d6	1d/30/V	1d20+1d16	+3	+5	+2
9	+d7	2d20/V	1d20+1d20	+3	+5	+3
10	+d7	2d20/V	1d20+1d20+1d14	+4	+6	+3

Huntsman

You are the rarest of occupations, that which stalks the night, seeking to destroy those creatures that hunt your fellow humans. You are a champion of the community, though greatly feared by the populace, as many Huntsmen fall under the sway of powerful monsters and ravage the countryside.

The Huntsman has a good attack bonus, high hit points, and the powerful abilities. Women may also be a Huntsman, or a member of the Hunter's Order.

Hit points: A Huntsman gains 1d8 hit points at each level.

Weapon training: A Huntsman is trained in the use of all weapons. Often, they are weapons within weapons. Trick weapons designed to deceive the monsters. Huntsmen often have silver or mithril weapons, sharpened stakes, etc. The Huntsman wears whatever armor he can afford, black leather and long coats being favorites. Armor with hidden compartments is common.

The Hunt: A Huntsman is a member of a secret order, the Hunter's Order. The Huntsman can call upon fellow monster hunters but can also be expected to be called to assist in a hunt. The Hunt ability also represents a Huntsman's knowledge of monsters; namely, their ability to identify monsters, their lairs, hunting grounds, and weaknesses. The Huntsman makes an Intelligence check to identify a monster. DC varies by monster from DC 10 for common monsters to DC 25 for unique specimens. Each clue the Huntsman gains allows a new attempt to identify the monster, and reduces the DC by 1-5 points.



Huntsman by R.S. Tilton, used with permission

Alignment: The Huntsman is a lawful champion. Fallen Hunters can be of neutral or chaotic alignment. Neutral hunters are kicked out of the Huntsman Order and become Lone Wolf hunters. Chaotic hunters are tracked down, as they often side with the monsters.

Attack modifier: Like warriors, the Huntsman does not receive a fixed attack modifier at each level. Instead, they receive a randomized modifier known as a deed die. The Huntsman always makes a new roll with this die in each combat round. When the Huntsman has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round.

Mighty Deeds of Arms: Like warriors, the Huntsman performs Mighty Deeds. Prior to any attack roll, a Huntsman can declare a Mighty Deed of Arms, or for short, a Deed. This Deed is a dramatic combat maneuver within the scope of the current combat. For example, a Huntsman may try to disarm an enemy with his next attack, or trip the opponent, or smash him backward to open access to a nearby corridor. The Deed does not increase damage but could have some other combat effect: pushing back an enemy, tripping or entangling him, temporarily blinding him, and so on. Several of the Huntsman's abilities rely upon the deed die.

Critical hits: In combat, a Huntsman is more likely to score a critical hit and tends to get the most destructive effects when he does so. A Huntsman rolls the highest crit dice and rolls on tables with more devastating effects. In addition, a Huntsman scores critical hits more often. At 4th through 7th level, a

Huntsman scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 18-20 at 8th level. Once a monster has been identified, the threat range increases by 1.

Intimidation: A Huntsman adds his class level to intimidation rolls.

Action dice: A Huntsman always uses his action dice for attacks. At 6th level, a Huntsman gains a second attack each round with his second action die.

Warder: The Huntsman's final trick is his ability to craft wards. The Huntsman can create warding circles, barriers, and traps versus an identified monster. A ward can be crafted in various forms.

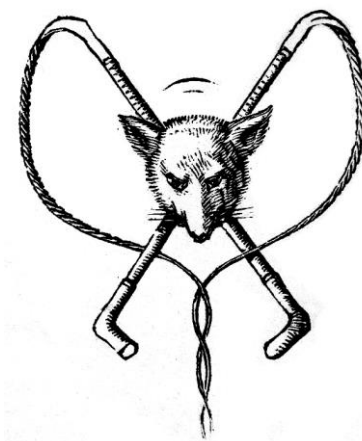
- A Simple ward is temporary, something as simple as a circle of salt. (requiring 1d3 rounds to craft)
- A Crude ward is often carved or painted into a surface and lasts until purposely removed or damaged. (requiring 2d4 rounds to craft)
- A Lasting ward is crafted with precious metals, oils, and jewels. These wards are most often used to protect a Huntsman's abode. (requiring 1d6x50gp and 1d6 weeks to craft)

Warding circles can keep a monster in, or out of a circular area. A Ward Barrier is used to seal a portal against a monster.

Ward traps are designed to cause damage to a monster. A Ward trap causes 1d6 points of damage per level of Huntsman. The monster must make a save (type determined by judge) at DC 15 + Hunter level for half damage. The trap may be triggered by blood, sweat, or tears.

Table HM-1: Huntsman Advancement

Level	Attack (Deed Die)	Crit Die/Table	Threat Range	Action Dice	Ref	Fort	Will	Huntsman Titles
1	+d2	1d12/III	20	1d20	+1	+1	+0	Huntsman Apprentice
2	+d3	1d14/III	20	1d20	+1	+1	+0	Huntsman
3	+d4	1d16/III	20	1d20	+1	+2	+1	Monster Hunter
4	+d5	1d20/IV	19-20	1d20	+2	+2	+1	Demon Hunter
5	+d6	1d24/IV	19-20	1d20	+2	+3	+1	Master Huntsman
6	+d7	1d24/IV	19-20	1d20+1d12	+2	+4	+2	
7	+d8	1d24/IV	19-20	1d20+1d12	+3	+4	+2	
8	+d10	1d30/V	18-20	1d20+1d14	+3	+5	+2	
9	+d10+1	1d30/V	18-20	1d20+1d16	+3	+5	+3	
10	+d10+2	1d30/V	18-20	1d20+1d16	+4	+6	+3	



Hybrid

Playing in a Post-Apocalyptic world can be more fun than you can shake a dosimeter at; whether exploring irradiated ruins of ancient civilizations, or fighting malevolent creatures horribly mutated from the miasmic radiation-filled territories they stalk, rarely does a player walk away and not want a second “exposure”.

One of the most endearing elements of most PA games has to be the mutated animals available as a character class. Judges wishing to add an element of the apocalyptic in their campaign might consider adding a hybrid of man and animal to their game. The DCC system lends itself well to this sort of addition, and below you will find a set of tables you or your players can use to create a human hybrid class with a little more “bite”.

The first step in creating the hybrid class is to determine the animal that will help shape the character/NPC you desire to play. The animal table contains just a smattering of beasts that exist in your present world, so feel free to work your own type up should you have a great idea for your own hybrid.



Adam-Ilithiad by Jeff Preston (CC BY NC ND 3.0)

Hit points: Hybrids begin with the d8 hit die, which may or may not be modified by the determined animal type.

Weapon training: Often the hybrid will have a natural attack they prefer to use, but in a pinch they are proficient in the use of battleaxe, club, crossbow, dagger, dart, hand axe, longsword, mace, shortbow, short sword, sling, spear, staff, and warhammer.

Alignment: Hybrids are free to choose any available alignment.

Attack modifier: Hybrids gain their normal bonus to attack and damage with a high Strength modifier, but the class truly shines when it uses the natural attack included with each genus result. When using the natural attack, the hybrid gains the use of the “genus die” which acts much like a warrior’s deed die. The result is added to both attack and damage rolls.

Critical hits: The hybrid’s critical threat range is increased to a natural roll of 19-20 when using a natural attack.*

Initiative: Hybrids often fight with a primal fury in combat, intimidating their foes. To represent this, the genus die is also rolled and added to the standard d20 initiative roll during combat.

6th sense: The hybrid is known for using its senses far more than the standard human, thus it rarely suffers from the effects of surprise. In game terms, the hybrid gains his Luck bonus with all rolls pertaining to spotting hidden objects/creatures or avoiding surprise.

Table HY-1: Hybrid Breed Information

1d24	Genus	Dominant Characteristics
1	Bear	Natural +2 AC bonus; HD +2d; natural attacks: claw 1d6, bear hug 1d8
2	Shark	Natural +2 AC bonus; HD +2d; natural attack: bite 1d10; track by scent (blood)
3	Horse Fly	Fly 40'; HD -4D; +2 Reflex save; immune to surprise; natural attack: bite 1d6
4	Crow	Fly 30'; +1 Reflex save; +2 Fort save; natural attack: peck 1d4
5	Rat	+2 Reflex save; +3 Fort save; immune to effects of disease but may be a carrier; natural attack: bite 1d5
6	Tiger	Natural +2 AC bonus; +3 stealth rolls; natural attacks: claw 1d8, bite 1d6
7	Gorilla	+4 Fort saves; HD +1d; +4 climb checks; natural attacks: fist 1d8, bite 1d5
8	Crocodile	Natural +4 AC bonus; HD +1d; +3 swim; natural attacks: bite 1d10, tail slap 1d6
9	Eagle	Fly 40'; +2 Reflex save; +4 spot hidden; natural attacks: claw 1d6, beak 1d5
10	Possum	Night vision; prehensile tail; pouch; play dead; natural attack: bite 1d5
11	Snapping Turtle	Natural +6 AC bonus; +4 Fort save; move 20'; natural attack: bite 1d8
12	Hippo	Natural +2 AC bonus; HD +2d; +4 Fort save; +4 swim; natural attack: trample 1d10
13	Wolf	+2 Fort save; +2 Reflex save; +3 track by scent; natural attack: bite 1d8
14	Spider	+4 Reflex save; HD -2d; +6 climb walls; immune to surprise; natural attack: bite 1d6 + venom (DC 12 Fortitude save or additional 1 d6 damage for six rounds)
15	Frog	+2 Reflex save; HD -1d; leap 40'; +3 swim; 10' tongue grab; natural attack: bite 1 d6 + venom (DC 14 Fortitude save or paralyzed for 6 rounds)
16	Elephant	Natural +4 AC bonus; HD +4d; prehensile trunk; natural attacks: tusk gore 1d8, slam 1d10
17	Boar	+2 Reflex save; +2 Fort save; +4 vs. surprise; natural attack: tusk 1d6
18	Wolverine	+2 Fort save; +2 Will save; immune to fear; natural attacks: claw 1d8, bite 1d6
19	Mosquito	Fly 50'; HD -4d; +4 Reflex save; infravision; natural attack: proboscis 1d6 + blood drain (additional 1d6 each round until victim passes opposed grapple check)
20	Bat	Fly 30'; +2 Reflex save; echo-location; natural attack: bite 1d6 + blood drain (additional 1d6 each round until victim passes opposed grapple)
21	Cobra	Natural +2 AC bonus; +4 stealth; natural attack: bite 1d7 + venom (additional 1d7 each round until target passes DC 15 Fort save)
22	Hyena	Natural +2 AC bonus; +2 Fort save; +3 tracking; natural attack: bite 1d8
23	Lion	Natural +2 AC bonus; +2 Fort save; +2 Will save; natural attacks: bite 1d10, claw 1d8
24	Marmoset	Natural +4 AC bonus (based on size); only 2' tall; +4 Reflex save; +6 climb; prehensile tail; natural attack: bite 1d4
25	Flea	HD -2d; Horizontal Leap 200', Vertical Leap 100'; +2 Reflex save; natural attack: bite 1d3
26	Leach	-2 AC Penalty; Swim 40'; natural attack: bite 1d10 + blood drain (additional 1d8 each round until victim passes opposed grapple check)
27	Blowfish	Spend 1 Action to boost AC +3 for 1d4 rounds; toxic flesh DC 14 Fort or die
28	Prairie Dog	Dig 20'; natural attack: bite 1d6; cannot be surprised
29	Orca	Natural +3 AC bonus; HD +3d; +2 INT, natural attack: bite 1d12; track by scent (blood)
30	Fox	Move 50'; +3 INT; natural attack: bite 1d4+1

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

*Only when hybrid is using their natural attack.



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Jungle Born

The dark tropical jungles of the world are home to innumerable species of animal, including indigenous tribes that live in primitive fashion, far away from the wonders of technology and civilized man. On occasion, explorers seek to discover lost civilizations, gold and knowledge that might elevate them in stature. These naïve men often come unprepared for the dangers that await in many forms, and on the rare occasion they opt to bring their families along for the expedition, a rare occurrence can sometimes transpire. Whether by attack by vicious beast, or the end of a cannibal's spear, often the expeditions only find their doom to be imminent. As a last-ditch effort, small children, and sometimes even infants, are rescued by a local band of primates. The children are raised much in the same way as their sibling primates, making for a unique combination of man with ape-like abilities.

Weapon training: Jungle born eventually learn to use the weapons of the indigenous tribes that hunt them. Bows, clubs, and spears may be used in addition to the sling.

Brachiation: Jungle born have no fear of heights and may use vines, or instinctively leap from limb to limb in any jungle, or forest environment. Travel is at the rate of 40' per round, and should the jungle born fall, a DC 10 Reflex save will halve the damage suffered.

Ape speak: Jungle born may communicate through howls, grunts, hoots, and whistles to all species of ape. Note: this is limited to basic communication limited to an animal level intelligence.

Stealth: Jungle born are natural predators, and are masters of stealth. See the progression chart to find the bonus added to all related rolls during stealth related rolls.

Primal roar: The Jungle born may attempt a display of dominance over any creature he faces, and often does so before entering combat. To use primal roar, the Jungle born rolls 1d20 and adds any Strength bonus in addition to level. Any creature or humanoid within 30' must pass a Will save with a DC matching the primal roar check result. Failure means succumbing to fear and immediately using any available movement to run directly away from the character.

Primal strength: Jungle born are considered super-human in stature, and are often able to perform great feats of strength and dexterity. In game terms, the character can roll a primal die during any feat of strength or daring maneuver involving agility. The result is added to any check result normally needed for the task at hand. The primal die may also be used as additional damage for any successful attack delivered during any combat round.

Tracking: The Jungle born may track, using all five senses, to determine type, number, and the direction of his prey, assuming the target is native to the territory the character calls home. To make a tracking roll, have the character roll 1d20 and add level in addition to any Intelligence modifier. The DC for the check is typically 8 modified by weather, or any other conditions determined to affect the skill, as determined by the judge.

Primitive thinking: Jungle born are not able to read or write; nor are they assumed to be able to speak in common. These skills may be learned from an appropriate source, but until proper time has been dedicated to learning, the character is limited in his means of communication with all intelligent speaking creatures.

Table JB-1: Jungle Born Advancement

Level	Attack	Crit Die/Table	Action Dice	Primal Die	Stealth	Ref	Fort	Will	Jungle Born Titles
1	+1	1d10/II	1d20	1d4	+2	+1	+1	+0	Primate
2	+2	1d10/II	1d20	1d5	+3	+1	+1	+0	Tree Stalker
3	+2	1d12/III	1d20	1d6	+4	+2	+2	+1	Jungle Brave
4	+3	1d12/III	1d20	1d7	+5	+2	+2	+1	Alpha
5	+4	1d14/V	1d20+1d14	1d8	+6	+3	+3	+2	Lord of the Jungle
6	+4	1d14/V	1d20+1d14	1d10	+7	+3	+4	+2	
7	+5	1d16/V	1d20+1d16	1d12	+8	+4	+4	+3	
8	+5	1d16/V	1d20+1d16	1d14	+9	+4	+5	+3	
9	+6	1d20/V	1d20+1d20	1d16	+10	+5	+5	+4	
10	+6	1d20/V	1d24 +1d20	1d16+2	+11	+6	+6	+4	



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Legerdemainist

Training to become a wizard is a lonely – and often hazardous – journey to take. Spending your best years with your nose buried in cryptic grimoires means you'll become more and more isolated, with your only chance to socialize being that of the demented longbeard who took you in as his apprentice. Most who choose the wizardly path will wash out at some point. Constant studying along with what can often be a hazardous practice of arcane skill means only the truly gifted (or insane, according to most) will remain to complete their training.

There are also those who realize very quickly that even a basic spell can be used in less than honorable ways. You are one such vagabond! You may have had grand aspirations of turning lead to gold, or charming the hand of a princess for marriage, but it didn't take too many long days of washing your mentor's crusty unmentionables to realize this was not to be your lot in life. Realizing such, you walked the walk and talked the talk long enough to add some of the arcanegeezers' spells to your own repertoire before vanishing in the night.

Legerdemainists can neither be called wizards, nor thieves. They could never measure up against a true wizard, and rarely apply themselves enough to the less than honorable skills that make for a true master thief. On the flipside of the coin, the legerdemainist has a skill set that, when combined with basic spell casting, can make the unthinkable heist a potential reality.

Hit points: The legerdemainist gains 1d5 hit points at each level.

Weapon training: A legerdemainist is trained in the use of these weapons: blackjack, blowgun, crossbow, dagger, dart, short sword, sling, and staff. Conjure-sneaks are careful in their choice of armor, as it affects the use of their skills and interferes with their spellcasting. Wearing armor of any sort will negatively modify any spell check by the same amount it would normally interfere with thieving abilities.

Alignment: The legerdemainist may be of any alignment

Thieving skills: A legerdemainist learns basic thieving skills that aid his shadowy career, but at a much slower progression. Much like a true thief, legerdemainists can pick locks, find and disable traps, sneak silently, hide in shadows, climb sheer surfaces, and pick pockets, but dividing time between practicing the arcane arts and picking locks means the legerdemainist will never be a master of either side of his chosen paths. A legerdemainist has a -2 penalty to the skills of a thief of similar level and alignment.

Luck & wits: The legerdemainist doesn't gain the Luck of a master thief, but does gain a limited form of the ability. At any point, when spending Luck, the legerdemainist gains a +2 for each point spent. The conjure-thief also finds his Luck returning with a good night's rest at the rate of one point per level.

Action dice: A legerdemainist uses his action dice for any normal activity, including attacks, skill checks, and spellcasting.

Spells: The legerdemainist begins play with a small assortment of known spells determined randomly. The spells are selected from a basic list provided below. The character must find new spells during the course of adventuring, since they've broken away from their tutelage and betrayed their mentor. The legerdemainist begins play with three 1st-level spells. The Legerdemainist's spellcheck bonus is equal to CL+ INT modifier. All rules for magic such as mercurial magic, spell burn, and corruption also apply to the conjuresneak.

Supernatural patrons: The legerdemainist follows the same rules for aligning with an otherworldly presence just as a true wizard would. These other worldly powers often use the sneak for his varied skill set; thus, they will often answer the calls of the character, and as an odd favor they are known to bequeath the

ability to cast certain cleric spells the patron deems important for the job at hand. These spells are granted during the time the legerdemainist spends studying normal spells from his grimoire. The spell is cast in the same fashion as arcane spells, and the character uses his level + Intelligence modifier to the roll instead of his Personality modifier. Cleric spells are not available to the caster until he acquires *invoke patron*, and they're usually gifted to the legerdemainist after some favorable quest has been accomplished in that benefits the chosen patron.

Table L-1: Legerdemainist Advancement

Level	Attack	Crit Die/Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will
1	+0	1d6/II	1d20	3	1	+1	+0	+1
2	+1	1d7/II	1d20	4	1	+1	+0	+1
3	+1	1d8/II	1d20	5	2	+2	+1	+2
4	+2	1d10/II	1d20	6	2	+2	+1	+2
5	+2	1d12/II	1d20+1d14	7	3	+3	+1	+3
6	+3	1d14/II	1d20+1d16	8	3	+3	+2	+3
7	+3	1d16/II	1d20+1d20	9	4	+4	+2	+4
8	+4	1d20/II	1d20+1d20	10	4	+4	+2	+4
9	+4	1d24/II	1d20+1d20	11	5	+5	+3	+5
10	+5	1d30/II	1d24 +1d20	12	5	+5	+3	+5

Table L-2: Legerdemainist Spells (with page number)

	1st Level	2nd Level	3rd Level	4th Level	5th Level
1	Cantrip 130	Arcane affinity 162	Dispel Magic 208	Control fire 238	Lokerimon's unerring hunter 249
2	Charm person 131	Detect invisible 165	Emirikol's entropic maelstrom 213	Control ice 239	Magic Bulwark 251
3	Comprehend languages 136	ESP 166	Fly 217	Polymorph 243	Mind purge 252
4	Detect magic 260	Fire resistance 169	Gust of wind 219	Transmute earth 244	Replication 253
5	Ekim's magical mask 137	Forget 170	Haste 221	Wizard sense 245	
6	Feather fall 140	Invisibility 172	Planar step 225		
7	Find familiar 141	Knock 175	Slow 228		
8	Force manipulation 143	Levitate 176	Turn to stone 233		
9	Invoke patron 144	Locate object 178	Water breathing 235		
10	Magic missile 144	Magic mouth 180			
11	Magic shield 146	Scare 191			
12	Mending 147	Shatter 193			
13	Patron bond 148	Spider web 196			
14	Read magic 152	Strength 198			
15	Ropework 153				
16	Spider climb 156				
17	Ventriloquism 158				
18	Ward portal 160				

Masque

Judges may wish to allow players the option of playing a masque as character class. The masques are a dedicated group intent on keeping the balance of life in check, acting as a dark emissary of the god of plague and disease. Masques are masters of things most peasants flee from. Sickness, disease, and plague are the meat and drink of a servant of the Red Death. The “healers” study, create, and cure all forms of pox and fever while traveling the lands, observing population overgrowth in addition to areas of lingering sickness. Masques favor heavy robes and cloaks with which to store salves and poultice. They are also fond of wearing “Plague masks”, masks that usually have storage for herbs and oils to shield them from the smell of the sick and the dead.

A masque has an almost “alien” personality, and typically can count their friends on one hand. The masque realizes strength is found amongst numbers, so often reveals himself only as a healer and follower of one who serves to protect the balance of life.

Hit points: A masque gains 1d8 hit points at each level.

Choosing a god: Masques are solely devoted to the Red Death.

Weapon training: Masques are trained in the use of the scythe, the favored weapon of the Red Death. They may wear any form of armor and their spellchecks are unhindered by its use.
Scythe (1d8; two handed weapon; use 1d16 for initiative rolls).

Alignment: All masques must be neutral. The act of keeping the balance of life in check can only be tasked to a person who understands the role of man and animal in the world. If one is allowed to overpopulate over the other, the scales tip, and the “greater balance” is upset.

Magic: Masques have access to clerical magic, with a spellcheck bonus equal to CL + Personality bonus.

Luck: A masque uses his Luck modifier while using their *lay on hands* or *plague mongering* abilities. The *lay on hands* table is modified for the masque with the addition of a diseased column. If the recipient of the healing has any sort of disease or sickness, magic or otherwise, use this column, ignoring the target’s alignment.

Lay on Hands				
Spell Check	Same	Adjacent	Opposite	Diseased*
1-11	Failure	Failure	Failure	Failure
12-13	2 dice	1 die	1 die	2 dice
14-18	3 dice	2 dice	1 die	3 dice
19-20	4 dice	3 dice	2 dice	4 dice
21+	5 dice	4 dice	3 dice	5 dice

Plague Mongering: This ability replaces the *turn unholy* ability given to the standard cleric. *Plague mongering* is a term used to describe the mastery and practice of all forms of sickness. The masque spends his free time by cataloguing various maladies and plague. This results in a better chance of healing while using the *lay on hands* ability when related to any form of sickness or disease. In addition, the masque also gains the ability to *cause disease*. This ability is used when the masque receives divine insight while visiting an area deemed to be tipping the scales. It can also be used in rare cases for self-defense.

Plague Mongering

Result	Effect
1-11	No effect.
12-13	Slight infection. Target develops a fever, chills, and flu-like symptoms. This results in the victim making a save with a target DC of the original spell check. Failure results in a severe cold lasting 1d4 weeks resulting in -1d to all physical rolls.
14-17	Disease. Target develops a more serious ailment that is both contagious and can only be cured by a cleric. One Fortitude save is allowed with a DC matching the spell check. Failure results in festering boils with accompanying fever to manifest causing 1d8+CL damage. Target also suffers -1d to all rolls until cured and has the ability to spread the pox to others.
18-19	Plague. Target becomes a walking time bomb. The ailment reveals itself with gruesome signs. Boils, open wounds, and foul smells immediately manifest. One Fortitude save with a DC that matches the spell check is allowed, with failure resulting in an immediate 4d8 damage. Target also suffers -2d to all physical and mental rolls. The target gains the ability to spread the pox to others and must be healed by a cleric.
20+	Carrion. Target instantly finds himself on Death's door. Orifices begin to bleed and weep. Skin cracks while veins bulge. Target must pass a Fortitude save with a DC matching the spell check result, or suffer 4d10 damage immediately. Target must pass the same Fort save with each passing day or suffer 2d10 damage. Target also suffers -3d to all physical and mental rolls. The target becomes a plague bomb and must be healed by a cleric of at least the same level as the masque who created the plague.

Table MQ-1: Masque Advancement

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Spells Known by Level					Masque Titles
							1	2	3	4	5	
1	+0	1d8/III	1d20	+0	+1	+1	4	3				Vermin
2	+1	1d8/III	1d20	+0	+1	+1	5	4				Canker
3	+2	1d10/III	1d20	+1	+1	+2	5	5				Ravager
4	+2	1d10/III	1d20	+1	+2	+2	6	6				Infector
5	+3	1d12/III	1d20	+1	+2	+3	6	1	2			Afflictor
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	



Mek

Judges wishing to run an adventure based on Jack Vance's "The Last Castle" may wish to allow players to play one of the bronze insect men, or have the entire group assume the role of an escaped band. There is also the option of allowing a rescue party of Meks landing on the planet to investigate. The dependency on syrup sacs is no longer a hindrance should players choose this option.

Hit points: Mek gain 1d10 hit points at each level.

Weapon training: Pellet rifle, sword, club

Armor: The Mek are born with a sturdy carapace that gives them a natural AC 12. They are highly resistant to pain and this translates to blunt and slashing weapons doing one less die of damage on the dice chain, unless a called shot is made for the face, or sensory organ.

Telepathy: The Mek all have a series of highly conductive antennae that can be used to mind-link with others of their species, in addition to intercepting various frequencies made by technological items used for communication. A Mek may effectively communicate telepathically with any member of its species within a one-mile radius. This same range applies to intercepting communications from mechanical devices. Should the Mek ever have its spines damaged, or purposefully removed, the creature will be cut off from its network and loses this ability until healed. A called shot dealing a sum total of half the starting hit points of the Mek will successfully remove the spines. The spines will regrow and become functional once the creature reaches its max total.

Mechanical aptitude: The Mek are gifted problem solvers and have the innate ability to build or repair mechanical devices. They are often used to maintain systems put in place to transport and care for their owners. Any roll involving creation or repair of technological items results in a Mek making the roll as skilled (1d20 as opposed to unskilled 1d10). If the Mek has access to proper tools it may add +2 to any related rolls.

Food dependency: Slave Meks are fed a nutrient-dense syrup by their captors. This syrup is the only means the species has to gain sustenance after being taken away from its home world. Should the syrup become unavailable, the Mek must make DC 15 Fortitude checks each day after having gone 48 hours without feeding. Failing results in 1d4 Stamina damage as it undergoes the effects of starvation each day. *If the Mek is being used as a player class and is not indentured to slavery, ignore the food dependency.*



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Languages: Mek communicate naturally through telepathy, but also speak common and the language of their captors.

Action dice: Mek use their action die for skill checks and combat.

Table MK-1: Mek Advancement							
Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Mek Titles
1	+1	1d6/II	1d20	+1	+1	+0	Oothecae
2	+1	1d8/II	1d20	+1	+1	+0	Nymph
3	+2	1d8/II	1d20	+1	+2	+1	Molter
4	+2	1d10/II	1d20	+2	+2	+1	Blattodea
5	+3	1d10/II	1d20+1d14	+2	+3	+1	
6	+3	1d12/II	1d20+1d14	+2	+3	+2	
7	+4	1d12/II	1d20+1d16	+3	+4	+2	
8	+5	1d14/II	1d20+1d16	+3	+4	+2	
9	+5	1d14/II	1d20+1d20	+4	+5	+3	
10	+6	1d16/II	1d20+1d20	+4	+6	+3	



Hulk-Bug Concept by Kerry Gammill. Used with permission

Melnibonéan

You are a selfish, not-quite-human native of Melniboné, the Dragon Isle. You are the decadent descendant of an empire that stretches back tens of thousands of years. There is only one rule in Melnibonéan society – “seek pleasure however you would.”

Melniboné as an empire has existed for almost as long as there has been a world for it to exist upon. But now its days of glory are quickly fading, and Melnibonéans rarely leave Imrryr, the capital city of the Dragon Isle. Once their fleets of golden battle-barges and flights of dragons terrorized the world; now they are rarely seen. Many Melnibonéans have little use for the lands and people beyond their shores, and treat those from the “Young Kingdoms” with disinterest at best.

Most Melnibonéans are equally skilled with swords and sorcery. Their heritage is long, and their emperors and lords long ago made pacts with the Lords of Chaos and the Elemental Lords alike. Though the mortal pact-makers are long dead, time means little to near-gods and the deals are often still honored.

Hit Points: A Melnibonéan gains 1d8 hit point at each level.

Weapon Training: It is typical for Melnibonéan youth to serve in the army or navy, and so they are trained in the use of the battleaxe, dagger, javelin, lance, longbow, longsword, polearm, short sword, spear, and two-handed sword.

Alignment: Due to their long history of serving the Lords of Chaos, Melnibonéans are almost never anything other than Chaotic. Very rarely an individual might rebel and become Neutral. Lawful Melnibonéans, if such things ever exist, are dealt with by their society long before they have any impact on the world.

Magic: Melnibonéans practice sorceries sustained by traffic with otherworldly entities. They are adept at summoning and controlling demons and elementals. Though an individual Melnibonéan does not live much longer than a human, they make supernatural pacts that last generations. A Melnibonéan may only deal with a particular demon a few times during his life, but that demon might have had a relationship with the sorcerer's ancestors. A Melnibonéan's spells are determined randomly like a wizard's, except for *invoke patron* and *patron bond*, as described below.

Pawn of Chaos: Due to pacts made generations ago by the former emperors of Melniboné, all Melnibonéan characters automatically receive the spells *invoke patron* and *patron bond* at 1st level in addition



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to his other spells. These spells can only be used to invoke or bond with a Chaotic or Elemental patron, however. If for any reason a Melnibonéan becomes bonded to a Lawful patron, the Lords of Chaos will consider the Melnibonéan a pact-breaker and deal with him accordingly.

Dragon Whisperer: The last remaining dragons live on the Dragon Isle, and serve the Melnibonéans when they are not sleeping for years. A Melnibonéan gains a +2 bonus on any Personality rolls when interacting with dragons.

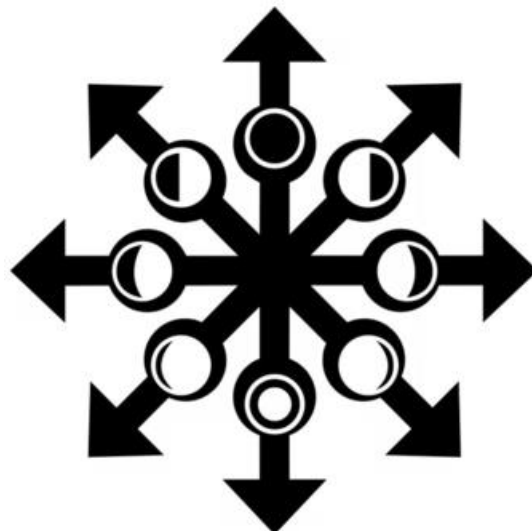
Luck: A Melnibonéan applies his Luck modifier to all spell checks to cast *patron bond* or *invoke patron*.

Languages: At 1st level, a Melnibonéan automatically knows High Melnibonéan and the Common Tongue of the Young Kingdoms. A Melnibonéan knows one additional language for every point of Intelligence modifier. Additional languages are determined randomly by using Appendix L.

Action Dice: A Melnibonéan can use action dice for attacks or spell checks as desired, with one exception: he may not cast two spells in one round. Melnibonéan sorcery is a little more time-consuming than standard wizardry, so when he reaches a level where he has more than one action die, the Melnibonéan can make two attacks each round or make one attack and cast one spell, but cannot cast two spells.

Table MB-1: Melnibonéan Advancement								
Level	Attack	Crit Die/Table	Action Dice	Known Spells*	Max Spell Level	Ref	Fort	Will
1	+1	1d8/III	1d20	2	1	+1	+1	+1
2	+1	1d8/III	1d20	3	1	+1	+1	+1
3	+2	1d10/III	1d20	4	2	+1	+1	+2
4	+2	1d10/III	1d20	5	2	+2	+2	+2
5	+3	1d12/III	1d20	6	3	+2	+2	+3
6	+3	1d12/III	1d20+1d14	7	3	+2	+2	+4
7	+4	1d14/III	1d20+1d16	8	4	+3	+3	+4
8	+4	1d14/III	1d20+1d20	9	4	+3	+3	+5
9	+5	1d16/III	1d20+1d20	10	5	+3	+3	+5
10	+5	1d16/III	1d20+1d20	12	5	+4	+4	+6

*in addition to *invoke patron* and *patron bond*



Nu-Men

Altered by ancient, lost science to survive the greatest environmental threats that mankind might ever face, the nu-men are spoken of in whispers, and rarely, if ever, encountered. At first glance they can pass for human, although their civilized behavior and ability to speak immediately sets them apart from all other humans of Earth A.D.

Hit points: Nu-Men gain 1d12 hit points per level.

Weapon training: Nu-Men are proficient with all weapons. Nu-Men are unable to wear armor, instead being required to wear special lead-lined suits to prevent the radioactivity of their bodies from causing harm to others.

Radioactive: To prevent the radioactive forces of their bodies from harming others, nu-men wear special suits when traveling with companions of other races. Those exposed to nu-men who are not wearing their protective suits begin to suffer from the harmful effects of the radiation. Each round after the 11th round, the victim must make a DC 12 Fort save or be instantly slain by the radiation.



Exposure	Damage
1 st round	None
2 nd round	1d3
3 rd round	1d5
4 th round	1d7
5 th round	1d10
6 th round	1d12
7 th round	1d14
8 th round	1d16
9 th round	1d20
10 th round	1d24
11 th round	1d30
12 th + round	1d30+Fort

Radioactive transformation: Nu-Men's bodies emit radiation via their cyclo-heart. This organ is covered with a round, pressure sensitive, disk. When the disk is depressed, an explosive wave blasts away from the nu-man's body, striking everything within 10' x the nu-man's level. All struck must make a DC 12 Reflex save or be knocked prone. The second effect of the cyclo-heart's activation is that of a striking physical transformation of the nu-man's body into living steel. This grants the nu-man an effective armor class of 14 + current level. The transformation lasts for 1d3 turns and the nu-man may make this transformation 1 + level times per day.

Rad-punch: The nuclear forces contained within the cyclo-heart of a nu-man can be channeled into a blow of terrific power. The rad-punch of a nu-man does 1d5+1 points of damage. Each subsequent blow against the same foe adds an additional point of damage as the radioactive forces begin to build up in the target's body. While using this power the nu-man's fists glow brightly with green glowing energy.

Movement: Nu-Men have a base movement speed of 30'.

Table NU-1: Nu-Men Advancement						
Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will
1	+1	1d10/III	1d20	+1	+1	+0
2	+1	1d12/III	1d20	+1	+1	+0
3	+2	1d14/III	1d20+1d14	+1	+2	+1
4	+2	1d16/IV	1d20+1d14	+2	+2	+1
5	+3	1d20/IV	1d20+1d16	+2	+3	+1
6	+3	1d24/V	1d20+1d16	+2	+4	+2
7	+4	1d30/V	1d20+1d20	+3	+4	+2
8	+4	1d30/V	1d20+1d20	+3	+5	+2
9	+5	2d20/V	1d24+1d20	+3	+5	+3
10	+6	2d20/V	1d24+1d24	+4	+6	+3

Title by Alignment and Origin

Level	Lawful	Neutral	Chaotic
1	Acolyte of Fission	Acolyte of the Void	Acolyte of the Wastes
2	Shaper of the Rad	Follower of the Void	Walker of the Wastes
3	Fission Knight	Defender of the Void	Defender of the wastes
4	Fission Champion	Champion of the Void	Champion of the Wastes
5	Fission Master	Void Master	Master of the Wastes





Redcap Gnome

You are a tiny protector of the forest and the diminutive creatures that share your home. You spend your days gathering herbs and roots to use for the evening's stew, or help brew a healing salve for a friend who ventured into the cruel jaws of a huntsman's trap. On rare occasions you befriend those known as the "tall-folk". These rare bonds can sometimes lead to brave adventures far away from home.

Gnomes rarely exceed 20 centimeters in height, though the red caps they traditionally wear make them stand much taller. Their feet have a pigeon toed shape which helps them move more quickly through their natural forest environment. Gnomes detest shoes, and only wear them when facing hazards that would cause them harm.

The title "protector of the forest" is usually given to the local ranger, but it is truly the gnome that deserves the moniker. Gnomes are famous for freeing creatures from traps and snares, and are experts at healing through apothecary concoctions. Gnomes aren't limited to the forest and often attend animals on local farms in need of care.



The strength of a gnome is quite contradictory to its size. They are actually as strong as a typical human, if not stronger. This strength is used to release spring-loaded traps, and to move wounded animals to a place of safety. Gnomes are able to communicate with all creatures of the forest, and often play practical jokes on them as well as outsiders traveling through their part of the forest. Gnomes are capable of moving swiftly through their natural habitat (no penalty for moving through difficult terrain in any forest environment) and have a natural movement of 20'.

Gnomes subsist mainly on a diet of nuts, mushrooms and other vegetation that can be grown within the forest. They're known to be fond of a mead made from morning dew, fermented berries and honey. The brew is said to be more potent than any dwarven stout, and woe to the fool who tries to outdrink any gnome.

Hit Points: A gnome gains 1d4 hit points at each level.

Weapon Training: Gnomes may use a dagger, which is the equivalent to a sword for the diminutive race, and must be used as a two-handed weapon. They are particularly fond of slingshots, a ranged attack weapon that propels small rocks and similar objects.

Slingshot Damage 1d3 Range: 15/30/40 Cost: 2GP

Alignment: Gnomes are always lawful and known for their good hearts.

Nightvision: Gnomes often travel at night to check traps and snares in their domain, and can see in normal darkness up to 30'.

Small size: Being even smaller than the tiniest halfling, the gnome has the advantage in combat. Any enemy taller than a halfling will have a hard time striking the agile gnome. This results in a natural +3 to AC as long as no additional armor is worn.

Stealth: Gnomes gain a natural bonus when moving silently and hiding while within any forest environment. This bonus increases with level advancement.

Languages: Gnomes are able to speak their own native tongue in addition to common. They are also able to converse naturally with any animal of the forest.

Action Die: The gnome uses the action die for attacks and skill checks.

Natural Apothecary: Gnomes are capable of brewing natural remedies for wounds, poisons, and other ailments. A normal skill roll is all that is required to make one 1d4 doses for a similarly sized creature, or one dose for halfling-size or larger humanoid. Curative brews heal 1d4, while poison remedies will allow an additional save as long as the target still breathes.

Table RG-1: Redcap Gnome Advancement

Level	Attack	Crit Die/Table	Action Dice	Ref	Fort	Will	Sneak & Hide	Title
1	+0	1d6/III	1d20	+1	+0	+1	+2	Gardner
2	+1	1d6/III	1d20	+2	+0	+1	+3	Red Cap
3	+1	1d8/III	1d20	+3	+1	+2	+4	Sprig Warden
4	+2	1d8/III	1d20	+4	+1	+2	+5	Dew Ranger
5	+2	1d10/III	1d20	+5	+2	+3	+6	Short Strider
6	+3	1d10/III	1d20+1d12	+6	+2	+3	+7	
7	+3	1d12/III	1d20+1d12	+7	+3	+4	+8	
8	+4	1d12/III	1d20+1d14	+8	+3	+4	+9	
9	+4	1d14/III	1d20+1d16	+9	+4	+5	+10	
10	+5	1d14/III	1d20+1d16	+10	+4	+5	+11	



Subhuman

Dwelling on the outskirts of the civilized realms and into the far reaches, the tribes collectively referred to as “subhuman” are often dismissed as little more than savage beasts – fit only to be controlled by a powerful leader. In the case of the Zaperazh, for instance, this impression is wholly false. These tribesmen, while not as physically evolved as their human brethren, have functioning societies and hierarchies of their own. While their lives may be simple, it is a mistake to underestimate them. Subhumans are capable of selecting any human class, although it costs them double the experience to level in those cases. In addition subhumans may select, and excel, in the classes which follow.

0-level

All 0-level subhuman characters start with the following:

- 1d5 hit points, modified by Stamina.
- 0 XP
- One randomly determined occupation (see Table SH-1).
- One randomly determined piece of equipment (see Table SH-2).
- Based on the occupation:
 - Possession of one weapon and training in its use.
 - Possession of some trade goods.
- A +0 modifier to attack rolls and all saving throws.

Table SH-1: Subhuman Occupations			
Roll	Occupation	Trained Weapon	Trade Goods
01-45	Hunter	Spear	Haunch of meat
46-90	Gatherer	Club	Basket of vegetables
91-00	Fire-tender	Flint Knife	Basket of embers

Table SH-2: Subhuman Equipment					
Roll	Item	Roll	Item	Roll	Item
1	Flint knife	9	Digging stick	17	Basket, small
2	Clay bowl	10	Stone scraper	18	Basket, large
3	Torch	11	Sharp stone flakes	19	Animal skin
4	Water skin	12	Abrasive stone	20	Antlers
5	Small sack	13	Pot of plant-based glue	21	Bone needle & Sinew
6	Rations (1 week)	14	Stone core tool	22	Bow drill
7	Quern-stones	15	Stone chopper	23	Feathers
8	Pot of animal fat	16	Pretty crystal	24	Skystone (iron)

Shaman

Subhuman shamans dedicate themselves to serving their tribes by communicating with the spirits, both ancestral as well as otherworldly. They are revered for their wisdom, but the difficult living conditions of subhuman living leave them surprisingly hardened.

Hit points: A shaman gains 1d8+1 hit points at each level.

Weapon training: A shaman is trained in the use of club, dagger, and staff. The shaman typically wears no armor at all, instead relying on mystic paints and dyes to provide them with additional protections beyond their natural hardness.

Alignment: The shamans of the subhumans are open to the flows of the universe and will speak to whichever spirits that are called for at the time, leaving them very flexible. In terms of alignment, while naturally neutral, a shaman is treated as being the most advantageous alignment at any given time.

Caster level: Despite their limited selection of available spells, shamans are quite powerful casters. Caster level is a shaman's power in channeling a spell's energy. A shaman's caster level (CL) is usually his level as a shaman +5. For example, a 2nd second level shaman usually has a CL of 7.

Magic: A shaman can call upon the power of the spirits by making special offerings. This form of magic is known as spirit magic. Its successful use allows a shaman to channel spiritual power as a magical spell. A shaman has access to a number of spells as noted on Table SHS-3. To cast a spell, a shaman makes a spell check. The spell check is made like any other check: roll 1d20 + Personality modifier + caster level (CL). If the shaman succeeds, the spirits grant his request while failure always results in loss/failure.

Table SHS-1: Subhuman Shaman Spells (with page number)			
	1st Level	2nd Level	3rd Level
1	Animal summoning 129	Arcane affinity 162	Binding 270
2	Blessing 255	Banish 269	Consult spirit 204
3	Charm person 131	Curse 273	Demon summoning 206
4	Darkness 258	Detect evil 259	Dispel magic 208
5	Detect magic 260	Detect invisible 165	Exorcise 288
6	Force manipulation 143	Enlarge 139	Fireball 216
7	Magic missile 144	Levitate 176	Lightning bolt 222
8	Mystic paint (<i>Shrouded Grimoire</i> pg. 5)	Lotus stare 276	Remove curse 289
9	Second sight 267	Scorching ray 192	Speak with the dead 290
10	Sleep 155	Strength 198	Water breathing 235

Luck: A shaman can expend Luck to aid his allies. The ally in question must be nearby and visible to the shaman. The shaman may act out of initiative order to burn Luck and apply it to the ally's rolls. The shaman loses the Luck, and the ally receives the benefit. The shaman's Luck modifier can apply to any roll made by an ally: attack rolls, damage rolls, saves, spell checks, thief skills, and so on. The shaman recovers luck at the rate of one point every full and new moon.

Languages: The shaman knows the language of his people and can instinctively understand any spirit. At 3rd level the shaman gains the ability to learn one additional language to a level where, while not fluent, he is able to make himself understood.

Action dice: A shaman can use his first action die for attack rolls or spell checks but may only use his second action die for spell checks.

Table SHS-1: Subhuman Shaman Advancement									
Level	Attack	Crit Die/Table	Action Dice	Known Spells	Max Spell Level	Ref	Fort	Will	Title by Level
1	+1	1d6/I	1d20	1	1	+1	+0	+1	Medium
2	+1	1d6/I	1d20	1	1	+1	+0	+1	Wiseman
3	+2	1d8/II	1d20	2	1	+1	+1	+2	Ghostman
4	+2	1d8/II	1d20	2	1	+2	+1	+2	Gravetender
5	+3	1d10/II	1d20	3	2	+2	+1	+3	Wangateur
6	+3	1d10/II	1d20+1d14	3	2	+2	+2	+4	Medicine Man
7	+4	1d12/II	1d20+1d16	4	2	+3	+2	+4	Spirit Talker
8	+4	1d12/II	1d20+1d20	4	2	+3	+2	+5	Shaman
9	+5	1d16/II	1d20+1d20	5	3	+3	+3	+5	Oracle
10	+5	1d16/II	1d20+1d24	5	3	+4	+3	+6	Mundunugu

Warlord

Subhuman warlords represent harmonic perfection between a being and his weapon (most often a spear). Warlords are capable of shrugging off blows that would kill lesser beings, fighting on despite otherwise debilitating injuries. Capable of entering a fighting frenzy, subhuman warlords are among the fiercest of warriors to tread a battlefield.

Hit points: A warlord gains 1d10+1 hit points at each level.

Weapon training: A warlord masters his training in one single weapon beginning with spear. Every second subsequent level, the warlord then selects an additional weapon from the following list: blowgun, club, dagger, hand axe, longbow, short sword, shortbow, sling, and staff. The warlord wears no armor, instead simply shrugging off damage.

Battle fury: In combat, a warlord may burn a point of personality to enter battle fury. While furiously attacking, the warlord may temporarily expend points of his Personality or Intelligence score to enhance his attacks. When expending attribute points the warlord gains a matching number of fury dice which are added to both attack and damage.

Battle hardened: A warlord subtracts double his class level from the damage of all non-magical incoming attacks, and equal to his level from all incoming magical attacks.

Toughened: A warlord adds both his Agility bonus and his level to his armor class.

Alignment: Focused and in tune with their bodies and weapons, warlords are neutral.

Critical hits: In combat, a warlord is more likely to score a critical hit and tends to get the most destructive effects when he does so. In addition, a warlord scores critical hits more often. At 3rd through 6th level, a warrior scores a crit on any natural roll of 19-20. The threat range increases to natural rolls of 18-20 at 7th level and 17-20 at 10th level.

Initiative: A warlord adds his class level to his initiative rolls.

Luck: A warlord may burn a permanent point of Luck to make a Fortitude save (with difficulty equal to the amount of incoming damage) in an attempt to ignore the damage from any non-magical attack.

Action dice: A warlord always uses his action dice for attacks. At 5th level, a warlord gains a second attack each round with his second action die.

Table SHW-1: Subhuman Warlord Advancement									
Level	Attack/ Damage	Crit Die/Table	Threat Range	Action Dice	Fury Die	Ref	Fort	Will	Title
1	+3/+1	1d8/III	20	1d20	+1d3	+1	+1	+0	Yob
2	+4/+2	1d10/III	20	1d20	+1d3	+1	+1	+0	Belligerent
3	+4/+3	1d12/III	19-20	1d20	+1d3	+1	+2	+1	Brute
4	+5/+3	1d14/III	19-20	1d20	+1d4	+2	+2	+1	Berserker
5	+6/+4	1d16/IV	19-20	1d20+1d14	+1d4	+2	+3	+1	Beast
6	+7/+4	1d16/IV	1-20	1d20+1d14	+1d4	+2	+4	+2	Renegade
7	+7/+5	1d20/IV	18-20	1d20+1d16	+1d5	+3	+4	+2	Warlord
8	+8/+5	1d24/IV	18-20	1d20+1d16	+1d5	+3	+5	+2	Bantam
9	+9/+6	1d30/V	18-20	1d20+1d20	+1d5	+3	+5	+3	Demon
10	+10/+6	2d30/V	17-20	1d20+1d20	+1d6	+4	+6	+3	Fury

Tweel

Tweel are brilliantly intelligent creatures whose closest Aereth analog is that of a tall bird such as a flamingo or an ostrich. That comparison, though, is a base one, as these creatures are not of Aereth, nor are they birds.

Transported from their home world, the Tweel find it very difficult to communicate in such rudimentary fashions as Aereth's inhabitants. The ancient god, Thoth, was a member of the Tweel.

Hit points: Tweel gain 1d8 hit points at each level.

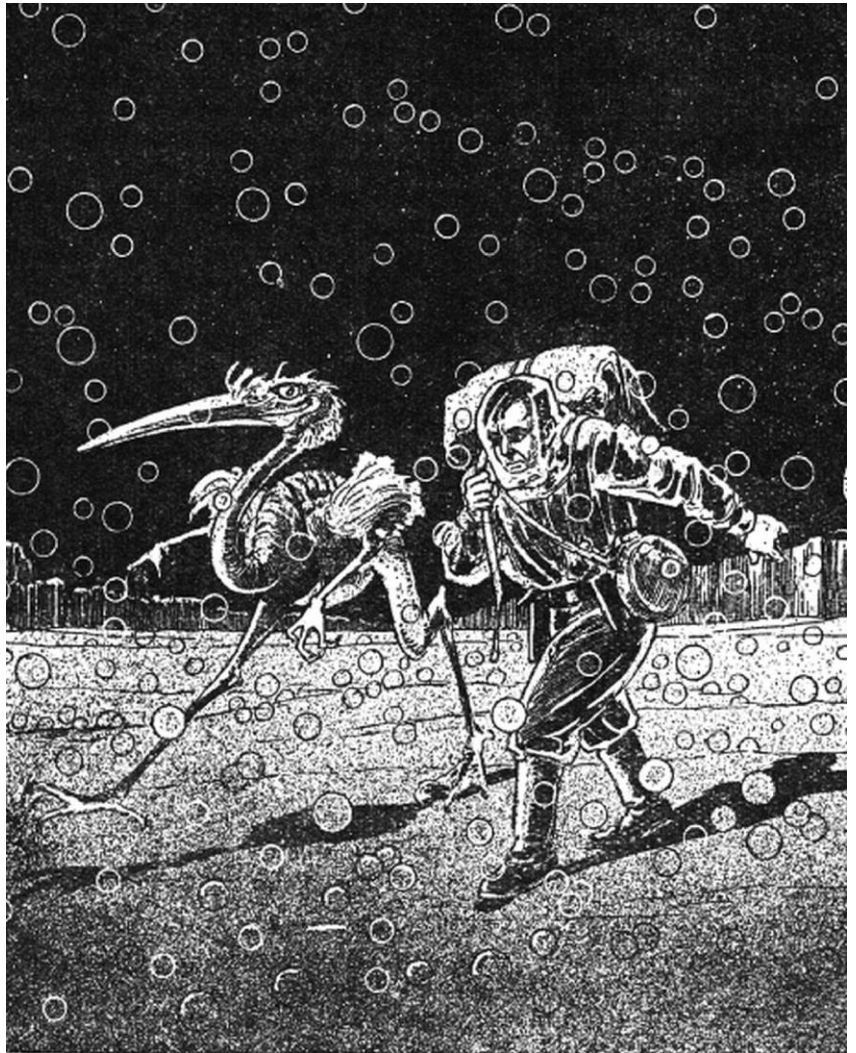
Weapon training: Tweel have difficulty with the use of most common weapons, which are made for bipedal forms and appendages wholly unlike their own. They suffer a -1d penalty when using terrestrial weapons. Fortunately, they do carry a weapon of their own manufacture: a steam gun, which they are capable of using with deadly accuracy. Tweel do not wear armor and instead add their level to their Armor Class.

Alignment: The Tweel do not normally take part in the struggles of Law and Chaos, being far more interested in the struggle of expanding their knowledge. While an individual Tweel may choose to align with any faction, the race is predominantly neutral in tone while being anarcho-chaotic by societal inclination.

Displaced brain: While not technically "displaced", when compared to any "normal" inhabitant of Aereth or its neighboring dimensional spaces, the placement of the Tweel brain is wholly alien. Protected by the creature's ribs, the brain is housed within the torso while the Tweel's head merely contains sensory organs. As such, Tweel are immune to most critical hits involving damage to the head and can never be knocked out by a blow to the head.

Intelligence: At character generation, Tweel are granted a +6 bonus to intelligence. Even the dimmest of Tweel is an intellectual match for the average sentient. Tweel have a solid understanding of architecture and detect traps as a neutral thief of 2 levels higher.

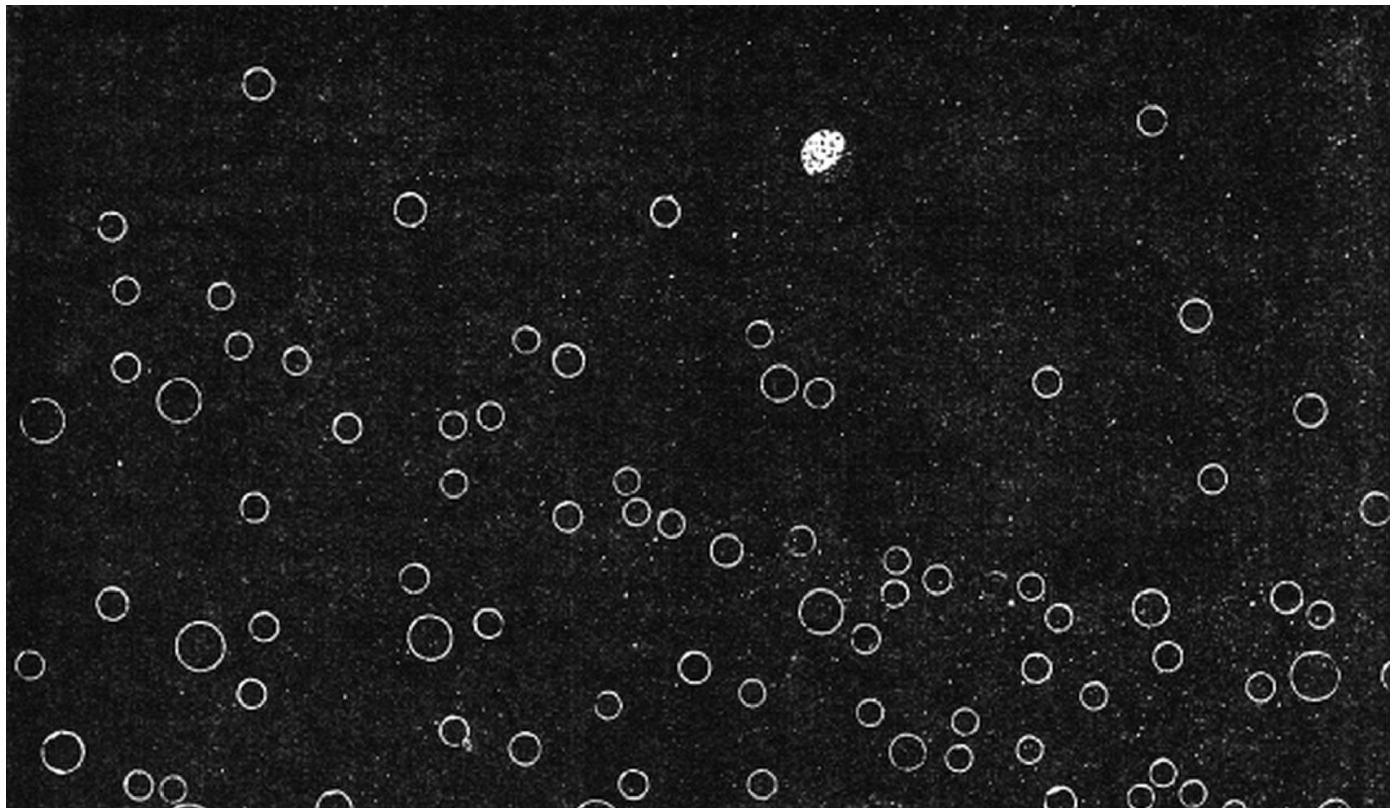
Move: While "walking", Tweel move at a rate of 25'. When free to move as they wish, Tweel traverse their locale by way of singular leaps capable of carrying them up to 150' at a rate of 75' per round. A leap of greater than 75' requires two rounds to complete, with the Tweel reaching the halfway point at the end of the first round. When leaping, the Tweel plummet back to the ground, head-first.



Languages: A Tweel may learn a number of spoken words in a language equal to its Intelligence. It will use this small number of words to express complex concepts allegorically or mathematically. Understanding the communication attempts of a Tweel require an Intelligence check with a DC of 20 minus the number of individual words used to express the idea.

Action dice: Tweel receive a second action die at 5th level.

Table TW-1: Tweel Advancement								
Level	Attack	Crit Die/Table	Action Dice	Detect Traps	Ref	Fort	Will	Title
1	+1	1d4/M	1d20	+5	+2	+1	+3	<Untranslatable>
2	+2	1d6/M	1d20	+7	+2	+1	+3	<Untranslatable>
3	+4	1d8/M	1d20	+8	+2	+2	+5	<Untranslatable>
4	+5	1d8/M	1d20	+9	+4	+2	+5	<Untranslatable>
5	+7	1d10/M	1d20+1d20	+10	+4	+3	+7	<Untranslatable>
6	+8	1d10/M	1d20+1d20	+11	+4	+3	+7	
7	+10	1d12/M	1d20+1d20	+12	+6	+4	+9	
8	+11	1d12/M	1d20+1d20	+13	+6	+4	+9	
9	+13	1d14/M	1d24+1d24	+14	+6	+5	+11	
10	+14	1d14/M	1d24+1d24	+15	+8	+5	+11	



Woods Dwarf

Woods dwarves are gnarled, short demi-humans that dwell in the forests on the edge of the Middle World and the kingdoms of men. Wishing to have nothing to do with the wars between the two lands, they choose to bide their own lives and let Heaven, Hell, Earth, and the Middle World fight it out as they will.

Woods dwarves have no inherent magical powers, but also hold no fear of iron or silver as the fey folk do. They live off of mushrooms and nuts and feel an innate connection to the laws of nature, which seem to make more sense than the laws of man or disorder of faerie. They often form understandings with forest-dwelling animals, and have an innate ability to communicate with lesser animals like rabbits and squirrels. Like their underground dwelling kin, they have an excellent sense of smell, but instead of ferreting out gems or gold are excellent trackers based on scent alone.

Woods dwarves also have a particular taste for ale, often being willing to travel into the lands of Middle World or men for the promise of a hearty brew, and slipping into an even less understandable version of their usual rough brogue after a few drinks.

Hit points: A woods dwarf gains 1d10 hit points at each level.



Forest Dwarf licensed from PxFuel

Weapon training: A woods dwarf is trained in the use of dagger, hand-axe, sword, and staff, and typically wears leather or no armor at all, preferring simple clothes of brown cloth.

Alignment: Most woods dwarves feel an affinity for the laws of nature. They pay little heed to the laws of man, considering them ambiguous, artificial and temporary; thus, woods dwarves are almost always of Neutral alignment.

Attack modifier: Like regular dwarves, woods dwarves do not receive a fixed attack modifier at each level. Instead, they receive a deed die. The woods dwarf always makes a new roll with this die in each combat round. When the woods dwarf has multiple attacks at higher levels, the same deed die applies to all attacks in the same combat round. Unlike dwarves and warriors, however, a woods dwarf does not receive mighty deeds, as their basic nature is much less militant.

Infravision: A woods dwarf can see in the dark up to 30'.

Slow: A woods dwarf has a base movement speed of 20'.

Tracking skills: Long lives in the forest have attuned woods dwarves to following the scents of animals and those malign creatures that trespass into their domain from both the world of faerie and men. A woods dwarf receives a bonus to tracking rolls depending on their class level.

Nature ally: A woods dwarf respects nature as his equal and have an uncanny ability to communicate and interact with animals, often persuading wild animals to work with them. A woods dwarf may use his nature ally ability to interact with wild and domesticated animals, knowing a modified version of the 1st level wizard spell *charm person* as *charm animal*. The woods dwarf also receives the 1st-level wizard spell *animal summoning*. The spell check is made as a cleric: roll 1d20 + Personality modifier + caster level.

Luck: At first level, a woods dwarf's Luck modifier applies to his nature ally rolls.

Languages: At 1st level, a woods dwarf automatically knows Common, though to non-woods dwarves speaking it in an almost incomprehensible brogue accent. Any attempts to communicate with a woods dwarf require a DC 8 Intelligence check, with a failure indicating a full round is spent deciphering what the dwarf said. Woods dwarves also know the dwarven racial language, plus one additional randomly determined language of a forest animal. A woods dwarf knows one additional forest animal language for every point of Int modifier.

Action dice: A woods dwarf receives a second action die at 5th level that can be used for attacks or animal peer rolls.

Table WD-1: Woods Dwarf Advancement

Level	Attack (Deed Die)	Crit Die/Table	Action Dice	Tracking	Ref	Fort	Will	Woods Dwarf Titles
1	+d3	1d10/II	1d20	+3	+1	+2	+0	Wee Lad/Lass
2	+d4	1d12/II	1d20	+5	+1	+2	+0	Bairn
3	+d5	1d14/II	1d20	+7	+1	+2	+1	Mickle
4	+d6	1d16/III	1d20	+8	+2	+3	+1	Muckle
5	+d7	1d20/III	1d20+1d14	+9	+2	+3	+2	Earl
6	+d8	2d10/III	1d20+1d14	+11	+2	+3	+2	
7	+d10	1d24/III	1d20+1d16	+13	+3	+4	+3	
8	+d10+1	2d12/III	1d20+1d16	+15	+3	+4	+3	
9	+d10+2	1d30/III	1d20+1d20	+16	+3	+5	+4	
10	+d10+3	2d16/III	1d20+1d20	+17	+4	+6	+4	



Born of the Old Ones

In *The Shadow over Innsmouth*, H.P. Lovecraft's protagonist discovers himself to have the blood of the Deep Ones running through his veins. This isn't an uncommon occurrence in a Lovecraft story, and it can be leveraged in DCC. The important consideration is that the judge should be offering her players interesting choices, rather than seeking to take over their character.

For instance, when running *The Portsmouth Mermaid*, which takes *The Shadow over Innsmouth*, *Dagon*, and *The Festival* as primary inspirations, the judge may decide to have one or more characters related to the Deep Ones through distant blood. Characters whose names or starting occupations suggest a "fishy" past are prime candidates. The judge can then make a simple table of temptations, rewards, and side effects based on the adventure.

It is important that the judge inform the player of both the temptation and the reward. For a Lovecraftian feel, the judge should not indicate what side effect may occur until it is too late. Temptations must be accepted in the order given in order to have any game effect, but the player need not be told that. For instance, a PC may offer a human sacrifice to Dagon, but only gain the effect of offering a blood sacrifice.

Table BO-1: Born of the Old Ones			
	Temptation	Reward	Side Effect
1	Offer a blood sacrifice to Dagon or Cthulhu.	Gain the ability to swim 40' with a +1d bonus to any checks.	None.
2	Swear an oath of fealty, binding your soul to Dagon or Cthulhu.	Gain the ability to breathe underwater for up to 30 minutes.	Develop the "Innsmouth Look". (see table DO2-3)
3	Successfully mate with a deep one.	Gain the ability to breathe underwater indefinitely.	Suffer 1d3 temporary Stamina damage every 3rd day without complete immersion in water for at least 1 hour.
4	Offer a human sacrifice to Dagon or Cthulhu	Aging process slows to half of normal.	Suffer 1d3 temporary Stamina damage every day without complete water immersion for at least 1 hour; this stacks with the Stamina damage above.
5	Offer the sacrifice of at least three humans to Dagon or Cthulhu at a site sacred to them (such as Devil's Reef).	Become immortal, barring accidents of injury.	Become a deep one. The judge may declare the character an NPC.

Character Age

Young/Adult	No penalties or bonuses to attributes as rolled.	
Mature	-1d3-1 Str/Agi/Sta	+1d3-1 Int
Old	-1d3-1 Str/Agi/Sta	+1d4-2 Int*
Venerable	-1d3-1 Str/Agi/Sta	-1d3-2 Int/Per**
Ancient	-1d3 Str/Agi/Sta	-1d3-1 Int/Per

* If a "1" is rolled on the 4-sided die, a -1 penalty occurs.

** If a "1" is rolled on the 3-sided die, a +1 bonus is gained. Congratulations! You've aged well.

Note that each modifier is cumulative and is rolled separately. For example, an old character rolls 1d3-1 for Strength, a separate 1d3-1 for Agility, and a third 1d3-1 for Stamina.

Death Throes

As a dramatic alternative to bleeding out, when a player character is reduced to 0 hit points after an attack by an enemy during combat, on a successful Luck check they may enter a *death throe* – allowing them an opportunity for another attack, action, or otherwise affecting combat before dying. Judges may roll on the below tables or choose one appropriate for the situation. A death throe check cannot be made if the character is killed outside of combat – for instance by a trap, from falling, being crushed by a boulder, etc. Note that a character may be healed during a death throe.

Table DT-1: Death Throes - Dwarves, Halflings, Thieves, and Warriors	
Roll	Result
1	The pain and shock of the fatal blow loosens the character's weapon from their hand, but they manage to strike out with the weapon before it falls from their possession, striking the enemy in a vital or soft area for 1d4 + Strength bonus damage (minimum 1).
2	Impaled on the enemy's weapon, the character pulls themselves toward the enemy. The character may make one attack against that foe. Additionally, the weapon is stuck in the character's corpse and the enemy must spend an action to retrieve it.
3	Brought low by the enemy's strike, the character makes one last desperate attack against their killer, attacking their legs. Damage is halved, but the enemy is distracted and receives a -4 penalty to all rolls and loses any Agility bonus to their AC for the next round.
4	In defiance of death, the character spits the blood welling in their mouth into the eyes of the enemy. The enemy is blinded for a round.
5	Witnessing the valiant efforts of their dying friend, the character's allies rally, gaining a +2 bonus on all rolls for the next round.
6	The PC refuses to die, clinging to life through either sheer determination or hatred for their killer. The character is granted one action the next round, ignoring all damage until they have acted.
7	Impaled upon the enemy's weapon, the player character uses the same weapon to run the enemy through, scoring a critical hit (where applicable). Roll damage for the weapon and critical hit as normal.
8	The PC dies, but their spirit returns at the beginning of the next round clad in gleaming armor. They may make one melee attack against the enemy before immediately vanishing in a burst of light. In addition, the enemy is left stunned for one round.

Table DT-2 : Death Throes - Clerics, Elves, and Wizards	
Roll	Result
1	The character places a curse on their killer.
2	The PC's pain and anguish are released in a frightening, supernatural howl. All enemies within 50' must make a Will save, DC 10+PC's level, or flee in terror for 1d4 rounds.
3	Arcane/divine magic erupts from the PC, sweeping through the battlefield. If arcane magic, enemies within 30' receive damage equal to the character's level + their spellcasting ability bonus. If divine magic, allies within 30' heal hit points equal to the caster's level + their spellcasting ability bonus.
4	The caster's blood splatters on their killer and transforms into a sticky, acidic substance. It burns the enemy for 1 + PC's Stamina bonus for 1d4 rounds (minimum 1).
5	The PC's fatal wound spews a magic, noxious gas, choking the enemy. The enemy is wracked with coughs, stunning them for one round.
6	The PC refuses to die, clinging to life through either sheer determination or hatred for their killer. The character is granted one action the next round, ignoring all damage until they have acted.
7	The PC refuses to die, surviving through either sheer determination or hatred for their killer. The PC may cast one last spell on their initiative next round, including a spell they may have previously lost. They ignore all damage until they have acted.
8	The PC dies but their spirit returns at the beginning of the next round, clad in gleaming armor. They may make one melee attack against the enemy. In addition, the enemy is left stunned for one round. The spirit immediately vanishes in a burst of light.

Elemental Turning

A wizard can attempt to wrest control of an elemental from another wizard, seeking to turn it against its master, diminish its strength, or even banish it from this plane of existence. An elemental turning check is mechanically similar to a spell check. The turning wizard must sacrifice a single point of spellburn as an action, then rolls on the table below, adding their spell check bonus and comparing the result to the original spell check used to summon the elemental.

The caster summoning the targeted elemental usually receives a Will save to resist having their control broken. The save is made against the turning wizard's turn check. At sufficiently high results, a turning wizard may turn weaker elementals against their masters automatically with no saving throw. A failed turn check results in the turning wizard drawing the ire of the elemental.

Table ET-1: Elemental Turning										
Turn Check	Range	Psychic Backlash	16-17	18-21	22-23	24-26	27-31	32-33	34-35	36+
1-15	-	n/a	NE	NE	NE	NE	NE	NE	NE	NE
16-17	30'	n/a	WS	NE	NE	NE	NE	NE	NE	NE
18-21	30'	n/a	WS	WS	NE	NE	NE	NE	NE	NE
22-23	30'	n/a	T	WS	WS	NE	NE	NE	NE	NE
24-26	60'	n/a	T	T	WS	WS	NE	NE	NE	NE
27-31	60'	1d3 damage	T, D1d6 (no save)	T	T	WS	WS	NE	NE	NE
32-33	60'	1d4 damage	T, D2d6 (no save)	T, D1d6 (no save)	T	T	WS	WS	NE	NE
34-35	120'	1d5 damage	B (no save)	T, D2d6 (no save)	T, D1d6 (no save)	T	T	WS	WS	NE
36+	240'	1d6 damage	B (no save)	B (no save)	T, D2d6 (no save)	T, D1d6 (no save)	T	T	WS	WS

NE = No Effect.

WS = The summoning caster must make a saving throw (Will vs. elemental turn check DC) or lose their concentration over the summoned elemental, freeing it to attack nearby creatures or the summoning caster until it returns to its native plane after 1d6 rounds. The summoning caster can make this Will save each round to regain control of the freed elemental.

T = The summoning caster must make a Will save or lose concentration, *and* elementals are automatically turned against the summoning caster. A turned elemental attacks the summoning caster in a rage until the caster is destroyed. The summoning caster can make a Will save each round to regain control of the freed elemental.

D = Elementals are turned, and they take the indicated damage. For example, "T, D1d6" means the turning caster can turn the elemental, and the elemental also takes 1d6 damage.

B = The turning caster banishes the summoned elemental back to its native plane.

Psychic Backlash = At high levels, the turning effect tears apart the summoning caster's mind, inflicting painful backlash from the effort to concentrate on his control of the elemental. This damage is automatically inflicted regardless of the result of any Will save.

Magical Workings

There are times when those who wield arcane magic wish to draw directly upon their connection to the raw phlogiston of the universe for impromptu effects rather than for use in greater magic. Doing so requires advanced understanding of magical energies and this is not something practiced by mere apprentices.

Occult actions are rolled much in the same way as a warrior's Mighty Deed of Arms, and are accompanied by a basic spell check roll, with the wizard (or elf) having a "workings die" equal to their level. Performing a successful working requires a minimum result of 12 on the spell check and a 3 on the workings die. No luck may be spent as a part of this roll, as workings are a matter of pure skill – not blind chance. Since no Luck may be spent on this roll, only wizards of level 3 or higher may even attempt magical workings.

Amplification

Used specifically as a part of ritualized magic, this working carries additional risk as failure disrupts and taints the entirety of the ritual magic being performed, causing a -1 casting penalty at the conclusion of the rite. This working may be performed multiple times within the casting of a ritual spell, ignoring identical results.

Table MW-1: Amplification Result	
Workings Die	Result
3	The amplification of the ritual magic increases the upper ritual magic threshold from +10 to 10+CL.
4	The caster's efforts to magnify the magical energies of the ritual grants a +1d3 bonus to the final spellcasting result.
5	When the spell check is rolled, the primary caster may roll a number of times equal to the number of mages involved +1, keeping only the highest die roll and ignoring all lower results.
6	The wizard forces the circle's magic to attune, granting a +1d spell check bonus.
7+	The magical energies are attuned and charged to the point where the value of all prior spellburn performed for the rite is doubled.

Dampening

With their highly attuned understanding of magical energies and phlogistonic flows, wizards are sometimes capable of dampening the mystic energies around them. Doing so makes spellcasting in the area (CLx10') difficult as casters must expend more effort simply to perform the simplest of spells.

Table MW-2: Dampening Result	
Workings Die	Result
3	The wizard reaches out and manages to drain a small portion of the latent magical energy from the area, causing arcane spell checks to be made at -1 for the next round.
4	By tugging at nearby ley lines, the wizard manages to funnel magical energies away from his immediate vicinity, causing arcane spell checks to be made at -2 for 1d4 rounds.
5	By briefly wresting control of the local phlogistonic energies, the wizard dampens all arcane spellcasting attempts by -1d for CL rounds.
6	By focusing magical energies into the aether itself, the wizard dampens the available phlogistonic energies, causing a -CL penalty to all arcane spell checks, including his own, for 1d6 rounds.
7+	The wizard grounds out the magical energy of the immediate vicinity, causing all spell checks (including his own) to be made at -2d for the next turn.

Fortification

By infusing their bodies with mystical energies, wizards may (temporarily) stave off death. This sort of working is generally a final attempt to overcome one's foe before dying, potentially leaving surviving wizards as drained husks. If any attribute loss from use of this working brings a wizard's current attribute below three, the wizard crumbles to dust.

Table MW-3: Fortification Result	
Workings Die	Result
3	The wizard reinforces his life energies, granting a -1 bonus on his Luck check for "rolling the body" in the next round.
4	Draping his life force with phlogistonic energies, the wizard gains a -2 bonus on his Luck check for "rolling the body" for the next 1d4 rounds. If successfully recovered from death, this power causes the wizard to incur two points of stat loss rather than one.
5	The wizard's form sparks with raw magic that fortifies his soul. The wizard gains a -3 bonus on his Luck check for "rolling his body" and doubles the number of available rounds in which his body may be recovered. This effect remains in place for 1 turn and, if called upon, permanently costs the wizard one of each physical attribute in addition to the normal loss when recovered.
6	For the next CL rounds, the raw chaotic energies of the universe infuse the caster's body, granting CL temporary hit points and a -1d bonus on his Luck check for "rolling the body" for the next 1d4+CL rounds. At the expiration of this effect, the caster permanently loses hit points equal to the temporary hit points so gained.
7+	Should the wizard fall within the next turn, he receives a -3d bonus on his Luck check for "rolling the body". This power greatly taxes the wizard's soul, costing him 1d3 of each physical attribute and leaving him permanently reduced to one action die per round.

Warrior, Militant Order: The Sons of Dôn

The order, made up of members of the ruling house of Prydain, claim descent from the immortal rulers of the Summer Country, Lady Don and Belin, King of the Sun. The order is led by High King Math, Son of Mathonwy. As each member of the Sons of Dôn is a noble and member of the royal family they may, in times of great need, call upon the forces of lesser kings and nobles to join under their banner. The symbol of the order is the golden sunburst upon a field of white.

Son of Dôn: Init +2; Atk longsword +4 melee (1d8+1) or bow +4 missile fire (1d6); AC 18; HD 4d8; MV 20'; Act 1d20; SP immortal, sorcerous lineage; SV Fort +3, Ref +2, Will +3; AL L.

Immortal: It is said that the Sons of Dôn are immortal, capable of eternal life unless slain. That they risk eternity in service of their king and kingdom makes them the source of much admiration and respect.

Sorcerous lineage: Descended from Dôn, magic runs in the blood of these warriors. They may cast *cantrip* as an action (CL 3).

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