

CHARACTER PATHWAYS

WARRIOR > A master of weapons who can take a beating

STARTING ABILITY (Choose 1)

SLAYER: If attacking an enemy you have already harmed, do ULTIMATE d12 damage

DEFENDER: Allies within CLOSE range of you may use your DEFENSE STAT

PIT FIGHTER: When you take damage, add the amount of the last hit against you to the next hit you make

STARTING LOOT (Choose 1)

WEAPON GEM: Customize 1 WEAPON with a special counterweight. Give the WEAPON +2 effort bonus. The gem cannot be removed.

SHIELD GLOVE: A strapped glove and belt harness for carrying shields. Shields occupy no space in your INVENTORY.

BATTLE STANDARD: a tabard or banner with you inspiring war insignia. Choose 1 ally per ROUND, their next roll is EASY

MILESTONE ABILITIES (choose 1 when awarded by GM)

EVEN STRONGER: Add 1 to any STAT

POWER STRIKE: On an attack roll of modified 15, do your maximum effort

INTERVENTION: Once per ROUND, intercept an attack against an CLOSE ally

ENDURANCE: When RECOVERING, add 1D6 to the normal amount

HURLER: Use your STR to attack with any WEAPON as a thrown WEAPON

REVENGE: Enemies you injure will only fight you until dead or defeated

BERSERK: Spend 1D4 HP to add an additional attack on your turn

MASTERY

SLAYER: Any time you destroy an enemy, hit another enemy within CLOSE range, with no limit on the chain reaction

DEFENDER: Any time an enemy fails to hit you because of DEFENSE, gain 1D4 HP

PIT FIGHTER: With any type of WEAPON, roll STR to hit and add STR to effort roll

TRAPPER > A fine crafter of traps who will survive

STARTING ABILITY (Choose 1)

TRAP MASTER: There is a 2 in 6 chance each day that your trap works

HIGH GROUND: During combat, add +4 DEF if you can take cover

HIDE: With a 6th sense for danger, hiding is always EASY

STARTING LOOT (Choose 1)

SNARE POLE: Upon a hit, the TARGET is restrained by your STR score

BOTTLE O' BUGS: WEAPON attack FAR, deals 1D4 damage next ROUND to 1 target

SHOVEL: Also a WEAPON, this TOOL effort "explodes on max"

MILESTONE ABILITIES (choose 1 when awarded by GM)

TRAP SPOTTER: Finding traps is always EASY

RIGHT TOOL: If you don't have an item in your INVENTORY, you can roll INT to find it

WAIT!: When an ALLY triggers a trap, you can immediately roll WIS to stop them before they do

IT'S A TRAP!: If others can hear you speak, ALLIES may roll EASY to avoid traps you notice

LOCKPICK: Picking locks can be done while you perform an ACTION

LURE THEM IN: If setting an ambush, your enemies roll HARD

SIT AND WAIT: Spend 1D4 HP to add an additional attack on your turn

MASTERY

TRAP MASTER: There is a 4 in 6 chance each day that your trap works

DEFENDER: Any time an enemy fails to hit you because of DEFENSE, gain 1D4 HP

SIT AND WAIT: You do not need food, water or sleep while hiding for 24 hours

EXPLORER > A brave traveler with a knack for discovery

STARTING ABILITY (Choose 1)

CHEAP SHOT: Roll DEX to BLIND your opponent when you miss a CLOSE attack

FIRST TIME?: Your wit and humor brings life. 1 ally who drops to 0 HP roll 1D6 HP immediately

HARD TO KILL: Add your CON bonus to your HP

STARTING LOOT (Choose 1)

BULLWHIP: Not your average whip! Does WEAPON damage, roll DEX to bypass pits

LUCKY DOG TAG: While wearing this, if dropped to 0 HP by MAGIC, roll CON to drop to 1 HP instead

TRUSTY PISTOL: gifted to you by a Dunnashatazar soldier, this GUN has 6 shots

MILESTONE ABILITIES (choose 1 when awarded by GM)

ARCHEOLOGIST: Discover a powerful LOOT that can help with the quest

FIST to CUFF: When fighting barehanded, your attacks deal 2 BASIC damage

RUN!: Allies who run with you Roll EASY to escape

LIFELONG LEARNER: Add 1 to WIS or INT

BAD FEELING: There is a 50/50 chance you are taken by surprise

LUCKY DUCK: Gain 1d10 HP when you roll a natural 1 in combat

STEEL TRAP: you may roll CON to resist effects of MAGIC

MASTERY

TRICK SHOT: When you hit your opponent, roll DEX to STUN them for next TURN

LOOK WHAT I GOT: Roll INT to cause FEAR in your opponents

MOVING SPEECH: In place of rolling DON'T DIE ON ME MAN, you may give 1D4 HP to dying ally

PRIEST > A disciplined avatar of holy might

STARTING ABILITY (Choose 1)

ELEMENTAL: Nature or weather magic is always EASY to cast

HEALER: Any healing magic you cast does ULTIMATE effort

MONK: Use your WIS STAT when making unarmed attacks

STARTING LOOT (Choose 1)

GREENSTAFF: Store your elemental magic in a wooden staff. Gain any 3 WIS SPELLS instantly. If your staff is lost, it comically turns up in 1D4 ROUNDS.

BOOK OF TRUTH: A tome of religious texts. Gain any 5 WIS SPELLS instantly, but if the book is lost or destroyed, the SPELLS are gone.

AMBER BEADS: A necklace of spheres that give you focus. Gain any 1 WIS SPELL. That SPELL dwells within the beads and only fails on a natural 1.

MILESTONE ABILITIES (choose 1 when awarded by GM)

EVEN STRONGER: Add 1 to any STAT or learn 1 new WIS SPELL

STORM CALLER: When outdoors, your WIS SPELLS also heal all allies for 1 HP

RADIANT POWER: Once per ROUND, intercept an attack against an CLOSE ally

IRON FIST: Your fists and feet are hardened with focus, doing WEAPON damage

ATTUNED: You are immune to nature and weather magic

CHOSEN ONE: Choose 1 ally. As long as you live, they cannot fall below 1 HP

MASTER: Your skill is legendary. Inflict MAGIC effort with bare hands and feet. Also, if an unarmed attack inflicts 10+ damage, cast a WIS SPELL instantly with no roll

MASTERY

ELEMENTAL: Place any 1 WIS SPELL you know into a stone or stick by rolling to cast. Anyone can use this SPELL by destroying the object.

HEALER: To be within CLOSE range of you, truly evil creatures must roll CON or take MAGIC and be pushed away

MONK: Extend your touch, presence and perceptive self up to FAR range, interacting with people and things as if you were in that location

SHAMAN > A keeper of secrets who cares for nature

STARTING ABILITY (Choose 1)

SCHOLAR: You may roll WIS to learn any INT SPELL and keep it in a SPELL book

MOTHER NATURE: Any time you roll a max die, roll it again

BLOOD MAGIC: Sacrifice any amount of your HP to boost any 1 roll

STARTING LOOT (Choose 1)

FAITHFUL TOME: your SPELL book holds all your INT spells and follows you like a beast, if it can

RUNIC TATTOOS: Gain any 3 WIS SPELLS. On any TURN when not casting a SPELL, roll 1D6. Keep that dice for use later on any 1 roll. Store up to 6D6 this way.

MEDICINAL GOURD: a small gourd full of natural ambrosia. Store up to 10 HP of HEALING effort

MILESTONE ABILITIES (choose 1 when awarded by GM)

HEIGHTENED SENSES: You may roll WIS for smell and hear in place of using sight

AZIMUTH: If you can see the stars, you cannot be LOST

WILD APPEARANCE: When you roll for CHA to intimidate, add your DEF bonus to the roll

FRIEND OF BEASTS: Once per day, you can roll WIS to convince a beast to do 1 ACTION

SUMMON: Roll WIS to call upon nature's aid. Every enemy NEAR must roll STR or lose TURN

HOLD BREATH: You may double the effort to breathe underwater

ATHELAS: You may roll WIS to store 1D10 of HEALING in plants

MASTERY

SCHOLAR: Teach any 1 ally how to naturally perform 1 SPELL. They must roll INT to cast.

MOTHER NATURE: Roll WIS to change the weather

BLOOD MAGIC: Half of damage you take is immediately dealt back to your enemy

ORACLE > A seer of dreams with interpretation

STARTING ABILITY (Choose 1)

MIND READER: To engage with a neutral NPC, roll CHA EASY

DREAMER: After each REST, roll a d20. Use that roll for a future roll that day

FORTUNE'S FAVORED: Use your ACTION to grant 1 ally 1D4 to their next effort

STARTING LOOT (Choose 1)

WEAPON GEM: Customize 1 WEAPON with a special counterweight. Give the WEAPON +2 effort bonus. The gem cannot be removed.

SHIELD GLOVE: A strapped glove and belt harness for carrying shields. Shields occupy no space in your INVENTORY.

BATTLE STANDARD: a tabard or banner with you inspiring war insignia. Choose 1 ally per ROUND, their next roll is EASY

MILESTONE ABILITIES (choose 1 when awarded by GM)

EVEN STRONGER: Add 1 to any STAT

POWER STRIKE: On an attack roll of modified 15, do your maximum effort

INTERVENTION: Once per ROUND, intercept an attack against an CLOSE ally

ENDURANCE: When RECOVERING, add 1D6 to the normal amount

HURLER: Use your STR to attack with any WEAPON as a thrown WEAPON

REVENGE: Enemies you injure will only fight you until dead or defeated

BERSERK: Spend 1D4 HP to add an additional attack on your turn

MASTERY

MIND READER: Roll CHA to read the thoughts of 1 person

DREAMER: After each REST, roll 2 d20. Use those rolls for a future roll that day

FORTUNE'S FAVORED: See an ally's death before it happens. When an ally would drop to 0 HP, take 1 free action.

HUNTER > A hunter in the wild who tracks and scouts

STARTING ABILITY (Choose 1)

RANGER: Add +2 to your WEAPON effort when attacking NEAR and FAR

DIVINER: Roll WIS to determine what happened 1 hour ago in any location

HEARTY: Add 1 ❤️

STARTING LOOT (Choose 1)

BOW, ARROW, QUIVER: Made by the Elethrians, add +1 to your DEX when attacking

BLESSED AMULET: Passed down from generations in your family, ADD +1 to DEF

BODY PAINT: ADD +2 when rolling to INTIMIDATE, FRIGHTEN or HIDE

MILESTONE ABILITIES (choose 1 when awarded by GM)

SHARPSHOOTER: you can fire CLOSE, NEAR, FAR and OUT OF RANGE

VOLLEY: On a natural 20, roll 3 WEAPON effort and divide the damage among enemies

BLESSED: When you receiving healing MAGIC in combat, make a free MELEE attack

STRONG SURVIVOR: When you fail a STR Roll, you may spend 1 HP to roll again with no limit

HARVEST: When you slay a beast, you may roll WIS to obtain 10 HP of organ meats to feed your party

REVENGE: Enemies you injure will only fight you until dead or defeated

BERSERK: Spend 1D4 HP to add an additional attack on your turn

MASTERY

RANGER: Your WEAPON effort reaches MAX (5) when attacking NEAR and FAR

DIVINER: Roll WIS to determine will happen in the next ROUND

HEARTY: On your first successful attack, divide any number of your active ❤️ points and give to your allies

BERSERKER > A swamp lubber with unusual talents

STARTING ABILITY (Choose 1)

RAGER: Master of damage. Roll ULTIMATE on natural 19 or 20.

PROTECTOR: When you drop an enemy to 0 HP, reroll the damage dice and grant that much HP to 1 ally

DISRUPTER: When you hit with an attack, choose to break the weapon and reroll damage

STARTING LOOT (Choose 1)

FAMILY HEIRLOOM: This special weapon deals MAGIC effort

ANIMAL SKINS: these prized leathers provide +2 DEF

TOTEM: With this totem, trade HP for SP up to 4 and auto cast any WIS spell

MILESTONE ABILITIES (choose 1 when awarded by GM)

FEEL NO PAIN: Once per TURN, Roll CON to shake off ½ effort last ROUND (excludes MAGIC)

SEEING RED: When you drop an enemy to 0 HP, roll to ATTACK any enemies CLOSE

MAGE HUNTER: When hit with MAGIC effort, your next ATTACK gain +3

TWICE CARRY: Roll STR to increase your carried INVENTORY by 5

PRIMAL MAGIC: Gain 2 WIS Spells

FEAR: Roll CHA to frighten your enemies with 1 ❤️ or lower. On success, they FLEE

TRANCE: Roll CON to RECOVER 1D4 HP in battle

MASTERY

RAGER: Master of damage. Roll ULTIMATE on natural 17, 18, 19 or 20.

DEFENDER: When you drop an enemy to 0 HP, roll the damage dice again and divide that much HP between any of your allies

DISRUPTER: When you deal max EFFORT, roll again with no limit to EFFORT

SHADOW > A master of stealth and subterfuge

STARTING ABILITY (Choose 1)

ASSASSIN: If a target doesn't know you're there, your first attack cannot miss

THIEF: Your stealth rolls are always EASY

SCOUT: When using WIS to seek out details or hidden truths, roll EASY

STARTING LOOT (Choose 1)

DAGGER KIT: A set of three masterwork blades score critical hits on natural 18, 19, or 20

SPIDER CLAWS: With these special clawed gloves, you can move as normal on any surface, including ceilings

POCKET CLOAK: A special cloak with 2 version: Treat all CARRIED inventory spaces as EQUIPPED or add 10 CARRIED spaces to your inventory

MILESTONE ABILITIES (choose 1 when awarded by GM)

EVEN STRONGER: Add 1 to any STAT or craft a blade for you Dagger Kit

POISON BLADES: After a blade attack, do the damage again the next ROUND

STICKY FINGERS: If undetected, roll DEX to steal 1 item from a target unnoticed

GRAPPLE ARROW: A light hook arrow to climb, pull, or catch yourself in a fall

BLADE STORM: If an attack kills its target, make another attack instantly

SMOKE FORM: Roll INT to use shadow magic. Become smoke for 1D4 ROUNDS

DISAPPEAR: Make a stealth roll in plain sight to simply vanish

MASTERY

ASSASSIN: When you attack a target who doesn't detect you, do max damage

THIEF: Enemies make a WIS roll to detect you, even after being attacked

SCOUT: When using CHA to lie, deceive, trick foes, roll EASY

ALCHEMIST > An inventor with a few tricks in a bottle

STARTING ABILITY (Choose 1)

FUNGALIST DEFENDER: An strength based expert in the field of mycology

BARTENDER: An healing based expert in the field of strong drinks

ALCHEMIST DAMAGER: An weapons based expert in the field of reactions

STARTING LOOT (Choose 1)

SPORE COLLECTION: You have a collection of magical fungi, many of which have pain killing effects. spend one to take half damage for 5 attacks against self. Lethargy kicks in after, and you spend 3 turns with half movement.

TRAVELING STILL: You carry enough spirits for a good time, regardless of where you are. You and your allies can spend a rest drinking, after which any who drank gain 10 temporary hp, but disadvantage on cha, wis, and int checks until they sober up

BUNSEN BURNER: you can brew vials of impeding potions, when you are attacked, you can throw a vial in the way giving the attacker 3 turns in which they must roll attacks twice and take the lower value (including the triggering one)

MILESTONE ABILITIES (choose 1 when awarded by GM)

WATER TO WINE:

NEW DISCOVERY!:

INVESTOR:

MORE POWER TO YOU:

IMPROVED effort:

QUICK THINKING:

LOFTY SPEECH:

MASTERY

FUNGALIST DEFENDER: An strength based expert in the field of mycology

BREWER HEALER: An healing based expert in the field of strong drinks

ALCHEMIST DAMAGER: An weapons based expert in the field of reactions

WITCH > A self taught mage without a license to cast

STARTING ABILITY (Choose 1)

WARLOCK: GAIN 3 INT SPELLS. Roll INT to determine an enemy's weakness and reduce TARGET by 2

HEX MASTER: GAIN 3 INT SPELLS. Roll to hex a target. It takes an additional 1 damage per hit

ENCHANTRESS: GAIN 3 INT SPELLS. Roll INT in all social encounters

STARTING LOOT (Choose 1)

ELDRITCH EYE: With this item, you are able to see in the dark.

MANGROVE WAND: Able to summon 1D4 fairies or a black cat to do your bidding

FLAME BLADE: Deals WEAPON effort. Roll INT to summon fire and deal MAGIC effort instead

MILESTONE ABILITIES (choose 1 when awarded by GM)

DARKNESS: Shadows cling to you, making rolling DEX to hide EASY

UNSINKABLE: You cannot sink in water unless you roll CHA

FIEND OR FOE? Roll CHA to convince truly evil beings you are an ally

CONCEALED: Choose 1 enemy in combat. They cannot see you.

TOLERANCE: You are immune to natural poisons

TELEKINESIS: Roll INT to move a small item from CLOSE TO NEAR

CHAOS MAGIC: When you roll to CAST and fail, you may reroll but cast a random SPELL

MASTERY

WARLOCK: If your attack reduces an enemy to 0 HP, roll a free ATTACK

HEX MASTER: Roll INT to blind a target under your hex

ENCHANTRESS: In a social encounter, you succeed unless the target is HARD

POET > An inspiring writer who may live to tell the tales

STARTING ABILITY (Choose 1)

BATTLE HYMN: Provide music with a CHA roll, reduce allies TARGET by 2

PROVOKER: Hurl insults at 1 enemy, they cannot resist dueling with you

THESPIAN: With a CHA roll, you can convince subjects of even wildly ridiculous fibs. Their belief in your farce will last 1D4 ROUNDS per roll made

STARTING LOOT (Choose 1)

WEAPON GEM: Your Battle Hymns grant each ally a D8 to boost any 1 roll

SHIELD GLOVE: Your weapon is a treasure. Always do ULTIMATE when dueling

BATTLE STANDARD: A modular costume cape. Your fibs last 2D4 ROUNDS

MILESTONE ABILITIES (choose 1 when awarded by GM)

EVERYONE'S FRIEND: Roll CHA to convince a complete stranger of mutual friendship

PANACHE: Add CHA bonus to WEAPON effort

CAT'S GRACE: Unless you roll a 1, you land on your feet

HEALING WORDS: Roll CHA to grant 1D6 HP to allies who can hear you

INSPIRING SPEECH: Roll CHA to grant 1D6 to 1 ally's effort for next ROUND

NEMESIS: Choose an enemy in battle. When it is killed, heal to full HP

THE BARD: Learn 3 INT SPELLS and record them in a book of tales

MASTERY

BATTLE HYMN: Your Battle Hymns heal the same amount they reduce the TARGET to all allies

PROVOKER: You can now provoke groups of enemies, up to 5

THESPIAN: Your reputation precedes you. NPC's always react favorably to you, even in extreme

circumstances, and you are often invited to royal premises and events without question

KEEPER > A caretaker of the wilds

STARTING ABILITY (Choose 1)

KEEPER: Gain 3 WIS SPELLS. When you roll to CAST, your animal companion may roll to ATTACK

WARDEN: Gain 3 WIS SPELLS. When you roll to CAST, your animal companion adds +2 to DEF

WATCHER: Gain 3 WIS SPELLS. You can see through your animal companion's eyes

STARTING LOOT (Choose 1)

YEW WAND: This dedicated wooden wand can deal MAGIC damage at NEAR range

STAFF OF THE HOLY: Along with dealing WEAPON damage, this staff trembles when unnatural creatures are NEAR

DREAM CATCHERS: during a REST, your allies can roll CON to gain maximum HP

MILESTONE ABILITIES (choose 1 when awarded by GM)

YOUR BEST FRIEND: When you would fall to 0 HP, your animal companion takes that damage instead

FORCE OF THE BEAST: For 1D4 ROUNDS, deal 4x BASIC effort and then lose 1 TURN in RECOVERY

ONE WITH THE WILD: Roll WIS to see the mind of the land and beast in an area

SUPER STRENGTH: Roll STR and deal ULTIMATE effort instead of BASIC

NIGHTVISION: See in the dark like a nocturnal beast

FORAGER: Roll WIS to find food and water for 1D6 allies where there is no food or water

MYSTIC: You may bypass a roll to CAST, but then be unable to CAST until you rest in SAFETY

MASTERY

KEEPER: Your animal companion share a telepathic link of communication

WARDEN: Your animal companion mutates and you gain 1 HEART

WATCHER: When you and your allies RECOVER, add your WIS bonus to each HP

MERCENARY > A whole lot of muscle with a coin purse

STARTING ABILITY (Choose 1)

BODYGUARD: Choose 1 ally. If CLOSE, take ½ of their damage per ROUND minus your DEF STAT

HIRED HAND: You have 10 ITEMS and 100 coins in storage under lock and key

RAGER: At half of your HP, roll twice for WEAPON effort

STARTING LOOT (Choose 1)

COMFORTABLE ARMOR: you feel RESTED after sleeping all night in your armor

KEY: Around your neck, you carry a special key to unlock your LOOT

BONE BROTH: this elixir of meaty goodness grants you up to 6 HP on drinking

MILESTONE ABILITIES (choose 1 when awarded by GM)

PUNISHER: Add 1 to WEAPON effort

HEARTY MEAL: Heal yourself with MAGIC effort when eating a hot meal

POWERFUL: Take an ACTION to RECOVER. Gain your CON bonus of HP instead of 1.

DYING STRIKE: When dropping to 0 HP, make 1 attack EASY to hit for max damage

KNOCKED SILLY: When you deal max damage, the TARGET rolls HARD for 1D4 ROUNDS

BATTLE FURY: Every TURN you miss an attack, add up to 6. Add that number to an attack

THROWN: Roll HARD to throw a non weapon and deal WEAPON damage

MASTERY

BODYGUARD: You may MOVE from NEAR to CLOSE to protect your 1 ally.

HIRED HAND: You obtain a hired hand to carry your INVENTORY. Increase your WEAPON effort + 2

RAGER: When you slay your first enemy, roll CHA to send the rest fleeing in fear

GUNNER > A firearm master who brings the heat

MUST BE A DWARVEN DUNNASHATAZAR (DUNN)

STARTING ABILITY

DUELING PISTOLS: When rolling to attack, on a 15+, fire again

SHARPSHOOTER: Use a TURN to take aim, your next shot does MAX damage

SHOTGUN: When you roll to ATTACK, if you miss the TARGET by 1, you deal ½ damage

STARTING LOOT

TIGHT BELT: When your INVENTORY would be LOST, roll DEX to keep your WEAPONS

REFLEX BIPOD: While laying still, your aimed shots only miss on a natural 1

SCOPE: (RIFLE only) attached to WEAPON, never roll HARD for FAR targets

MILESTONE ABILITIES (choose 1 when awarded by GM)

EVER STRONGER: Add 1 to any STAT

DUCK & COVER: If in stealth and attacking, you remain unlocated

TAKE THIS: Empty guns deal CLOSE WEAPON damage

BETTER SHOT: GUN damage “explodes” on max damage

START BLASTIN: When you roll a natural 20 on ATTACK, roll double the effort instead of ULTIMATE

IMPROVED RELOAD: During your TURN to reload, you may also MOVE

MASTERY

DUELING PISTOLS: When rolling twice for effort, you may divide the damage between enemies

SHARPSHOOTER: You gain the benefits of aiming without taking any extra time

SHOTGUN: add +2 to DEF with CLOSE attacks

TRADESMAN > An average fellow on a mission

STARTING ABILITY (Choose 1)

HUNTER/TRAPPER: A hunting beast (fowl or hound) shares +5 HP between you

MINERAL HARVESTER: Harvest 1 INVENTORY a local mineral for ½ TOOL effort

WILDERNESS GUIDE: Roll for NAVIGATION, CAMPING and FORAGING is EASY

STARTING LOOT (Choose 1)

POTION OF SELF PRESERVATION: As soon as you fall to 5 HP, drink this EMERGENCY POTION to deal +2 WEAPON effort.

MAGNUM OPUS: Your magnum opus is a special instrument (hammer, guitar, map, etc). When you roll for effort, min out at ½ the roll

GUILD BADGE: This fancy badge lets others know you mean business. Roll CHA to convince even a non guild member for safe passage and quarter.

MILESTONE ABILITIES (choose 1 when awarded by GM)

BUSINESS MIND: ROLL CHA to gain a 25% discount on goods and services

HARD WORKER: It pays off. Add 1 to any stat

HUMAN RESOURCES: When an ally is attacked, ROLL DEX to add your DEF bonus

WORK LIFE BALANCE: Roll for RECOVERY is always EASY.

SELF DEFENSE: Add +1 to BASIC effort

FIRST AID: Make a kit in your INVENTORY. Roll to add +1 HP to 1 ally on your TURN or all allies during RECOVERY. You have 4 uses.

MAKESHIFT TOOLS: Create a makeshift tool by spending 1D4 HP. The tool may used that many times

MASTERY (Choose 1)

HUNTER/TRAPPER: Gain a beast (either hound or fowl) and +5 to HP and share the pool between both of your companions.

MINERAL HARVESTER: With your TOOL, harvest 2 INVENTORY of a local mineral. If you roll max effort, strike the payload and gain 20 INVENTORY of that mineral

WILDERNESS GUIDE: If you know the area, you cannot become LOST. Rolls to navigate are EASY if you don't know the area and can chart the safest path between 2 routes.

MAGE > A collector and conduit of arcane secrets

STARTING ABILITY (Choose 1)

SPELL SCHOLAR: If you find a written SPELL, gain an extra SPELL

WILD POWER: Any time you roll a max die, roll it again

DARK PACT: Sacrifice any amount of your HP to boost any 1 roll

STARTING LOOT (Choose 1)

ASTRAL GRIMOIRE: Your SPELL book is drawn to you by a subtle kinetic force. Gain any 3 INT SPELLS instantly. The book will slide toward you if it can

MEMORY RING: Gain any 3 INT SPELLS. On any TURN when not casting a SPELL, roll 1D6. Keep that dice for use later on any 1 roll. Store up to 6D6 in this way

THE MASTER'S SKULL: A small, demonic skull. Fill this skull with blood to store 10 points of HP. Use this HP to heal, or as part of your Dark Pact ABILITY.

MILESTONE ABILITIES

EVER STRONGER: Add 1 to any STAT or learn 1 new INT SPELL

GLYPH MAKER: Roll INT to store a SPELL in an etched symbol triggered by touch

BEND MAGIC: Once per encounter, roll INT to redirect an enemy SPELL

PALE CLONE: Roll INT to form a 1 HP clone of yourself from thin air

MAGIC THEORIST: Roll HARD INT to modify or create SPELLS

PRIMAL FORM: Become fire, air, or water for 1D4 ROUNDS

SUMMONER: Roll INT to conjure a monster you know

MASTERY

SPELL SCHOLAR: INT SPELLS never occupy inventory spaces, even if they are scrolls or books

WILD POWER: When you add a die to your Memory Ring, it becomes a 6

DARK PACT: Your Master's Skull holds 20 HP