

Wizard- These classes excel at magic, getting a large amount of spells and having both abilities dedicated to their craft. They don't, however, have very high stats, especially for physical combat.

Cleric- These characters are masters of healing and protection. Their magic is focused on passive means of keeping characters alive and include the ability to create illusions and eventually revive characters from the grips of death. Their abilities make them one of the most sought after classes for parties and welcome among most any good, and often neutral characters (no one of a good alignment and most of neutral will dare to harm them). They must be of the 'good' alignment and follow a very strict code of conduct.

This code makes so they can't, by any action or inaction, cause harm to characters that the cleric has no reason to think are hostile (no matter the alignment). This may include defending a character from the cleric's own party. This doesn't apply to creatures but most clerics will still protect creatures of good alignment. As for characters that are fighting, the cleric can only harm others in self defense or defense of the helpless (this doesn't apply to creatures or evil characters). If he/she uses their magic to pacify an enemy, they must ensure others don't kill him/her until the character can fully recover from the spell's effects, and have a chance to leave peacefully (this too doesn't apply to creatures or evil characters).

L1- Light Magic (Heal)

This magic skill is used to cast light magic spells. Though a few of these spells carry with them healing properties, the cleric is the only class that has the innate ability to heal. This starts as simply curing simple wounds but evolves into the ability to revive characters from the dead. This, the first level of the ability provides the simplest and most used version of the magic: the ability to sooth simple wounds. This can prevent blood loss and recovers a number of hit points equal to a fifth of the light magic roll (magic point cost is equal to the number of points healed). This is performed by the cleric placing his/her hand over the wound. The injured area glows in a dim light and a accelerated, natural healing process takes place.

L5- When the cleric heals a character, even for a single hit point, they are cured of any poison, infection, disease, and black magic effect (if the light magic roll is higher than the scourge magic effect). If the scourge magic roll is made against a character's stats (usually willpower) while the character is being healed, the light magic is added to the defender's roll. The healing magic can now be used at a range up to the cleric's level in feet and heals for half the magic point cost if within touching distance. This ability can also be used to harm undead for a number of hit points equal to the healing amount.

L10- The healing can be used on a group of characters rather than a single one. To do this, the cleric chooses a location up to their level in feet away. All characters the cleric wants to be healed in a radius equal to half the cleric's level in feet recover one seventh the light magic roll in hit points. This costs the cleric three magic points for each hit point healed in the group (it costs the same no matter the number of characters). This sort of healing can't harm undead or have effects other than healing the characters (such as curing disease, countering scourge magic, etc.).

L15- The cleric can set up a healing ward. This ward requires preparation ahead of time in order to construct. It's made of a simple wooden pole that's four feet long and covered with magic runes (requires a hour to enchant but the pole itself is reusable). To use, it's placed in the ground. It heals all characters allied with the cleric within the cleric's level in feet around the healing ward for a number of hit points equal to a tenth of the light magic roll used in constructing it each round. The ward is obvious magic when active, projecting swirling images of the runes in the air and will last for three rounds before losing their effect (five rounds if the light magic roll was at least fifty and seven if at least a hundred). The ward will lose its abilities if a character other than the cleric touches it (before or after it's activated). This will have all the special effects associated with healing (curing illness, countering scourge magic, etc.) except damaging undead. Also, the normal healing ability (the one that effects a single character) is now for a third the light magic roll in hit points rather than a fifth.

L20- At this level, the cleric gains the ability to revive fallen comrades. This costs a number of magic and hit points equal to double the level of the character being revived. This ability requires that the character died within two days, can only be used once a day, requiring five rounds to perform (more if the body requires extensive healing before the character's revived). If the process is interrupted in any way (the cleric stops, usually from a loses concentration) it can't be performed again on this character. This requires that the body is reasonably intact and that any mortal wounds the character had received have been tended to (limbs may be reattached with stitches and wounds must be bandaged). If the wounds are still severe enough to kill the character once he/she has been revived, the revival won't be successful. The most common causes for the character to be unable to be revived is having had serious burns, being cut into several pieces, having limbs missing, or having severe damage to the head.

L3- Light Magic (Illusion)

The cleric has the ability to manipulate light in order to create illusions. These illusions are used in different ways for passive defense. They can't cause any damage, or even be touched (characters will pass through the illusion), though they look perfectly real. Illusions can be made of anything the character can imagine (including items, terrain, and people). These illusions differ in difficulty and magic point cost depending on their size. The illusions cannot have the subtle complexities needed to create the illusion of a specific person or unique object (that the observer knows in detail). As the cleric gains levels, the maximum size and number of illusion they can make grows and the illusion covers more senses (as shown below). The illusion is slightly

transparent at close ranges. Despite the fact that the illusion can make sounds at higher levels, this doesn't mean it can speak words. The sounds are instead natural sounds the illusion would make such as roars or stomping. The illusion may be maintained as long as they are in the cleric's line of sight and within a hundred yards.

Illusion:						Number that may be created at a time:			
Level:	Senses:	Max size:	Example:	MP/r:	Difficulty:	Small	Medium	Large	Huge
3	Sight	Small	Gnome	2	5	1	---	---	---
7	----	Medium	Human	3	7	3	1	---	---
12	Smell	Large	Hydra	5	10	5	3	1	---
17	Sound	Huge	Roc	7	15	10	5	3	1

*note change spell mechanics example if the ability names are changed!

Druid- Druids are the keepers of nature and champions of the forests. Their powers over magic are bound with their connection to the woods, making their magic have a nature theme. This magic includes the ability modify the growth of plants as well as summon creatures to fight with the druid. They are honor bound to protect all natural things from any who wish to cause it harm.

L1- Nature Magic (Green Touch)

This allows the druid to cast the nature magic spells and provides the innate ability to speed the growth of plants. This acceleration of the growth allows months or years of growth to occur in only a few rounds. At this point, it's quite common for the druid to carry the seeds of plants they may want to use later. The druid needs to be at most twice their level in feet away from the effected plants and this effects with the radius of half their level in feet. The seasons can have a large effect on the difficulty of growing plants, adding five to the roll in spring, ten in summer, subtracting five in fall, and ten in winter. The GM may also need to take into account the terrain the plants are growing in (amount of nutrients available or toughness of the soil such as in gravel), recent weather conditions (plants will have difficulties growing in overly dry locations), and the type of plant. The cost of magic points, the toughness of the plant, and difficulty to grow are dependent on the type of plant being grown. The 'Str' category is the number of pips of strength a single shoot of the plant has. This is used if a character is trying to cut the plant down, push through a group of them, etc. If multiple plants are included (such as trying to cut down several ferns in a single stroke) a group of them or it's up to the GM to determine the category strange plants go under, or create a category of its own. Plants created or modified with nature magic lose their special chemical characteristics and can't be used for the herbs skill. The general difficulties are:

Plant:	Roll:	MP/r:	Str:	Plant:	Roll:	MP/r:	Str:	Plant:	Roll:	MP/r:	Str:
Grass	3	1	2	Moss	5	2	1	Thistles	7	4	3
Ferns	3	1	1	Bushes	5	3	3	Trees	10	5	3-25
Flowers	5	2	1	Ivy	7	4	4				

L5- Generic plants of the above types may be grown without seeds or previously existing plants, though it costs three extra initial magic points to start the plant. It's still to the druid's best interest to carry the seeds of special varieties of plants he/she wants or exotic varieties with special attributes (such as flowers that have send off sedative spores). Also, the plants can be used for various purposes. These uses require certain types of plants (stated by the description) and are:

Seed (any plant)- The plant matures and begins to reproduce whichever way it does naturally. If it requires something to make seeds (such as the pollen of another plant) and doesn't get it, the plant will simply age and die. If, however, it does manage to seed, the new seeds may be collected to be used later or grown with the nature magic skill right there.

Sustenance (any eatable plant)- The areas of the plant that are eatable mature to a ripe state, ready to be devoured.

Bloom (flowers)- This causes the flower to bloom and if it naturally has any, spread spores. This is especially helpful with certain exotic plants that have spores with special effects. This also works with a few types of ferns that are rather difficult to find.

Cover (ferns or bushes)- This accelerates the plant's growth in such a way as to expand the plant, creating more cover. This can double the surface area of any fern or bush. Ferns are best used if hiding below waist level and bushes are better used as both a barrier and a hiding location. With bushes, however, using this ability will lower their strength to one since they're far more spread out.

Covering (moss)- This causes the moss growth over a surface to be thin, allowing the remaining moss to be more moist, thus slippier. The GM determines a difficulty for the character to keep his/her footing.

Barrier (bushes or thistles)- This creates a wall of plants to restrict movement. Whichever plant is used, it's most effective if more than one row is used to reinforce defense. If bushes are used, they grow to be about four feet high and are difficult to pass.

Thistles, on the other hand, are reasonably easy to pass but they deal 2D damage (defense isn't applied) and causes 4D pain.

L10- As the plants grow, their movements are controlled by the druid. This allows the plant to even be used for assistance in combat (as shown in the new uses gained at this level). They are:

Ensnare (grass, ivy, or thistles)- The plant sprouts and wraps around the target. The strength roll needed to break free of the

plants is the plant's total str amount (the more plants, the harder). The character needs to be caught unaware by this in order for it to be effective. After the character's held by one plant, more can be grown in order to reinforce the hold. All three plants (grass, ivy, and thistles) have a different effect.

Grass binds the character's feet with up to seven plants. Unlike the other plants, after the character is held in one location, two grass plants can be grown at a time around his/her feet. The plants grow up the character at the rate of a half foot each round and if the character tries to cut the grass with a bladed weapon, it's quite likely that he/she will hit themselves (determined by the weapon's accuracy). The grass can grow at most four feet up, but once it gets this high, it'll pull the character down so that other grass plants can further entomb the character.

Ivy is quicker than grass to bind a character, but has a lower ending strength. It can grow three feet a round up the character, with up to two plants growing up at once. If the character's arms are at his/her sides, they can be bound there (otherwise the ivy need to crawl up the body and wrap around each arm). After a couple of rounds of being fully bound, up to three more ivy plants can sprout to pull the character to the ground (though unlike grass, more plants can't be made after this so their's the total of five ivy). Even if the character knows that the ivy is enchanted, their's still a one third chance that they'll be grabbed (even if running).

Thistles can climb up the character much like grass. Their can be up to three plants and they grow at a half foot each round up to three feet. Unlike the other two, instead of primarily using strength to hold the character, they instead use pain to weaken them. The thistles do three pips of pain per plant each round. This increases as the plants grow by a pip a round (per plant) until it reaches it's maximum height (total of nine pain per plant). This pain makes it difficult for the character to attempt to free him/herself. Also, characters bound this way are dealt one damage per plant each round.

Slice (grass)- When a character is moving through a grassy area, the grasses slash at the character, causing small paper cut like marks. This only deals three hit points damage a round (defense isn't applied) to anyone it effects. Multiple characters or creatures may be targeted each round (a number equal to the druid's knowledge). This can't effect anyone in armor. The majority of the effect is simply causing pain (3D). This can distract characters while they are ensnared or sap their endurance for some other end.

Pete Bog (moss)- Pete bog can be grown over still water at the rate of a fifth the roll in cubic feet per round. Once an area is covered, this acts as a barrier preventing characters under the water from surfacing as well as people on the surface from entering the water. If the roll is at least thirty, this bog is thick enough to be walked on carefully by a single character. Piercing weapons can still cut through the bog, though the process of doing so slows the momentum of the blade to a point where it can't do any actual damage.

L15- Plants a number of feet equal to a third the druid's level away will grow and shrink with the druid's best interests in mind. This makes traveling through the woods very easy and may also protect the druid from his/her nearby enemies (even if he/she isn't aware of them). If these enemies are near large enough plants, they will ensnare the character. This will have little effect in areas with few or small plants. Also, the druid can change any useful type of plant (used in potions) into another at the loss of the useable plant matter. The more complex the plant being created and the larger the difference between plants, the longer it will take and the more matter that will be lost (anywhere between one and ninety nine percent). A small sample of the plant being made must be in the druid's possession in order to use this ability. These plants are most often used to fulfil rare ingredients in potions.

L20- The druid may create new plant species to his/her specifications. The abilities and characteristics of the plant must be approved first by the GM but a broad range of abilities will be allowed.

L3- Nature Magic (Summon)

The druid may summon creatures into existence to do their bidding (using the nature magic skill). The ability to summon can also be gained through spells, but this ability provides the ability to summon large numbers of different creatures. The process of summoning the creatures will take the druid's concentration like any other spell but after summoned, the druid may function as if their wasn't a spell in process. They will follow any instructions that they are given which are given through thoughts rather than with words. The creatures will exist and follow their last command as long as they are within fifty yards of the druid and may receive instructions if they are being directly looked at. When first summoned they appear on the ground next to the druid. Undead and demi-human races can't be summoned. The creatures will disappear after the druid stops paying the upkeep. The druid will receive a additional ten to his/her summoning roll if the creature is of the same good/neutral/evil alignment as the druid. The maximum level of creature the druid can summon is equal to half his/her level and the nature magic difficulty is five times the creature's level. The initial cost is the creature's level in magic points and the upkeep is a third of that each round (don't round first, instead add all summoned creature's levels, then divide by three). As this ability advances, the druid can summon more creatures at once.

Number of creatures able to be summoned:

Level:	Level >5	Level 5-9	Level 10-14	Level < 14
3	2	1	---	---
7	3	2	1	---
12	5	3	2	1

L7- The druid may summon any armor and weapons for the summoned creatures (if they would commonly have it). This equipment disappears after the druid stops paying the upkeep (usually after the creature dies). Also, non-magic creatures may be summoned. The GM determines the level and stats of the creatures if they aren't in the creature manual.

L12- The druid may use the summon skill to create items if the materials for the item are present. The material doesn't necessarily need to be refined but the strength will certainly be weaker if it isn't. The items created have a lasting magic tint linked with the druid so if the item moves more than a hundred yards away or are disenchanting, they will fall apart. The remains of a broken or disenchanting item can't be used to make a new one and summoned items wear down far faster than their real counterparts. If kept over a day, this will reduce the druid's max magic points by three for as long as the item exists. Also, the druid may see out of the eyes of a summoned creature. With this comes the ability to send commands to the summoned creature while the druid is out of the line of sight with it.

L17- The druid may revitalize any summoned creature by focusing on it for a round. This will make the creature disappear for just a instant before reappearing in the same spot with all wounds and damaged equipment repaired. This is much the same as re-summoning the creature. This may only be done if the creature's body is at least somewhat intact (in one piece). This costs twice the creature's level to do.

Sorcerer- These wizards practice deep and powerful arts whose sources stretch to the beginnings of magic. Their understandings of the elements of magic allow them to cast spells of any magic type and a few ancient spells that don't have a magic type. These spells that aren't related to a magic type mostly belong to an ancient magic that's long forgotten by most magic users called Realm Magic. This area of magic includes time and space, providing its users the ability to teleport, manipulate time, or even cross dimensions. Sorcerers slightly tap into this ancient power, providing them with the ability to use deviation, the magic of sight into other times and places.

L1- Elemental Magic (Deviation)

There are various ways for the sorcerer to predict the future, some with and some without items to assist the sorcerer. The starting methods require a material connection and are:

Palm reading- Over two rounds, the sorcerer can determine the probable life expectancy for a NPC as well as the character's near future. This is only for as far as the GM can predict with certainty and is difficult to perform unless the subject is willing. This cannot be used on any playable character because the future of the character cannot be ensured by the GM.

Tea Leaves- This takes three rounds to perform, during which character soaks the leaves in warm, steaming water and lets the tea dissipate. While spreading, the leaves may form a pattern (1/3 chance). This pattern may be of a person, place, or thing that has some significance in the character's future but it is also only a blob of darkness in a cup so not much detail may be added. This should usually be drawn for the player to make his/her own interpretation. This cannot be directed by the sorcerer toward answering a specific question but is instead decided upon by the GM. At level ten, the mist may come to life and form a cloud instead of the image being inside the cup. This is easier to recognize, making a three dimensional image and also verifies if the ability has worked.

Tarot Cards- If the character has at least three tarot cards, then he/she may use a special pattern of certain shuffling, cutting the deck, and separating the deck to pull three cards from the deck. These three cards have the most importance to the character's future of all the cards in the deck (thus the larger number of cards, the more accurate). These tarot cards can't be simple paper, but rather the minor artifact version. If there are enough cards, they may relate to each other by combining nouns and verbs. The player is left to ponder the meaning of the cards, which is usually very metaphorical and cryptic (if there are enough cards to make any meaning at all). This ability may either be used to ask a question about the character's future or get a hint from the GM (the GM may ignore the player's request to have a question answered and still provide general information). At level fifteen, the cards may come out of the deck on their own when the GM believes a good, anti-climactic time has come for a hint.

L5- The sorcerer gains power by the sense of deja-vu, bringing a certain ease and familiarity at times (character knows of certain things such as hidden traps or items). This is decided by the GM but generally has a 1/20 chance of occurring (only roll once for each area). The information comes to the form of the sorcerer seeing him/herself taking the actions needed to pass through the place, though the place and the character taking the actions may look like they are from a far past time period (perhaps when abandoned temples were still used and other such differences). This will take about two rounds and while seeing this, the character will be in a trance and unresponsive to his/her environment. This ability may happen without the character's consent or without warning but it doesn't happen in times of great danger or insecurity. The player should be told about what he/she sees alone and it is up to him/her if they want to share it. Also, the sorcerer gains the ability to use a crystal ball.

Crystal Ball- The crystal ball provides the clearest view of the character's future of the prophecies using items. This technique is used to show the time leading up to a very important moment in a character's (may be the sorcerer's) life. If it is on another character then that character must be present and with the character's consent, but only the sorcerer sees what is going on in the crystal ball. What the sorcerer sees is a what happens to the character in a fast forward motion, though in order to progress this vision, the sorcerer must make guesses and assumptions as to the actions the subject will make (thus the accuracy is worse the further the vision goes and if the character's difficult to predict). With elemental magic rolls lower than fifteen, the vision may

be misty (thickness depends on how low roll is). At level fifteen, the crystal ball can be used to track any person from afar. This requires that the true name of the person as well as a body sample (usually hair) or an important item of theirs is held by the sorcerer. Through the crystal ball, the sorcerer is able to see the actions of the character. This doesn't show where the character is (though the character can be located if the sorcerer recognizes the surroundings) and can't be used if the character's dead, sleeping, or surrounded by powerful magic auras (usually locations of great power). The character being observed can make a roll of their general magic skill (if they have it) with the required difficulty set by the GM (and based on the sorcerer's level). If this magic roll is especially high, the character knows the location of the sorcerer as well. At level twenty, the sorcerer automatically knows the character's location as well.

L10- The sorcerer's ability to foretell has advanced to a point where the sorcerer can sense future events before they unfold. Warning of dangers come a round ahead of time for sudden events like traps and three rounds for events with multiple parts like being surrounded by hostile forces before an attack. An elemental magic roll is made first to see if the sorcerer will get any warning at all. The GM sets the difficulty, and should make the roll without warning the players but is easier if it's especially important (such as effecting many people) it's much easier. The more important the event is or the wider the effect, the easier it is to sense. The character's preconceptions will create false results. For example, the sorcerer purposefully pulls a string that lies across the path, thinking that it is connected to a trap and he/she will be warned beforehand if it really is one. Because the character believes it is a trap, the sixth sense will tell him/her it is a trap, whether it is or isn't. Also, very powerful emotions may cloud the effects of the sixth sense, such as anger for a person may create occasional false warnings of plots by the person to cause harm to the sorcerer while great reverence may cloud a sense of danger. This skill allows the character to react as if he/she already knows how the event will unfold. For example, the character can simply move out of the way of an arrow that is coming at him/her (allowing a dodge roll against sneak attacks). After a conflict has started and the sorcerer is aware of his/her surroundings, only things that the sorcerer is unaware of, like a hidden archer, will trigger this ability. The clarity of this depends on the roll and lower clarity may result in confusion on what is going to happen or inability to dodge an attack before it comes. If the character is able to see an attack before it strikes, the sorcerer receives a +10 to dodge (if the character has the feat). The sorcerer also gets a +5 to accuracy with weapons when the target doesn't know the sorcerer is about to strike since the sorcerer can predict the movements the character would make naturally. This will only warn the character of things that will harm them, not other things like a paralyzing spell or snares.

L15- The sorcerer may spend ten magic points in order to see a round into the future if a certain action is taken (such as walking forward through a dangerous corridor). At level twenty, this foresight can be for three rounds rather than just one. The prediction will show the most likely results and doesn't reveal how much uncertainty there is in such a future. If this ability is being over excessively used, the vision becomes blurry and soon after undecipherable for a period of time.

L20- The sorcerer can meditate for the three rounds to attempt to foresee the future of a single character. The closer the illusionist is to the person this ability is effecting, the easier. The roll required is fifteen (using the elemental magic skill) and is increased by two by each yard the characters are apart. While this is in progress, the other character won't notice any change or odd feelings. This future revealed is as far as the next 'nexus' for the character. A nexus is a time in the character's life when that character must make an unpredictable choice that will effect the character's future dramatically (a choice that the GM can't predict). This can be used on NPCs as well as playable characters if the GM can ensure the future the illusionist predicts is correct. For this reason, characters with very active lives are the hardest to predict. This is viewed as a whirlwind in which the sorcerer can look at certain locations in the spiral to find a moment in time. The prophecy of a NPC can only be changed by a playable character. Also, the sorcerer may spend a day in meditation. After this day, the player may get a hint from the GM on any topic. This hint may be as a riddle or worded oddly (cryptically or metaphorically).

L3- Elemental Magic (Memorization)

Sorcerers can cast spells of any magic type, though the number of spells they can learn of any given level is limited. They have numerous blank spell slots which are filled by learning the spell in various ways including scrolls or later level abilities. For the number of blank spots the sorcerer gets a new spot (or group of spots) every three levels starting with this level three ability. The sorcerer starts with a level one spell slot and every time the gaining of a spell falls on an odd level, they gain a spell a level higher than they could cast before. On all the even levels the sorcerer gains another casting of all the spell levels they already have. The number of times the sorcerer can cast any given spell is the number of times he/she has learned it (the number of slots the spell has per day). They can learn each spell multiple times in order to gain extra castings but each time the spells learned, it takes up another spell slot of that level. The sorcerer can't learn summon spells. The sorcerer can voluntarily 'forget' a spell in order to learn a new one but this takes a full day to do (this doesn't take focused effort or any other such thing but can't be sped up).

L7- Every time the sorcerer would usually get a new level in elemental magic (every odd level) the sorcerer can also choose a spell of any magic type to fill a slot with. This spell's level can be at most equal to a fifth the character's level (round down) and needs for their to be a spell slot open (otherwise no spell is learned).

L12- The sorcerer can learn spells if another spell caster teaches him/her the spell. This only takes a round per a spell level but like learning all spells there must be a blank slot before the spells learned. There's a great stigma attached to the surrendering of ones spells to a sorcerer, making NPCs rarely willing to give up their spells except, perhaps, as rewards for assistance. Spell

learned this way require a couple of days to master so if the spell caster wishes to deceive the sorcerer, he/she can do so by giving a fake spell (this is very common if the spell is being taught in exchange for ones life or other such threats).

L17- Sorcerers don't necessarily need to rely on scrolls or companions to learn new spells. They can also learn them by observing others casting a spell and memorizing the words and movements. This requires the sorcerer's utter focus and may require a concentration check if there are distractions. The sorcerer must be close enough that he/she can observe or hear the tiny idiosyncracies that are required to cast the spell (which is greater for higher level spells). This takes the sorcerer's next round's action to memorize the spell and will need to be present and observing for all the rounds the spell's being cast (if it takes more than one round). Even being present for the entire casting, their's still a high chance that the sorcerer will mishear or see part of the spell, thus making the memorization fail. Their's a bonus 1/3 better chance of success if the sorcerer designated the round before that he/she was preparing to observe a spell rather than take a normal round's action. Their's also another 1/3 better chance if the sorcerer has previously observed (and tried to memorize) this same spell within that day. The sorcerer doesn't know if the attempt failed until after memorizing and will need to re-roll the fail chance for each round the spells being memorized (thus making longer spells far harder to be successful in memorizing). For spell levels one and two is a maximum range fifty yards with a 2/3 chance of failure, levels three and four is twenty five yards with a 1/2 fail rate, and levels above four is fifteen yards with a 1/3 chance of failing.