

WARRIOR VARIANT:

FIGHTING STYLE

When creating a **Warrior**, you may swap *SelfReliance* and *Shield Bash* for two of the following options:

DUAL-WIELDER

When you are **Attacking** a target whilst holding two melee weapons – and your roll to **Attack** is 1-3, the target takes damage equal to your **Level**.

KEEN FLETCHER

You don't need to roll a **Usage Die** for arrows or ammunition after combat.

LAY ON HANDS

You have pool of healing points equal to your **Level** that replenishes every dawn. As an **Action**, you can heal a **Close** ally using points from this pool.

MARTIAL ARTS

Whilst your hands are empty:

- Your unarmed **Damage Die** turns from a d4 into a d6.
- When you are **Defending** against a ranged projectile attack - and your roll to **Defend** is 1-5, you immediately catch and throw it back, dealing damage equal to your **Level**.

RECKLESS ATTACK

When you use *Dealer of Death*, you can choose to gain **Advantage** on one melee **Attack** roll this turn. However, you have **Disadvantage** on one **Defence** roll (GM's choice) made before your next turn.

SELF RELIANT

When rolling **Broken Armor Die**, you may re-roll results of 1.

SHARPSHOOTER

Whilst holding a ranged weapon, the range of *Dealer of Death* extends to **Faraway**. A **Damage Die** allocated to a **Faraway** target turns into a d4.

SHIELD BASH

When you are **Attacked** in melee combat whilst holding a shield – and your roll to **Defend** is 1-5, the attacker takes damage equal to your **Level**.

UNARMoured

DEFENCE

You lose proficiency with all armour – instead you have **AV2** that always replenishes after a **Rest**. (**AV3** at **Level 6**, **AV4** at **Level 10**).



THIEF VARIANT:

FOOL

Starting Hit Points (HP) : roll 1d6 + 2

Starting Hit Die (HD) : 1d6

Usable Weapons & Armour: All one-handed swords, all bows, daggers, cloth, leather, small shield

Attack Damage: 1d6 or 1d4 if unarmed

D6 PHYSICAL PROP

- 1 Floppy stuffed chicken
- 2 Shoes that fart when you step
- 3 Rude talking glove puppet
- 4 Fire dancer's kit
- 5 Big ball you can balance on
- 6 Hat of audience's suggestions

EQUIPMENT

Every Fool starts with a *Musical Instrument* of your choosing. Also choose to start the game with either A or B:

- **A** – Leather performing tunic (AV2), 2 juggling swords, 2d8 coins in tips, stack of autographed parchments
- **B** – Red and yellow jester's suit (AV1), bow & arrows (Ud8), 3d6 coins, pilfered silverware from last gig

COMEDY IS ABOUT...

Roll Attribute Tests with **Advantage** when performing the following Actions:

- Delicate tasks
- Balancing
- Performing
- Moving silently and unseen
- Making others laugh
- Finding secret things

NATURAL ACROBAT

Roll with **Advantage** when testing **Dexterity** to avoid damage or effects from traps and magical devices.

...TIMING!

If a Fool has **Moved** silently to get behind a **Creature**, and they are unaware of the Fool's presence, the Fool may make an **Attack** that automatically hits and deals 2d6 + the Fool's **Level** damage.

MINOR CELEBRITY

When you enter a new region, settlement, or dungeon roll 1d10. If the result is **below** your current **Level** – someone here has heard of you and wants to be (or already is) your friend. The **GM** decides who.

TRICK UP MY SLEEVE

Regardless of what the Fool is carrying, they can produce a small throwing knife from somewhere about their person.

GAINING A NEW LEVEL

Acquire and share a number of **Experiences** equal to your current **HD** to advance a **Level**. When you gain a **Level**:

- Roll a d20 once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for either **Dexterity**, **Wisdom**, or **Charisma**.
- Gain 1**HD** - Roll 1d6 - gain that many additional maximum **HP**.

CLERIC VARIANT:

DRUID

Starting Hit Points (HP) : roll 1d6 + 4

Starting Hit Die (HD) : 1d8

Usable Weapons & Armour: All blunt weapons, sickles, cloth, leather, mail, all helmets, all shields

Attack Damage: 1d6 or 1d4 if unarmed

D6 PROTECTING

- 1 Three unhatched sparrow eggs
- 2 Beautiful but smelly plant
- 3 Frog with a sprained ankle
- 4 Very old elephant (at home)
- 5 Rare species of leech
- 6 Albino tarantula

EQUIPMENT

Every **Druid** starts with a *Prayer Book* containing **1d4+2 prayers of your choosing** from levels 1 & 2 (p.27). Also choose to start the game with either A or B:

- **A** - Hide armour (**AV**2), sickle, wooden shield (+1 **Armour Die**), herbs worth 2d8 coins, ivory animal totem.
- **B** - Vine wraps (**AV**1), two-handed cudgel, dead fairy wrapped in a leaf.

WILD SHAPE

A **Druid** may use an **Action** to change into an animal, or back to humanoid form. All items temporarily vanish but **Armour Dice** still function normally, and the **Druid** cannot cast prayers.

- Small animal forms do 1d4 damage and have +3 **Dexterity** (max 20).
- Large animal forms do 1d8 damage and have +3 **Strength** (max 20).

FINE FETTL

Roll with **Advantage** when making a **CON Attribute Test** to resist poisons or being **Paralysed** or impeded

MEMORISING PRAYERS

Once per **Day**, a **Druid** may spend an **Hour** memorising a number of prayers equal to their **Level**, from scrolls and books.

A **Druid** can only memorise prayers of levels up to and equal to their current **Level** (p.27).

INVOKING PRAYERS

A **Druid** can spend an **Action** on their **Turn** to cast a prayer from memory. Once the effects are resolved, the **Druid** should make an **Attribute Test** - adding the prayer's level to the roll. If they have already cast the prayer this session this **Attribute Test** is made with **Disadvantage**. If they fail, the prayer is no longer memorised, and the **Druid** cannot cast the prayer until they memorise it again.

For expanded spellcasting rules see p.15.

GAINING A NEW LEVEL

Acquire and share a number of **Experiences** equal to your current **HD** to advance a **Level**. When you gain a **Level**:

- Roll a d20 once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for either **Strength** or **Wisdom**.
- Gain 1**HD** - Roll 1d8 - gain that many additional maximum **HP**.

WIZARD VARIANT:

NECROMANCER

Starting Hit Points (HP) : roll 1d4

Starting Hit Die (HD) : 1d4

Usable Weapons & Armour: Cloth, onehanded sword, staff, dagger

Attack Damage: 1d4 or 1 if unarmed

D6 DARK ARTEFACT

- 1 Mask of flayed skin
- 2 Knuckle bones carved into dice
- 3 Unidentified soul in a jar
- 4 Rose that never wilts
- 5 Haunted music box
- 6 Skull carved with runes

EQUIPMENT

Every **Necromancer** starts with a *Spellbook* containing **2-3 spells of your choosing** (flip a coin) from spell levels 1 and 2 (p.26). Also choose to start the game with either A or B:

- **A** – Black robes (AV1), staff, short sword, 2d8 coins, severed active zombie head
- **B** – Bone necklace (AV1), death mask, 4d6 coins, sacrificial dagger

UNDEAD SERVANT

A **Necromancer** has the service of one skeleton, ghost, or zombie (your choice) that acts as their retainer (p.36). Replacing it requires the corpse of a medium-sized **Creature**. Its talent is determined by whatever skills it had in life. Alternatively, you can choose for it to be either a **porter** or a **torchbearer**.

GRIM PORTENT

If you roll a 1 for starting Hit Points – your *Spellbook* gains **1 spell of your choosing** from spell levels 1 and 2 (p.26).

MEMORISING SPELLS

Once per Day a **Necromancer** can spend an **Hour** memorising a number of spells equal to their **Level**, from scrolls and books.

A **Necromancer** can only memorise spells of levels up to and equal to their current **Level** (p.26).

CASTING SPELLS

Necromancer may spend an **Action** on their **Turn** to cast a spell from memory. Once the effects are resolved, the **Necromancer** should make an **Attribute Test** - adding the spell's level to the roll. If they have already cast the spell this session this **Attribute Test** is made with **Disadvantage**. If they fail, the spell is no longer memorised, and the **Necromancer** cannot cast the spell until they memorise it again.

For expanded spellcasting rules see p.15.

GAINING A NEW LEVEL

Acquire and share a number of **Experiences** equal to your current **HD** to advance a **Level**. When you gain a **Level**:

- Roll a d20 once for each **Attribute** - if you roll over, it goes up one point, make an extra roll for either **Intelligence** or **Wisdom**.
- Gain **1HD** - Roll 1d4 - gain that many additional maximum **HP**.