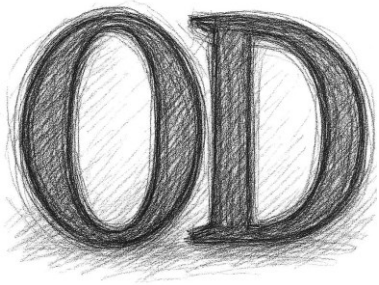

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Races

There are eight races to choose from.

Human



The most adaptable and ambitious of all peoples, humans excel through determination and versatility rather than specialized traits. They build great cities, forge alliances across cultures, and push boundaries others accept as fixed. Human communities vary wildly in customs and beliefs, but share a drive to shape the world around them through innovation, trade, and exploration.

Elf

Graceful and long-lived folk with pointed ears and an affinity for magic and nature. Elves move with fluid precision and possess keen senses that detect subtle changes in their surroundings. They favor ancient forests and hidden valleys, living in harmony with natural cycles while pursuing artistic and mystical knowledge that spans centuries.

Dwarf

Stout, four feet tall, bearded people renowned for their skill in metalwork, stonecraft, and engineering. Dwarves build magnificent halls deep within mountains, creating wonders of carved stone and forged metal that endure for ages. They value clan loyalty, honest work, and the perfection of traditional crafts passed down through generations, though they may seem temperamental, its really just them showing spirit in what they do.

Gnome

Diminutive folk with curious minds and nimble fingers, standing roughly three feet tall. Gnomes delight in tinkering with mechanical devices, studying natural phenomena, and uncovering hidden secrets. They often dwell in hillside burrows or forest workshops, surrounded by half-finished inventions and collections of interesting oddities. Though not common to adventuring - the lure of fantastic magical items can't quell their thirst.

Half-Goblin (don't ask)



Small, quick humanoids with green-tinged or brown skin and sharp features. Goblins live in tribal communities led by the strongest or most cunning among them. They survive through scavenging, raiding, and guerrilla tactics, making up for their individual weakness with numbers, traps, and knowledge of their territory. Their height ranges from a bit taller than halflings, yet a bit shorter than dwarves, standing around just over 4 feet.

Half-Elf

Children of human and elven parentage who inherit traits from both lineages. Half-elves often struggle to find acceptance in either parent culture, leading many to become wanderers, diplomats, or bridge-builders between different peoples. They possess human adaptability tempered with elven grace and extended lifespans.



Half-Orc

Individuals born of human and orcish blood, typically larger and stronger than ordinary humans. Half-orcs face prejudice in civilized lands due to their fearsome appearance and orcish heritage. Many channel their natural strength and fierce temperament.

Halfling

Small humanfolk standing about three and a half-feet tall, known for their practical nature and strong community bonds. They favor comfortable homes and hearty meals shared with family. Most halflings have little interest in grand adventures, preferring the security of familiar places and trusted neighbors. But once in a long while, a halfling seeks to adventure to ensure these things later.

Unique Abilities

Choose only 1 race Unique Abilities during character creation.

Dark Sense: In complete darkness you have a 40% chance of sensing something nearby within a 30-foot radius. This can be attempted every hour, or when the DN declares, whether moving or not.

Human

Versatile – +1 to any one ability score 16 or under one time.

Flurry – Once per encounter, you may make 2 attack rolls in the same turn.

Resilient – +1 Con Tough saves.

Elf

Twilight Sight – Outdoors at night, you can see in twilight, dusk, dawn, or under a clear full moon as though it were daytime. This does not function indoors, underground, or in total/magical darkness.

Keen Hearing – +2 Dex Quick saves.

Fey Grace – +1 AC when wearing no armor or light armor (padded / leather / studded).

Dwarf

Dark Sense – In dim light +2 to attack and darkness +1 to attack roll (see above).

Stonecunning – +4 (+20%) Chance to detect stone traps, secret doors, or weak points.

Iron Stomach – +2 Con Tough saves.

Gnome

Dark Sense – In dim light +2 to attack and darkness +1 to attack roll (see above).

Cave Sense - 50% chance to find your way out of unknown underground terrain.

Illusion Sense – +2 Wis Mind saves vs. illusions.

Half-Goblin

Dark Sense – In dim light +2 to attack and darkness +1 to attack roll (see above).

Pack Raider – Gain +1 to hit when an ally is within 5 ft of your target.

Low Blow – +1 damage against 4 feet or smaller.

Half-Elf

Adaptable – +1 to any one ability score 16 or under one time.

Poised – +2 Wis Mind saves.

Wanderer – 50% to find the way out of unknown above-ground terrain.

Half-Orc

Ferocity – Once per day, 1 extra attack when reduced to 1/2 HP.

Brutal Strikes – +2 damage with melee weapons.

Intimidating Presence – +2 Wis Mind saves to resist fear.

Halfling

Lucky – Once per day reroll any 1 failed save or attack roll.

Small & Nimble – +2 Quick saves to avoid traps or hazards.

Surefooted – Move at full speed in rough terrain.

Notes for Player Clarifications



Wanderer - How Often?

Once per hour, you may attempt to find the way out of unfamiliar above-ground terrain. The hour between attempts reflects the time needed to observe the landscape, the light, the weather, and the natural patterns that help you reorient yourself before trying again.

Cave Sense - How Often?

Once per hour, you may attempt to use Cave Sense. This limit represents the time needed for the character to pause, reassess their surroundings, and study the stone, air flow, or terrain for clues. After you attempt it, you must wait one hour before trying again.

Once per Encounter

You may use the ability one time during a single scene of active danger or direct conflict. An encounter begins the moment the character enters a situation where actions matter in a focused, moment-to-moment way - such as fighting, chasing, negotiating under threat, or dealing with an immediate hazard.

The encounter ends when the danger has passed, the opposition is no longer acting against you, or the scene naturally shifts out of urgent action. When the tension drops and characters are no longer making quick, decisive moves, the encounter is over.

The Dungeon Narrator decides when an encounter ends so the ability refreshes. Any questions, ask your DN.



A character's class defines their role in the game: what they are trained to do in combat, how they advance in power, and what unique abilities they gain. A class is not a hobby, career or trade - it is a structured path of growth, such as Fighter, Wizard, Cleric, or Thief, that shapes how the character survives and contributes to the party.

Fighter - The warrior.

You're good at hitting things with weapons and not dying when things hit you back. High hit points, best armor, expertise with all weapons. Whether you're a sword-and-board tank, a two-handed weapon bruiser, or an archer picking off targets, you're the party's damage dealer and meat shield.

Wizard - The arcane spellcaster.

You've studied magic through books and practice, giving you the biggest spell list and most versatile magic. Low hit points and limited armor, but you can solve problems with the right spell - fireballs for damage, charm person for social encounters, detect magic for mysteries. You're the party's problem-solver and crowd control.

Cleric - The divine spellcaster.

You channel the power of gods to heal allies, smite enemies, and work miracles. You get healing spells, can turn undead, and have decent combat ability with simple weapons and medium armor. You're the party's primary healer and support, but you can hold your own in a fight.

Thief - The skill expert.

You excel at stealth, lockpicking, trap detection, and generally doing things others can't. Backstab damage when you catch enemies off-guard, ability to climb walls and move silently. You're the party's scout, infiltrator, and the one who keeps everyone from walking into deadly traps.

These four classes form the foundation of any adventuring party, but they're flexible enough to cover way more character concepts than you might think.

More Classes?

If you want to play a Paladin, build a Fighter and let your Dungeon Narrator know your character is sworn to law and honor. If you'd rather be a Druid, build a Cleric and declare your devotion to plants and animals. The same goes for countless other archetypes/subclasses you may know - rangers, sorcerers, warlocks, monks.

With just Cleric, Fighter, Wizard, and Thief as your foundation, you can shape nearly any hero you imagine. Consult with your DN for further guidance.

Class Overview

Every adventurer begins with a purse of 150 gold pieces to outfit themselves for their first journey. This is the coin they will spend on armor, weapons, tools, and the basic gear of travel - from cloaks and boots to rations and backpacks. You've trained, saved and prepared for this moment.

Fighter

Masters of arms and armor. Fighters may wield any weapon, from dagger to greatsword, and wear any armor, from leather to full plate.

The fighter begins with 12 Hit Points, gaining +12 HP per level thereafter. They start with no equipment, and receive 150 gold pieces to purchase weapons, armor, and other starting gear.

Cleric

Devoted to the divine. Clerics may wear all types of armor but limited to max DR chainmail. Clerics are bound to blunt weapons - maces, hammers, flails, staves, etc. - never blades. If in doubt, consult with your DN.

The cleric begins with 8 Hit Points, gaining +8 HP per level thereafter. They start with no equipment, except for a holy symbol of their chosen deity. They also receive 150 gold pieces to purchase weapons, armor, and other starting gear.

Wizard

Scholars of magic. Wizards are limited to simple arms - dagger, staff, sling, dart, etc. They may not wear armor, except for padded and robe armor, as it interferes with spellcasting. If you have any questions about weapons, consult with your DN.

The wizard begins with 5 Hit Points, gaining +5 HP per level thereafter. They start with no equipment except a spellbook, and receive 150 gold pieces to purchase starting gear, weapons, and armor.

Thief

Quick and cunning. Thieves favor light weapons - daggers, shortswords, slings, bow, etc. - and light armor that does not hinder agility, such as padded, leather and studded leather. Heavy armor and shields are off limits.

The thief begins with 7 Hit Points, gaining +7 HP per level thereafter. They start with no equipment, and receive 150 gold pieces to purchase weapons, armor, and other starting gear.

Experience and Leveling

Level 1 = 0 XP
Level 2 = 2,000 XP
Level 3 = 4,000 XP
Every level after level 3 is another 2,000 more XP, each, up to level 10.

See Core Guide page 6 for details about leveling and experience.

Class Requirements and Hit Points

Classes have 1 primary ability that must be met, and have default Hit Points (HP) per level.

Fighter - minimum Strength 16	Fighter starts with 12 Hit Points per level
Cleric - minimum Wisdom 16	Cleric starts with 8 Hit Points per level
Wizard - minimum Intelligence 16	Wizard starts with 5 Hit Points per level
Thief - minimum Dexterity 16	Thief starts with 7 Hit Points per level

A Note on Class Restrictions

Each class has its limits for a reason. If a cleric raises a sword, if a wizard straps on heavy armor or hefts a forbidden weapon, or if a thief clanks into battle in plate - the attempt simply fails. The blow glances as though untrained, the spell fizzles beneath the weight of armor, the thief stumbles and loses their edge. Your Dungeon Narrator (DN) may also rule divine powers or class features are withheld when you step outside your bounds.

Stay within your class's path, and your abilities will serve you well.

Resting - Hit Point Recovery

Hit Point recovery occurs organically with a full night's rest of 6 or more hours.

The amount recovered depends on the conditions of rest:

Unsafe Rest (cavern, dungeon, camp, etc.): Recover 25% of your maximum HP after a full night.

Safe Rest (inn, stronghold, etc.): Recover 25% of your maximum HP + (your Constitution Bonus x character level) after a full night.

Downtime (one full week without adventuring): Recover all lost HP.

Money

OD uses a four-tier currency system. Copper Pieces (CP) are the lowest denomination. Then Silver Pieces, Gold Pieces and Platinum Pieces.

Order of value: 10 CP = 1 SP, 10 SP = 1 GP, 10 GP = 1 PP

Fighter



Masters of arms and armor. Fighters may wield any weapon, from dagger to greatsword, and wear any armor, from leather to full plate.

Starts with 12 HP and gains +12 HP every level.
Starts off with no gear, just bare knuckles.
Starts off with 150 gold pieces to buy everything from gear to weapons to armor.

Requirement: to be a fighter class, your strength ability scores must be at least 16.

Fighter Default Class Abilities

Weapon Supremacy
Choose a weapon type at 1st level (sword, axe, spear, etc.). You gain +1 to hit when using it. At level 5 +2 to hit with it. This stacks with magic and/or magical weapon that is of the same. At level 5 select a second weapon.

Second Wind
Once per day, regain 1d6 HP mid-battle through sheer grit.

At level 4 1d6+6 HP mid-battle.

At level 7 3d6+6 - once per day can be used any time.

Mighty Heave
You can attempt feats of sheer strength: lifting gates, breaking shackles, bending bars.

Success chance = 35% at 1st level, +5% per level thereafter.

Combat Focus
Once per day, you may re-roll one missed attack roll. At 5th level twice per day.

Fearless
Immune to fear effects from foes with HP equal to or lower than your current level max Hit Points.



Fighter Level-Up Bonuses

Choose any 2 per level starting at level 1.

Fighter chooses any 2 unique Level-Up Bonus Abilities at each level (1–9). These represent physical mastery, battlefield instinct, and trained toughness.



Wall Mule

You can climb while carrying up to twice your body weight in gear or passengers. Armor, packs, even another person slung over your shoulder — you just keep climbing. You never need help with ropes or ladders, and others can climb faster if you're hauling them. You have a 40% chance to climb walls, limited to heights of 60 feet.

Weapon Lore

By handling a weapon, you know its type, quality, and cultural origin. You can tell if it's masterwork, ceremonial, or built for a monster.

Athletic Feats

You can leap across 10-foot gaps, lift portcullises, break doors, or throw heavy objects farther than most. Gain +2 Chances to such feats of strength or speed.

Tactical Eye

After a moment of study, ask the DN one: "Where's the danger?", "What's the best escape?", or "Who's the biggest threat?"

Weapon Stunt

On turn, you can use your weapon for a non-damage feat — hook a shield (pull shield from them), sweep a leg, knock a helmet off, flip a lever, snag a keyring, etc.

Pack Mule

You can carry twice the normal weight with no penalties. You're also great at loading gear and balancing packs.

Marching Discipline

When you lead, your group travels 25% farther without fatigue. You know when to rest and when to push.

Battle Roar

Once per combat encounter, unleash a roar or battle cry that rallies allies and shakes foes. Allies within earshot gain +1 to their next attack roll.

Weapon Tinker

You can modify or adapt weapons in the field. With simple tools, you can shorten a spear for close quarters, sharpen a broken blade into a dagger, or improvise a weapon from scrap on the spot (DN decides the weapon type and damage stats).

Blood for Blood

When an enemy hits you in melee, you can choose to take an extra 1d4 damage to immediately counter-attack them, interrupting their action. Pain fuels you.

(see next page for more)...

Continued, Fighter Level-up Bonuses

Veteran's Eye

You can accurately assess any combatant's skill level, remaining HP (roughly), and armor quality at a glance. Know who's dangerous and who's fodder.



Weapon Break

Once per combat encounter, deliberately destroy your weapon on impact to deal triple damage. Better to win with a broken sword than die with a whole one.

First Strike

You always act first in the first round of combat, regardless of initiative. You've trained to react instantly to violence.

Combat Reading

After fighting someone for 2 rounds, you learn their combat style. Gain +2 to hit them for the rest of the fight, on your 3rd turn.

Adrenaline Surge

When you kill an enemy, only your next attack in this combat encounter will automatically hit. The rush of victory guides your blade.

Combat Momentum

When you move at least 10 feet before attacking, add +2 to damage. You've learned to put your whole body into strikes.

Battlefield Medicine

You can patch wounds during battle. Once per battle, spend one round to restore 1d4 + your level HP to yourself or an adjacent ally using bandages and pressure who are not engaged. The ally may be unconscious, incapacitated, or otherwise unable to fight. Practical trauma care.

Unstoppable

Once per day, for the next 2 rounds you can act normally regardless of conditions - paralyzed, stunned, webbed, held, etc. You just keep coming through sheer bloody determination.

Fighters will grow while leveling up, not just organically, but through magic weapons that will help with health, attack, defense via treasures.

Cleric



Devoted to the divine. Stewards of faith. Clerics may wear all types of armor but no greater than chainmail. Clerics are bound by tradition to blunt weapons - maces, hammers, flails, staves, etc. - never blades. If in doubt, consult with your DN.

Starts with 8 HP and gains +8 HP every level.

Starts off with no gear, just a religious symbol.

Starts off with 150 gold pieces to buy everything from gear to weapons to armor.

Requirement: to be a cleric class, your wisdom ability scores must be at least 16.

Cleric Default Class Abilities

Divine Ward

Once per day, call upon faith to shield yourself or an ally within sight. Stack extra +DR 2 against one attack. At 3rd level they +DR 3. At 5th level you shield yourself or an ally within sight with +DR 5.

Blessing

Once per day, grant +1 to a roll (attack, save, or chance) for yourself or an ally. At 4th level +2 to a roll. At 7th level +3 to a roll.

Sacred Oath

You may wield holy symbols as a focus. Certain items may empower your spells or grant unique abilities at DN's discretion.

Divine Call

1 time per month, you can call for divine intervention when you are near death or grave danger. There is a 10% your deity will appear as themselves. A 25% chance they will send a messenger. These progress 1% per level. They will ensure you live for the moment, possibly your safety.

Sanctify

Once per day, create a 10-ft aura around you for 1 minute. Allies in the aura get +1 to saves. Enemies in it take -1 to saves. At 4th level +2 to saves for allies and -2 saves for enemies and is now 20-ft aura around you. At 6th level you may center it on a point you can see, up to 100 feet from you.

Turn Undead

Casting Time: Turn

Range: 30 feet radius

Duration: 2d6 rounds or destroyed

Save Roll: Wis Mind

Effect: Channel divine power that affects a Cleric's pool of undead HP. Undead turned or destroyed from line of sight.

Turning Pool

Turning Pool = 20 × Cleric Level.

You may choose to target specific undead instead of going lowest HP first, until your HP pool either runs out or too low to be effective.

Undead whose HP exceeds your remaining pool are completely unaffected - no save, no partial effect.

Saves by Undead

Undead with HP ≤25: No Save Roll. Undead with HP ≥26: Wis Mind save to resist.

Outcomes

Turned: The undead flees for 2d6 rounds.

If unable to escape, it becomes clumsy in combat, suffering -4 to attack rolls until the effect ends.

> Undead with 26 HP or more always receive a Wis Mind Save Roll, even if their HP is low enough to be destroyed. If the save fails, they are destroyed instead of turned. If the save succeeds, they are unaffected.

Destroyed: If undead's HP ≤ 10 × Cleric Level, they are dusted instead of turned.

Progression

Level 1 Cleric = 1 cast/day, Pool 20 HP, Destroy monsters with ≤ 10 HP
Level 4 Cleric = 2 castings/day, Pool 80 HP, Destroy monsters with ≤ 40 HP

Level 6 Cleric = 3 castings/day, Pool 120 HP, Destroy monsters with ≤ 60 HP
Level 7 Cleric = 3 castings/day, Pool 140 HP, Destroy monsters with ≤ 70 HP
Level 9 Cleric = 3 castings/day, Pool 180 HP, Destroy monsters with ≤ 90 HP

Notes

HP Pool is restored if you've meditated that morning, else spent HP Pool doesn't replenish.
Mind effects ignore DR.
Intelligent undead that successfully save are unaffected and don't consume pool.
Consult with DN to determine which monsters are "undead" or "intelligent undead".

Cleric Level-Up Bonuses



Choose any 1 per level starting at level 1.

Cleric chooses any 1 unique Level-Up Bonus Abilities at each level (1–9). These reflect sacred rites, divine wisdom, and spiritual awareness.

Sanctified Step

Twice per day, you can walk unharmed across dangerous ground such as fire, acid, spikes, or unstable rubble for up to 30 feet. No cool down required. This protection ends the moment you stop moving.

Anoint the Faithful

Once per day, you can instantly bless food, drink, or people during rest, from 10 feet. Blessed meals or drink remove fatigue and exhaustion. Blessing the wounded restores 25% of their Hit Points, at 5th level 50% of their HP. Blessing someone in combat grants +2 to a Save Roll.

Mystic Sense

You feel when something within 30 feet nearby is undead, possessed or desecrated. Not what or where, but nearby. At 4th level 60 feet nearby.

Healer's Insight

Twice per day, you can instantly assess a creature's physical condition. You learn its approximate health, any obvious injuries, and whether it suffers from poison, disease, or exhaustion.1

Sacred Authority

Once per day, when you or an ally within 30 feet would be reduced to 0 Hit Points or fails a Save Roll against a harmful effect, you may call upon your deity to intervene. The target is wrapped in holy power. If the trigger was damage that would reduce the target to 0 Hit Points, the target instead remains at 1 Hit Point. If the trigger was a failed Save Roll, the target may immediately reroll it and use the new result. This ability cannot restore a creature already dead, cannot prevent a willing sacrifice, and cannot undo harm caused by divine judgment or the breaking of sacred vows. At Level 4, the range increases to 60 feet. At Level 6, when this ability is used, the protected target also gains either DR 3 against the triggering damage before final Hit Points are determined, or a +3 bonus to the reroll - chosen at the moment the ability is activated.

Sanctuary Keeper

Once per day, you may speak a single divine command in your deity's name that creatures find nearly impossible to disobey. Your voice carries divine weight.

Effect: Choose one creature within 30 feet that has Intelligence 3 or higher and can understand you. It must make a Mind Save (Wis) against TN 15 (no bonuses apply). On a failed save, the target obeys the command for 1 round, or until it can reasonably comply.

Scaling: At 4th level, range increases to 60 feet. At 6th level, the Target Number rises to 17.

Does not affect creature with Hit Points greater than you.

Valid Commands

The command must be a single word, immediate, and possible. Common examples include:

Kneel – drop to knees and stop moving.
Drop – release what is being held.
Flee – retreat directly away from you.
Silence – stop speaking or chanting.
Confess – blurt out a truth or guilt.
Approach – move directly toward you.
Halt – stop moving.
Sleep – collapse into drowsiness for a moment.
Bow – show submission.
Stop – end the current action.
Surrender – cease fighting, lower weapon.
Listen – pause to hear your words.

Commands that would cause instant death, ongoing service, transformation, or other impossible actions (e.g., "Die," "Serve," "Transform") automatically fail.

Sacred Vendetta

You declare one type of creature, group, etc. as your sworn enemy chosen when you gain this. The choice reflects your deity's will and your sworn mission, and cannot be changed once chosen.

Examples of creatures that you could choose to be a sworn enemy: Undead, Demons, Devils, Witches, Cultists, Necromancers, Lycanthropes, Dragons, Giants, Fae, Aberrations, Serpents, Elementals, etc. Consult with your DN.

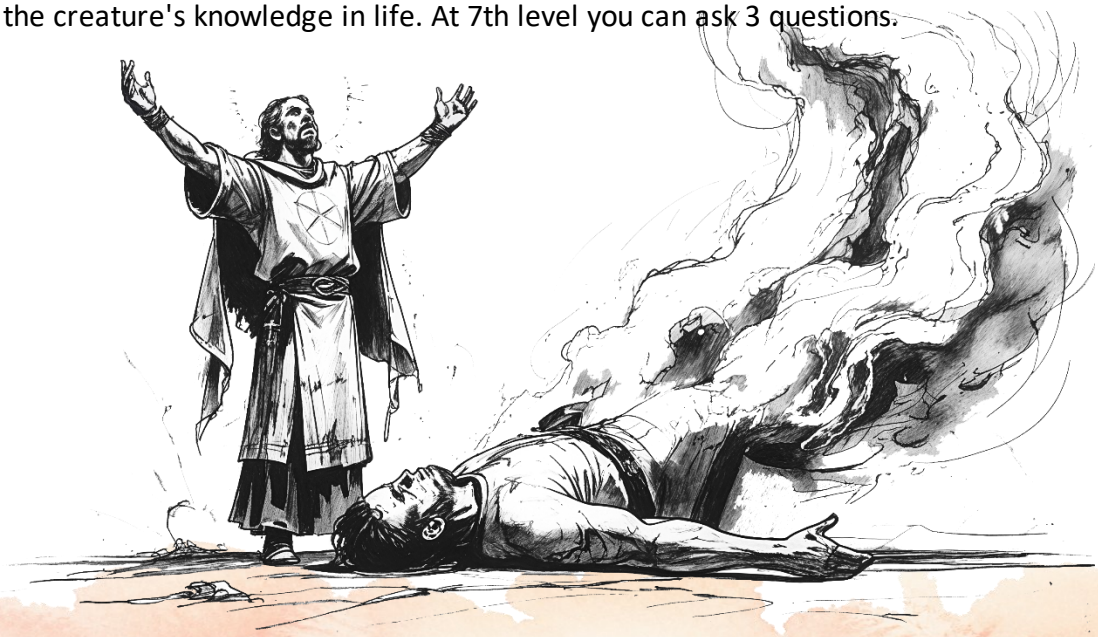
You can feel the presence of your chosen enemy within 100 feet, though not their exact location or number. And at 5th level within 300 feet.

You gain +2 to attack rolls and deal +2 damage against your chosen enemy. At 5th level, this bonus increases to +3 attack and +3 damage.

Last Testament

Once per day, when you touch a corpse, you can experience their final minute of life through their eyes. See what killed them, hear their last words, know their last emotion. Witness their vision, sound and emotions.

At 4th level you can awaken the corpse to answer 1 question. The reply is simple and truthful, though limited by the creature's knowledge in life. At 7th level you can ask 3 questions.



Cleric Spells

See *Core Guide* "Spell Attack and Defense" for spell mechanics.

See *Cleric Spells - Sacred Beginnings* for Spells

Cleric unlocks all spells of spell level equal to class level e.g. a level 1 cleric gets access to use all 1st-level spells, at level 2, cleric gets access to all 2nd-level spells, and so on.

Cleric Spellcasting

Each spell can be cast 1 time per day.

A day for spell usage resets at 6am.

Cleric must meditate (pray) 30 minutes each morning by 10am to reset spells they can cast again.

If a cleric does not meditate (pray), they can still cast any of the spells they know at each spell level. However, spells they have already cast remain expended and cannot be regained until they complete their meditation.

A cleric may cast spells up to their level.

- 4 spells per day for each levels 1–3
- 3 spells per day for each levels 4–6
- 2 spells per day for each levels 7–9

Example: *A 3rd-level cleric can cast 4 Level 1 spells, 4 Level 2 spells, and 4 Level 3 spells each day.*

Wizard



Scholars of magic. Wizards are limited to simple arms - dagger, staff, sling, dart, etc. They may not wear armor, except for padded armor or a robe, as it interferes with spellcasting. If you have any questions about weapons, consult with your DN.

Starts with 5 HP and gains +5 HP every level.

Starts off with no gear, just a spell book.

Starts off with 150 gold pieces to buy everything from gear to weapons to armor.

Requirement: to be a wizard class, your intelligence ability scores must be at least 16.

Wizard Default Class Abilities

Arcane Focus

You must keep your spellbook; it is your lifeline. Losing it means you cannot prepare new spells. You know how to protect it: encase and seal it in waxed leather, wrap it in oiled canvas, or keep it within a metal-bound case. Lock and chain it, perhaps even to your belt. Hide it in secret compartments — false bottoms in satchels or concealed pouches. Disguise it as a farmer's ledger or a holy book. Some wizards even carry decoy tomes to mislead the careless and the curious.

Ritual Casting — Codex Work

Wizards do not only cast spells; they study, record, and preserve them. A ritual is not a spell but a deliberate act of scholarship and magical craft. A ritual requires ten uninterrupted hours of intense study, ink-stained fingers, and unwavering concentration. It is not a quick trick or flourish of power, but a grueling act of scholarship that drains the mind and tests the will. Through this exhaustive process, a wizard can copy spells from scrolls, fragments, or another wizard's notes into their spellbook, stabilize fragile magical texts so they do not fade or crumble, encrypt or disguise their own writings so only they can read them, or expand their spellbook with diagrams, formulae, and protective wards. Rituals never expend spell slots — they are the wizard's true craft, earned through patience and endurance. Each successful ritual is a victory of discipline over fatigue, and through them the spellbook grows, survives, and becomes a true grimoire.

Arcane Overload

Once per day, a wizard may unleash an Arcane Overload within 60 feet in sight, dealing 1d6 damage per caster level to a single target with no Save Roll allowed. The wizard also suffers 1 point of damage per caster level used, which cannot be reduced, making this desperate power costly and dangerous.

Arcane Sense

Once per week, the wizard may concentrate for 1 minute to sense the presence of nearby magic within 30 feet — faint glimmers, whispers, or tingling auras that others cannot perceive.

At Level 4

Arcane Sensing

Once per day, the wizard may concentrate for 1 minute to sense the presence of nearby magic within 30 feet — faint glimmers, whispers, or tingling auras that others cannot perceive.

Scholar's Insight

The wizard gains +2 on any Chance Rolls involving ancient texts, magical symbols, or runes. They read, decipher, and interpret arcane writing faster than anyone else.

Spell Sigil

The wizard can inscribe a simple magical mark once per day — a glowing rune, invisible ward, or symbol. It lasts until the next dawn and reveals who passed by, tampered with it, or disturbed the area.

Focused Mind

Once per long rest, the wizard may reroll a failed Mind save against a magical effect, representing their intense training and focus against hostile sorcery.

Wizard Level-Up Bonuses

Choose any 1 per level starting at level 1.

Wizard chooses any 1 unique Level-Up Bonus Abilities at each level (1–9). These show arcane mastery, weird insight, and subtle magical tricks.



Ghost Eye

Once per day, you may open your sight to the unseen. For 1 minute you perceive invisible or ethereal beings. Your pupils glow faintly when this power is active, betraying your altered vision.

Witchmarks

You can sense and recognize fellow spellcasters by subtle marks in their aura, mannerisms, or bearing. This is not infallible, but you gain instinctive insight whenever such beings are within sight..

Mnemonic Focus

Once per day, you may recall with supernatural clarity something you have witnessed, read, or heard, even if it was in a language unknown to you. You can repeat it word-for-word or recreate it exactly, up to 20 seconds of content. At 6th level 1 minute of content.

Wizard's Whim

Once per day, you may conjure harmless alterations to your surroundings — smoke puffs, glowing eyes, a voice that echoes, a shift in robe color, a change in food flavor, the scent of incense or rot, sparks, floating quills, self-turning pages, candles that light or snuff, drifting shadow-shapes, or the sound of distant chimes. These illusions last 1 minute and cannot cause harm. And once per day, you can concentrate to manipulate small objects at a distance, up to 30 feet away, as if using an invisible hand. You can push, pull, open, or carry up to 2 pounds. Actions must be simple and visible to you, and the DN may require a roll for delicate or risky work. Lasts up to 1 minute.

Ley Step

Once per day, you can shift your position a short distance by stepping through ambient magic. Instantly teleport up to 10 feet to an unoccupied space you can see. This counts as your action for the turn. At 4th level you can teleport 30 feet. At 8th level you can teleport 60 feet.

Arcane Veil

Once per day, when you are struck by an attack, you may instantly shroud yourself in a veil of flickering wards. All damage is reduced by half, and you become blurred for 1 minute. While blurred, attacks against you suffer -2 to hit. At 4th level, you may use this power twice per day, and attacks against you suffer -3 to hit while blurred.

Exile Ward

Once per day, when a creature moves within 15 feet of you, you may instantly banish them to another spot. Roll 3d20 to determine the distance (3–60 feet). The creature is teleported to a random unoccupied space at that distance, or the nearest unoccupied space if the rolled destination is blocked. No Save Roll if less than 80 Hit Points, otherwise, the creature may attempt a Tough Save Roll not to be affected. At 6th level, you may use Exile Ward twice per day. At 8th level, you may target up to two creatures at once when they enter range.

Familiar

Once per day, you can target a small, low-intelligence animal (squirrel, raven, cat, rat, lizard, etc.) within 30 feet and forge a temporary magical bond. The animal does not make a Save Roll and becomes your familiar for 3 hours. While bonded, it understands your simple commands and shares basic emotions with you through an empathic link. The familiar can perform simple tasks but retains its natural instincts and limitations. If frightened you will feel it, and the bond immediately breaks. When the effect ends, the animal returns to its normal behavior with no memory of the bonding. At 4th level, the duration increases to 4 hours. At 8th level, the duration increases to 6 hours.

Wizard Spells

See *Core Guide* "Spell Attack and Defense" for spell mechanics.

See *Wizard Spells - First Castings* for Spells.

Wizard unlocks all spells of spell level equal to class level e.g. a level 1 wizard gets access to use all 1st-level spells, at level 2, wizard gets access to all 2nd-level spells, and so on.

Wizard Spellcasting

Each spell can be cast 1 time per day.

A day for spell usage resets at 6am.

Wizard must study 30 minutes each morning by 10am to reset spells they can cast again.

If a wizard does not study, they can still cast any of the spells they know at each spell level. However, spells they have already cast remain expended, cannot be regained until they complete their study.

A wizard may cast spells up to their level.

5 spells per day for each levels 1-2
4 spells per day for each levels 3-7
2 spell per day for each levels 8-9

Example: *A 3rd-level wizard can cast 5 Level 1 spells, 5 Level 2 spells, and 4 Level 3 spells each day.*

Thief



Masters of stealth and subterfuge. Thieves move silently, strike from shadows, slip locks, disarm traps, and navigate the hidden underworld of rumor, disguise, and dark markets. They are limited to padded, leather and studded leather armor, cannot use a shield, and only one-handed weapons, including short bows, hand crossbows, and slings.

Starts with 7 HP and gains +7 HP every level.
Starts off with no gear, just a dagger.
Starts off with 150 gold pieces to buy everything from gear to weapons to armor.

Requirement: to be a thief class, your dexterity ability scores must be at least 16.

Thief Default Class Abilities

Underworld Marks

You know the hidden symbols criminals use: scratches on doorframes, chalk marks on walls, arranged stones. Read and leave coded warnings about guards, loot, or danger. Other thieves recognize you as guild-trained.

Backstab

Once per encounter, if the moment arises, a strike from surprise (often from behind or when the foe is distracted) grants +4 to hit and +50% more damage.

Pick Locks

You can attempt to pick locks (other classes see next page). 1st level success starts at 30% success, +5% per level.

Remove Traps

You can attempt to disarm traps safely, not triggering trap (other classes see next page). 1st level success starts at 30% success, +5% per level.

Pick Pockets

You may attempt to filch small items unnoticed. 1st level success starts at 30%, +5% per level.

Move Silently

You can sneak where others cannot. 1st level success start at 25%, +5% per level.

Hide in Shadows

You can sneak where others cannot. 1st level success start at 25%, +5% per level.

Climb Walls

You can scale sheer surfaces (castle walls, cliffs, dungeon shafts). 1st level success start at 40%, +5% per level.



What if Other Classes Try?

Untrained Thievery
Thieves are specialists. Certain abilities belong only to them, just as arcane magic spells belong only to wizards. However, in desperate moments, any adventurer might attempt a few thief-like skills.

Exclusive to Thieves

Backstab – Only thieves may strike from surprise for +4 to hit and +50% more damage.

Pick Locks / Remove Traps – Only thieves may attempt these tasks, unless magic or the DN rules otherwise.

Tasks Anyone (Class) May Attempt (Untrained):
Non-thieves may try the following at a flat chance. Unlike thieves, their chance does not improve with level.

Pick Pockets – 10%
Move Silently – 15%
Hide in Shadows – 15%
Climb Walls – 20% (requires rope, hooks, or similar gear)

Modifiers: The DN may grant a +5% bonus for good tools or plenty of time, or impose a –10% penalty for poor conditions, heavy armor, or bad circumstances.

Note: if your class has a particular ability that caters to any of the thief skills, give character +20% success on top of the untrained value.

Example: *Fighter has Wall Mule - you have a 40% chance to climb walls (no progression), limited to heights of 60 feet.*

Thief Level-Up Bonuses

Thief has 2 tiers to choose from per level, starting at 1st level.

Thief chooses any 1 unique Level-Up Bonus Abilities at each level (1–9). These reflect stealth, cunning, criminal instincts, and urban survival.

Choose any 1 of Tier 1 Bonuses per level starting at level 1.

Thief Tier 1 Bonuses

Inside Man

In any organization or household, you always know someone on the inside, "you know a guy," a guard who gambles, a servant with debts, a clerk who drinks. Once per location, they'll provide one favor for the right price.

Cat's Landing

You take half damage from falls. Once per day, survive any fall up to 30 feet in height as long as there's something to grab or bounce off on the way down.

Blend In

In crowds or public places, you can vanish from notice or pass as someone ordinary. Once per scene, avoid attention.

Debt Collector

You know how to make people talk through intimidation, not violence. When you explain what could happen to them, they believe you. Target reveals one secret rather than face what you're implying

Poison Savvy
You can identify and apply poisons safely. +2 to resist poison. You never poison yourself by accident.

Dark Markets
You always know where to buy or sell illegal goods in towns and cities. You can fence loot discreetly.

Example 1: *Need poison? They know a guy.*

Example 2: *Need to sell those jewels you stole from the duke? Know where to go without getting arrested.*

Acrobat's Grace
Balance on ledges, swing from chandeliers, or vault fences without a roll unless under pressure. +2 to agile stunts for Chance Rolls.

Shadow Lore
You know the hidden layouts of cities: smuggler tunnels, thieves' marks, rooftops, etc. Once per month, ask "Where's the hidden way?"

Gut Instinct
Once per day, ask "Is this a trap or setup?" The DN gives a vague but honest feeling: safe, suspicious, or very wrong.

Thief Level-Up Bonuses

Choose any 1 of Tier 2 Bonuses per level starting at level 1.

Thief chooses any 1 unique Level-Up Bonus Abilities at each level (1–6). These reflect social cunning, deception, and performance skills

Thief Tier 2 Bonuses

Performer's Face
You can disguise yourself as different social classes, ages, or even genders with makeup and clothing. The disguise holds up unless closely inspected by someone who knows what to look for.

Rumor Mill
In any tavern or marketplace, you can plant a rumor that spreads through town within a day, or gather the latest gossip about anyone important. Information is currency.

Fast Friends

After sharing drinks or a meal with someone, they treat you as trustworthy for the next 24 hours. They won't betray you unless given strong reason.

Ear for Music

You can perfectly memorize and reproduce any song, accent, or voice after hearing it once. You know the cultural origin of any music and what emotions it's meant to evoke.

Distraction Artist

You can create a scene that draws everyone's attention for one minute -- a fake fight, dropped coins, feigned illness. During this time, your allies can act unnoticed.

Coin & Dice

You never lose at games of chance unless you choose to. You can spot any cheating at cards, dice, or gambling. In any town, you can find the high-stakes game where real money and secrets change hands.