

Extra Classes, Skill Training & Magic Item Creation v5.0

Sage Advancement Table

Lvl	XP	HD	SV	Atk #/+	Mage Spells					Cleric Spells								
					1	2	3	4	5	6	7	8	9	1	2	3	4	5
1	0	1d6	15	1/+0	1	-	-	-	-	-	-	-	-	-	-	-	-	-
2	3,500	2d6	14	1/+0	2	-	-	-	-	-	-	-	-	-	-	-	-	
3	7,000	2d6+1	13	1/+0	3	1	-	-	-	-	-	-	-	-	-	-	-	
4	14,000	3d6+1	12	1/+1	4	2	-	-	-	-	-	-	-	-	-	-	-	
5	28,000	4d6+1	11	1/+1	4	2	1	-	-	-	-	-	-	-	-	-	-	
6	56,000	4d6+2	10	1/+2	4	2	2	-	-	-	-	-	-	-	-	-	-	
7	112,000	5d6+2	9	1/+2	4	3	2	1	-	-	-	-	-	-	-	-	-	
8	225,000	6d6+2	8	1/+3	4	3	3	2	-	-	-	-	-	-	-	-	-	
9	350,000	6d6+3	7	1/+3	4	3	3	3	2	-	-	-	-	-	-	-	-	
10	475,000	7d6+3	6	1/+4	4	4	3	3	3	2	-	-	-	-	-	-	-	
11	600,000	8d6+3	5	1/+4	4	4	4	3	3	1	-	-	-	-	-	-	-	
12	725,000	8d6+4	4	1/+5	4	4	4	4	3	2	-	-	-	-	-	-	-	
13	850,000	9d6+4	4	1/+5	5	5	4	4	3	1	-	-	-	-	-	-	-	
14	975,000	9d6+5	4	1/+6	5	5	5	4	4	2	-	-	-	-	-	-	-	
15	1,100,000	9d6+6	4	1/+6	5	5	5	5	5	2	1	-	-	-	-	-	-	
16	1,250,000	9d6+7	4	1/+7	6	6	6	5	5	2	2	-	-	-	-	-	-	
17	1,375,000	9d6+8	4	1/+7	6	6	6	6	6	3	2	1	-	-	-	-	-	
18	1,500,000	9d6+9	4	1/+8	7	7	7	7	7	3	2	2	1	-	-	-	-	
19	1,625,000	9d6+10	4	1/+8	7	7	7	7	7	3	3	2	2	1	-	-	-	
20	1,750,000	9d6+11	4	1/+9	8	8	8	7	7	4	3	3	2	2	1	-	-	
21+	+125,000	+1 hp	4	1/+9	8	8	8	8	8	4	4	3	3	3	2	2	1	

Sage Save Bonus

+2 Bonus vs. Spells & Paralysis

Sages CANNOT equip Armor or Shields

Sage Weapon Limitation

Sages can wield any weapon, but do not benefit from weapon-specific abilities.

Sage Hallowing

Sages begin the game with 1 Hallow.

Sage Casting

Mage spells may only be prepared once, but Clerical spells may be repeatedly cast up to daily limit.

Mage-Spell Research

New spells maybe researched at the cost of 500*2^{Spell Level} gold and (1d10 + 5)*Spell Level days to research. The *Spell Level* is determined by the Referee. This research may take place between adventures.

Spell Duplication

Researched & Found spells may be duplicated at cost of 100*2^{Spell Level} gold. Spells in the spellbook do not need to be copied and are free.

If a Sage loses their spellbook, they may purchase a new one with the free spells, but any found/researched spells will be lost. It would behoove the Sage to keep a backup.

Cleric-Spell Quests

New Clerical spells must be obtained from their patron Deity. Clerical Spells cannot be duplicated or lost.

Sage Primary Attribute: Intelligence

A Sage gets +5% experience if they have an Intelligence of 13 or higher.

Paladin Advancement Table

Lvl	XP	HD	SV	Atk #/+
1	0	1d6+1	14	1/+1
2	2,000	2d6+2	13	1/+2
3	4,000	3d6+3	12	1/+3
4	8,000	4d6+4	11	1/+3
5	16,000	5d6+5	10	2/+4
6	32,000	6d6+6	9	2/+5
7	64,000	7d6+7	8	2/+5
8	128,000	8d6+8	7	2/+6
9	200,000	9d6+9	6	2/+7
10	300,000	9d6+12	5	2/+7
11	400,000	9d6+15	4	2/+8
12	500,000	9d6+18	4	2/+9
13	600,000	9d6+21	4	2/+9
14	700,000	9d6+24	4	2/+10
15	800,000	9d6+27	4	3/+11
16	900,000	9d6+30	4	3/+11
17	1,000,000	9d6+33	4	3/+12
18	1,100,000	9d6+36	4	3/+13
19	1,200,000	9d6+39	4	3/+13
20	1,300,000	9d6+42	4	3/+14
21+	+100,000	+3 hp	4	3/+15

Paladin Save Bonus

+2 Bonus vs. Corruption, Burst, and Death/Poison.

Paladin Smite the Corrupt

If a paladin hits an evil (demon, undead, corrupt, etc) foe in battle, they deal extra damage equal to the Paladin's level. The Paladin may not use this ability if they have any corruption.

Paladin Extra Attacks

When fighting creatures with hit dice of 1 or less, a Paladin can make as many attacks as he has levels per round. Does not stack with base attack #. This ability does not function if a creature of greater hit dice is in melee with the fighter.

Paladin Hallowing

A Paladin begins play with a Hallowed rating of 1.

Paladin Prime Requisite: Strength

A Paladin gets +5% experience if they have a Strength of 13 or higher.

Magi Knight Advancement Table

Lvl	XP	HD	SV	Atk #/+	Mage Spells									
					1	2	3	4	5	6	7	8	9	
1	0	1d6	15	1/+1	1	-	-	-	-	-	-	-	-	-
2	3,000	2d6	14	1/+2	2	-	-	-	-	-	-	-	-	-
3	6,000	3d6	13	1/+3	3	1	-	-	-	-	-	-	-	-
4	12,000	4d6	12	2/+3	4	2	-	-	-	-	-	-	-	-
5	24,000	5d6	11	2/+4	4	2	1	-	-	-	-	-	-	-
6	48,000	6d6	10	2/+5	4	2	2	-	-	-	-	-	-	-
7	96,000	7d6	9	2/+5	4	3	2	1	-	-	-	-	-	-
8	200,000	8d6	8	2/+6	4	3	3	2	-	-	-	-	-	-
9	325,000	9d6	7	2/+7	4	3	3	2	1	-	-	-	-	-
10	450,000	9d6+2	6	2/+7	4	4	3	2	2	-	-	-	-	-
11	575,000	9d6+4	5	2/+8	4	4	4	3	3	1	-	-	-	-
12	700,000	9d6+6	4	2/+9	4	4	4	3	3	2	-	-	-	-
13	825,000	9d6+8	4	2/+9	5	5	4	4	3	1	-	-	-	-
14	950,000	9d6+10	4	2/+10	5	5	5	4	4	2	-	-	-	-
15	1,075,000	9d6+12	4	2/+11	5	5	5	5	5	2	1	-	-	-
16	1,200,000	9d6+14	4	2/+11	6	6	6	5	5	2	2	-	-	-
17	1,325,000	9d6+16	4	2/+12	6	6	6	6	6	5	2	2	1	-
18	1,450,000	9d6+18	4	2/+13	7	7	7	6	6	6	3	2	2	1
19	1,575,000	9d6+20	4	2/+13	7	7	7	7	7	7	3	3	2	2
20	1,700,000	9d6+22	4	2/+14	8	8	8	7	7	7	4	3	3	2
21+	+125,000	+2 hp	4	2/+15	8	8	8	8	8	8	4	4	3	3

Magi Knight Save Bonus

+1 Bonus vs. Death/Poison, Burst, and Spells.

Magi Knights may equip Light Armor and Shields

Magi Knight Casting

Each spell may only be prepared once per day.

Mage-Spell Research & Duplication

See Sage section to left for details.

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Magi Knight Prime Requisite: Intelligence

A Magi Knight gets +5% experience if they have an Intelligence of 13 or higher.

Monk Advancement Table

Lvl	XP	HD	SV	Attack #/+
1	0	1d6+1	14	1/+1
2	2,000	2d6+2	13	1/+2
3	4,000	3d6+3	12	1/+3
4	8,000	4d6+4	11	2/+3
5	16,000	5d6+5	10	2/+4
6	32,000	6d6+6	9	2/+5
7	64,000	7d6+7	8	3/+5
8	128,000	8d6+8	7	3/+6
9	200,000	9d6+9	6	3/+7
10	300,000	9d6+12	5	3/+7
11	400,000	9d6+15	4	3/+8
12	500,000	9d6+18	4	3/+9
13	600,000	9d6+21	4	3/+9
14	700,000	9d6+24	4	3/+10
15	800,000	9d6+27	4	3/+11
16	900,000	9d6+30	4	3/+11
17	1,000,000	9d6+33	4	3/+12
18	1,100,000	9d6+36	4	3/+13
19	1,200,000	9d6+39	4	3/+13
20	1,300,000	9d6+42	4	3/+14
21+	+100,000	+3 hp	4	3/+15

Monk Save Bonus

+2 Bonus vs. Death/Poison and Burst.

Monks CANNOT equip Armor or Shields

Monk Fists

A Monk may treat their fists as dual-wielding or two-handed.

Monk Dodging

A monk, as long as they are unbound and unarmored, has a base Armor Class of 16.

Monk Wall Slide

When falling, if a wall is nearby, the monk may safely descend without taking damage.

Monk Extra Attacks

A monk gains extra attacks exactly as a Fighter or Paladin.

Monk Prime Requisite: Strength

A Monk gets +5% experience if they have a Strength of 13 or higher.

Berserker Advancement Table

Lvl	XP	HD	SV	Atk #/+	Special
1	0	1d6+1	14	1/+1	1 Free Skill
2	2,000	2d6+2	13	1/+2	1 Free Skill
3	4,000	3d6+3	12	1/+3	1 Free Skill
4	8,000	4d6+4	11	2/+3	1 Free Skill
5	16,000	5d6+5	10	2/+4	1 Free Skill
6	32,000	6d6+6	9	2/+5	1 Free Skill
7	64,000	7d6+7	8	2/+5	1 Free Skill
8	128,000	8d6+8	7	2/+6	1 Free Skill
9	200,000	9d6+9	6	2/+7	1 Free Skill
10	300,000	9d6+12	5	2/+7	1 Free Skill
11	400,000	9d6+15	4	2/+8	1 Free Skill
12	500,000	9d6+18	4	2/+9	1 Free Skill
13	600,000	9d6+21	4	2/+9	1 Free Skill
14	700,000	9d6+24	4	2/+10	1 Free Skill
15	800,000	9d6+27	4	2/+11	1 Free Skill
16	900,000	9d6+30	4	2/+11	1 Free Skill
17	1,000,000	9d6+33	4	2/+12	1 Free Skill
18	1,100,000	9d6+36	4	2/+13	1 Free Skill
19	1,200,000	9d6+39	4	2/+13	1 Free Skill
20	1,300,000	9d6+42	4	2/+14	1 Free Skill
21	+100,000	+3 hp	4	2/+15	1 Free Skill

Berserker Save Bonus

+2 vs. Death/Poison and Burst.

Berserkers equip Light/Medium Armor and Shields

Berserker Rage

Lasts 1 turn or the duration of a fight. Grants +2 attack, +1 damage, and an extra attack.

Berserker Extra Attacks

A Berserker gains extra attacks exactly as a Fighter or Paladin.

Berserker Prime Requisite: Strength

A Berserker gets +5% experience if they have a Strength of 13 or higher.

Expert Advancement Table

Lvl	XP	HD	SV	Attack #/+	Special
1	0	1d6	15	1/+0	2 Free Skills, x2 Backstab
2	1,500	2d6	14	1/+0	1 Free Skill
3	3,000	3d6	13	1/+1	1 Free Skill
4	6,000	4d6	12	1/+1	x3 Backstab
5	12,000	5d6	11	2/+2	1 Free Skill
6	24,000	6d6	10	2/+2	

Transcendentalist Advancement Table

Lvl	XP	HD	SV	Atk #/+	Mage Spells	Cleric Spells
					1 2 3 4 5 6 7 8 9	1 2 3 4 5 6 7
1	0	1d6+1	13	1/+1	-	-
2	6,000	2d6+2	12	1/+2	-	-
3	12,000	3d6+3	11	1/+3	-	-
4	24,000	4d6+4	10	2/+3	1	-
5	48,000	5d6+5	9	2/+4	2	-
6	96,000	6d6+6	8	2/+5	2	1
7	192,000	7d6+7	7	3/+5	4	2
8	384,000	8d6+8	6	3/+6	4	3
9	700,000	9d6+9	5	3/+7	4	3
10	850,000	9d6+12	4	3/+7	4	3
11	1,000,000	9d6+15	3	3/+8	4	3
12	1,150,000	9d6+18	3	3/+9	4	4
13	1,300,000	9d6+21	3	3/+9	4	4
14	1,450,000	9d6+24	3	3/+10	5	5
15	1,600,000	9d6+27	3	3/+11	5	5
16	1,750,000	9d6+30	3	3/+12	5	5
17	1,900,000	9d6+33	3	3/+12	6	6
18	2,050,000	9d6+36	3	3/+13	6	6
19	2,200,000	9d6+39	3	3/+14	7	7
20	2,350,000	9d6+42	3	3/+15	7	7
21+	+150,000	+3 hp	3	3/+15	8	8

Transcendentalists may equip Light Armor & Shields

Transcendentalist Casting

Casts both Mage and Cleric spells. Mage spells may only be prepared once per day, Cleric spells may be cast multiple times.

Spell Research

See Sage class above for details on spell research.

Transcendentalist Extra Attacks

Gains extra attacks exactly as a Fighter or Paladin.

Transcendentalist Prime Requisite: Wisdom

A Transcendentalist gets +5% experience if they have a Wisdom of 13 or higher.

Dualclassing & Multiclassing

If you're interested in Dualclassing or Multiclassing, speak with the referee for details. Here's the skinny:

Dualclassing is when an existing character picks up a new class. Multiclassing is when you level multiple classes simultaneously.

You may also create your own class with referee approval.

Skill Training

All Characters start play with 1 free journeyman-level skill.

Training Costs:

Journeyman: 2,000gp & 2 weeks.

Expert: 5,000gp & 4 weeks.

Master: 10,000gp & 8 weeks.

Alchemy

Player may brew potions. Character must know the spell they are putting into the potion. Potions cost 400*2^{spell level} gold.

Journeyman: Allows potion brewing

Expert: 1/6 chance of producing 2nd potion.

Master: 3/6 chance of producing 2nd potion.

Potion Identification: Attempt to identify a potion in a lab. May only be attempted once per potion.

Journeyman: 3/6 rate of accuracy

Expert: 5/6 rate of accuracy

Master: 100% rate of accuracy

Multiple alchemists may examine the same potion.

Arcana

Player may identify magical items. Arcanist is granted a saving throw vs spells to resist the effects of a cursed item. May only be attempted once per item.

Journeyman: 3/6 rate of accuracy

Expert: 5/6 rate of accuracy

Master: 100% rate of accuracy

Multiple Arcanists may examine the same item.

Armor/Weapon Crafting

Two separate skills; allows crafting of weapons & armor.

Journeyman: 1d6 days to craft basic weapons/armor. Materials cost 1/5 base cost. Repair also enabled.

Expert: 1d6+2 days to craft weapons/armor with a quirk, such as a spiked shield, lightweight armor, or a sword that doubles as a crowbar.

Master: 2d6 days to craft a Master-Craft item, which is a non-magical +1 modifier. 2D6+2 days for mastercraft+quirk.

Other craft skills follow similar guidelines.

Beast Mastery

Allows character to control more powerful creatures and be able to train them to perform more complex tasks.

Journeyman: Bonus of +1 to animal HD limit.

Expert: +2 to animal HD limit. Animals understand all basic commands.

Master: +4 to animal HD limit. Animals understand more advanced commands such as "pull that lever" or "hold this rope" See *Town Improvement Guide* for listed animals.

Language

Learn additional languages, limited to 1 per intelligence point over 10.

Journeyman: Basic understanding. Clumsy but passable.

Expert: Can read/write; fluent.

Lockpicking

Player improves their lockpicking skill. Lockpicking is required for some locks, due to their difficulty.

Journeyman: +1 to lockpicking checks

Expert: +2 to lockpicking checks

Master: +3 to lockpicking checks

Magic Item Creation

Gives a bonus to magic item creation. Multiple characters with this skill can contribute to the same item, but requires 1 person per Rare Magical Component.

Journeyman: +10 to rolls on Magic Item Creation Table

Expert: +20 to rolls on Magic Item Creation Table

Master: +30 to rolls on Magic Item Creation Table

Scroll Creation

No skill training required; if you know a spell, you can but it onto a scroll for the cost of spell duplication.

Sleight of Hand

Player can more expertly perform subtle maneuvers, such as pick-pocketing.

Journeyman: +1 to Sleight of Hand checks

Expert: to Sleight of Hand checks

Master: +3 to Sleight of Hand checks

Tracking

Player gains ability to track a target.

Journeyman: 3/6 chance to discover a sign.

Expert: 5/6 chance to discover a sign.

Master: 100% chance to discover a sign.

Make your own Skill

Consult referee for this process; a created skill may provide a way to improve on a specific non-combat skill such as persuasion, lovemaking, or surfing. A skill cannot grant a combat bonus, such as a grapple skill or giving the character extra hit points. No real limits here, but always remember, **your skills die when you die.**

Magic Item Creation

Imbue an item with Magical Power! Requires at least 1 Rare Magical Component. Components come in 'Tiers' each of which provide 100 'Magic Points' that can be spent on items. Components can be discovered, or purchased for 100,000gp per Tier of Component.

Step 1: Research

The Enchanter must know the spell-effect being placed on the item, so spell research may be necessary. Researchers may be hired at 100gp/day in addition to base research cost. **Note that if the spell effect matches the flavor of the Magical Component, you gain 1d100 additional Magic Points for use.**

Step 2: Determine Spell Level for Each Effect

Work with referee to determine spell level of the effects on the item. Note that multiple spell effects may be placed on the same item. Some of the more basic effects listed below:

+1/+1	2nd level
+2/+2	3rd level
+3/+3	5th level
+n/+n	n*1.5 (round up)
+3 Modifier	3rd level
Unbreaking*	2 levels per stack

***Unbreaking:** Magic items are pretty tough, but if faced with powerful magic or simply a pool of lava, they may be destroyed. The unbreaking enchantment vastly increases the durability of an item, which can then only be destroyed by a seriously powerful effect such as a God's wrath, a direct nuclear blast, or a kick from Chuck Norris. 'Unbreaking' may be stacked multiple times, and each time an 'Unbreaking' item should be destroyed, it will lose 1 stack of 'Unbreaking'.

Step 3: Determine Magic Point Cost

Most magical effects can only be used 3 times per day, but you may increase the Magic Point investment to increase how much you can use a power or make it permanent. Use the table below to calculate the effective spell level of each individual spell effect on the item. **Keep decimals for now.**

Spell Levelx3 Instant use spells are now 8/day, other effects become permanent.

Spell Levelx2 5 uses per day

Spell Level 3 uses per day

Spell Level+2 1 use per day

Spell Level+4 3 charges. Must be re-enchanted to 'recharge'.

Add your total results together, and multiply that total by 50. This will be the Magic Point Cost.

Step 4: Roll the Dice

Remember, each Tier of Component grants 100 Magic points to satisfy your cost. If your magic item costs 430 points and you only have 4 tiers of magical component, you'll have a deficit of 30 points. If you brought 5 tiers, you'll have a surplus of 70 points. **Extra points are added to the following d100 roll and a point deficit will be subtracted from your roll.**

Note that the Magic Item Creation skill grants +10 to this roll per rank, and you may have one person per magical component use this skill on magic item creation.

d100 Roll	Result
5 or less	Cursed. An evil that cannot be dispelled. Item does not function as intended, and is often a dark parody or reversal of what it was intended to do. 50% chance it's immediately dangerous.
6-30	Item has negative side consequence related to used components*
31-69	Item is created, functions as intended.
70-99	Item has positive side benefit related to used components*
100+	Item has 2 positive side benefits related to used components*
Natural 99/100 AND 100+ total	Artifact. Divine. You have awoken a powerful & nearly indestructible force. Item has 2 positive side effects related to used components. Item may be upgraded with additional components to become more powerful. 50% chance of intelligence; its personality and agenda will likely align to whatever God or Grand purpose it is assigned; alternatively this may be decided at random.

*Referee may have side effects determined by player at random.

If you can't handle basic arithmetic, then your character has absolutely no business dabbling in the arcane arts.

DEATH'S DOOR

Roll Total	Result
Natural 20	Set current HP to 1, awake if unconscious
18+	No Change
17-14	Stunned for 1d3 Rounds
13-10	Unconscious for 1d6 Turns
9-6	Save vs. Death/Poison; failure means death, success means unconscious for 1d6 Turns
5-0	Immediate Death
Less than 0	Gory Death; 10% chance per number below 0 for impossible Raise Dead