

GLAIVE

CHANGE LOG

12/13/19 -renamed “Challenge Die” to “Target Number” in the COMBAT section. Clarified how that works.

12/19/19 -updated Initiative

12/21/19 -minor changes in language to the Talent and Ancestry tables | Reduced # of starting Talents to 1 | Added designer’s notes to Step 5 & Step 6 of character creation | defined what a Turn is | added Gaining Level to the Advancement section | moved Movement & Distance for better content flow | reformatted section titles | moved Morale for better content flow | added rules for shooting into melee | updated Creative Commons disclaimer | updated the following Talents: Favor of The Gods, Skin Walker, Eldritch Feast, Hack & Slash, Devil’s Luck | explained low-light vision in Ancestry

12/26/19 -added Archery Talent to the Ranger section.

12/31/19 -updated rules for the Usage Die | increased total number of Talents a Glaive can have to 5 | replaced most instances of “Knave” with “Glaive” | removed the Target Number and Escalation Die from the rules | moved Ancestry to top of Talent tables, re. Ancestry is just a variation on Talents.

01/24/20 - Updated/reworked Girded Loins, Hack & Slash, and Shield Bash | Changed the cost of taking a Talent in TALENTS FOR GLAIVES | editing the wording in INITIATIVE. | Added +Level to damage calculations in ATTACKING

1/27/20 - removed Emergent Background

KNAVE is a rules toolkit created by Ben Milton for running old school fantasy RPGs without classes. The GLAIVE hack brings in concepts from other compatible OSR RPGs and Talents for customization.

Adding, subtracting, and modifying rules is both expected and encouraged. Glaive’s features include:

Abilities are king. All d20 rolls use the six standard abilities. The way that ability scores and bonuses work has also been cleaned up, rationalized and made consistent with how other systems like armor work.

Optional player-facing rolls. Glaive easily accommodates referees who want the players to do all the rolling. Switching between the traditional shared-rolling model and players-only rolling can be done effortlessly on the fly.

Optional Talents. Talents are a hybrid of class descriptors and the feats and perks found in many other games. The game is still classless, but Talents allow Players to define their Characters with more specificity than the contents of their pack.

Silver Standard. Glaive assumes that the common unit of currency is the silver penny. Replacing the word “gold” or “copper” with “silver” when using OSR materials with different currency standards usually works just fine.

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Designer commentary. *The rules include designer comments explaining why each rule was written the way it was, to aid in hacking the game.*

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Character Creation

1 PCs have six abilities: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Each ability has two related values: a **defense** and a **bonus**. When creating a PC, roll 3d6 for each of their abilities, in order. The lowest of the three dice on each roll is that ability's bonus. Add 10 to find its defense.

After you've finished rolling, you may optionally swap the scores of two abilities.

***Example:** You roll a 2, 2, and 6 for Strength. The lowest die is a 2, so your PC's Strength has a bonus of +2 and a defense of 12. Repeat this process for the rest of the abilities.*

***Designer's Note:** "Ability defense" is Milton's term for what is normally called ability scores. Glaive refers to them this way to make it clearer how they work during opposed saves, explained later.*

The rolling mechanic will make most abilities start at 11/+1. The bonus and defense of three abilities will rise by 1 point each time the PC gains a level, up to a maximum of 20/+10 by level 10. This puts everything on an intuitive ten point scale, and is intended to mirror the way that attack bonuses, hit dice, and saving throws in most OSR games increase by about one point per level.

2 PCs start with 2 days of rations and one weapon of their player's choice. Roll on the Starting Gear tables to determine starting armor and equipment.

***Designer's Note:** Rolling for starting equipment dramatically speeds up the character creation process, which is important if you're playing a high-lethality game like Glaive. If you want to permit shopping for equipment, however, have players roll 3d6x20 to find their starting silver pieces. Note that spell books are not normally available to new PCs, but you could always add "random spellbook" to the Dungeoneering Gear table, or simply allow new PCs to roll a random spell in exchange for not starting with any armor.*

PCs have a number of item slots equal to their Constitution defense, any items they carry must fit into the available slots. Most items take up one slot, but some take up more. Some small items can be bundled together into a single slot. Ask the referee if you are unsure. Carrying more items than you have slots for results in **all** Ability rolls being made with disadvantage.

***Designer's Note:** Item slots make tracking encumbrance very fast and easy, which is important since resource management is an important aspect of the game. They also represent character customization slots, since what a Glaive is carrying goes a long way towards determining their playstyle and role in the party.*

Armor comes with an armor defense value. Note that value on your character sheet with its corresponding Armor bonus (always 10 less than the defense). If the PC is not wearing any armor, their armor defense is 11 and their armor bonus is +1.

***Designer's Note:** "Armor defense" is essentially the same concept as armor class in most OSR games. It's been renamed to emphasize the connection between the way it and ability defenses work. The armor bonus exists in order to allow combat to be run entirely player-facing, as explained in the combat section.*

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3 Roll 1d8+ Constitution bonus to determine your PC's starting hit points. A PC's healing rate is 1d8+ Constitution bonus.

***Designer's Note:** All hit dice are assumed to be d8s in Glaive, for PCs, NPCs, and monsters. This simplifies the game and keeps things compatible with the stats in most OSR books. Referees who don't want starting PCs to be too frail might want to allow starting HP to be rerolled if it is below 5.*

4 Invent or roll the rest of your PC's traits, such as their physique, face, skin, hair, clothing, virtue, vice, speech, background, and alignment, using the random tables provided. Choose a gender and a name for your PC, but don't get too attached. It's a dangerous world out there.

***Designer's Note:** Randomizing most of a PC's traits speeds up character creation, but it also has the effect of creating surprising, unique characters that most players wouldn't think to invent or play.*

5 Select an Ancestry from the table.

***Designer's Note:** Though most OSR games are human-centric most new RPG players are not. Modern D&D has a slew of playable races and the Ancestry table lets you incorporate that into Glaive. Adding to the list of Ancestries is encouraged. To make a new entry give that species a quirk, then select a specific circumstance where that species can bend the rules or start play with a species-specific Talent. Skip Step 5 entirely if you are playing in a human-only game.*

6 New Glaives begin play with two Talents -one from their Ancestry and one chooses from the list below (except humans who choose both their starting talents). A Glaive can have no more than five Talents at any given time. Talents that can be taken more than once count as a single Talent for this purpose. Talents not linked to Ancestry may be swapped out.

***Designer's Note:** Talents introduce another degree of character customization that builds on the idea of a Glaive defining their party role by the gear they carry, (see **Item Slots**). Limiting the number of Talents that a Glaive can have and allowing them to be swapped out prevents the character sheet from becoming cluttered and keeps the game fast and agile while playing off the modular nature of Glaive's inventory system.*

Playing The Game

Abilities

Each of the six abilities are used in different circumstances.

Strength: Used for melee attacks and saves requiring physical power, like lifting gates, bending bars, etc.

Dexterity: Used for saves requiring poise, speed, and reflexes, like dodging, climbing, sneaking, balancing, etc.

Constitution: Used for saves to resist poison, sickness, cold, etc. The Constitution bonus is added to healing rolls and Hit Points. A PC's number of item slots is always equal to their Constitution defense.

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Intelligence: Used for saves requiring concentration and precision, such as wielding magic, resisting magical effects, recalling lore, crafting objects, tinkering with machinery, picking pockets, etc.

Wisdom: Used for ranged attacks and saves requiring perception and intuition, such as tracking, navigating, searching for secret doors, detecting illusions, etc.

Charisma: Used for saves to persuade, deceive, interrogate, intimidate, charm, provoke, etc. PCs may employ a number of henchmen equal to their Charisma bonus.

***Designer's Note:** In a system that relies so heavily on the six abilities, it's important for each of them to play an important role, to discourage dump stats. Non-magical characters tend to dump the mental abilities, for example, so I (Milton) increased their usefulness.*

Item Slots

PCs have a number of item slots equal to their Constitution defense. Most items, including spellbooks, potions, a day's rations, light weapons (1d6), tools and so on take up 1 slot, but particularly heavy or bulky items like armor or medium (1d8) to heavy weapons (1d10+) may take up more slots. Groups of small, identical items may be bundled into the same slot, at the referee's discretion. 200 coins can fit in a slot. As a general guideline, a slot holds around 5 pounds of weight.

***Designer's Note:** Using item slots makes encumbrance simple enough that players will be willing to track it. Slots are also the key to character customization, as a PC's gear helps determine who they are. Raising Constitution, therefore, will probably be a priority for most characters.*

Saving Throws

If a character attempts something where the outcome is uncertain and failure has consequences, they make a saving throw, or "save". To make a save, add the bonus of the relevant ability to a d20 roll. If the total is greater than 15, the character succeeds. If not, they fail.

***Designer's Note:** Requiring saves to exceed 15 means that new PCs have around a 25% chance of success, while level 10 characters have around a 75% chance of success since ability bonuses can get up to +10 by level 10. This reflects the general pattern found in the save mechanics of early D&D.*

If the save is opposed by another character, then instead of aiming to exceed 15, the side doing the rolling must get a total greater than the opposing character's relevant defense score in order to succeed. If they fail, the opposing side succeeds. This type of save is called an **opposed save**. Note that it doesn't matter which side does the rolling since the odds of success remain the same.

Example: A wizard casts a fireball spell at a goblin, who gets a saving throw to avoid. This is resolved as an opposed save using the wizard's Intelligence versus the goblin's Dexterity. The goblin may roll plus their Dexterity bonus, hoping to exceed the wizard's Intelligence defense or the wizard may roll plus their Intelligence bonus, hoping to exceed the goblin's Dexterity defense.

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Designer's Note: *An ability's defense score is essentially its average roll. Requiring the rolling side to beat the opposing defense allows contests to be settled more quickly, eliminates the possibility of ties, and allows the game to be run with players doing all of the rolling if they so choose since the odds of success are the same no matter which side rolls.*

If there are situational factors that make a save significantly easier or harder, the referee may grant the roll **advantage** or **disadvantage**. If a roll has advantage, roll 2d20 and use the better of the two dice. If it has disadvantage, roll 2d20 and use the worse of the two dice.

Designer's Note: *The referee is, of course, free to impose positive or negative modifiers rather than use the advantage system, but most players seem to enjoy it and it simplifies the math.*

Turns

Turns are assumed to be 10 minutes long but can be abstracted to represent the time it takes to change the state of the party in-game. It takes one Turn to search an area for traps and secret doors, to move from one area of a dungeon to another **Nearby** area of the dungeon, pick a lock, etc.

Turn Structure (~10 Minutes)

1	Roll Encounter Die.
2	Party Moves & Maps. Enters Room, Listens, Searches.
3	Resolve Encounters Distance, Surprise, Reaction, Resolve
4	Roll Usage Die For Light & Ammunition.
5	Turn Ends.

Movement & Distance [\(The Black Hack\)](#)

GLAIVE uses three range bands for measuring relative positions of Characters, other Creatures, and things in the world. From nearest to farthest: **Close, Nearby, Faraway**.

A PC can move from one range to an adjacent range and perform a single action on their Turn or they can choose to move twice and do nothing else.

Close	Hand-to-hand combat. Ranged weapons cannot be used. Most spells also unusable.
Near	Ranged weapons, most spells, polearms with reach.

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Far	Ranged weapons and most spells.
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When dealing with larger distances the scale of the range bands “zooms out”. The blacksmith on the other side of the village is Close. The haunted ruins are Nearby, and the Baron’s distant keep is Faraway. Here the ranges might represent minutes, hours, and days of travel time.

Overloading The Encounter Die [\(Nexcropraxis\)](#)

When the party moves into a new area or spends time on an exploration activity, roll the encounter die and interpret the results as follows.

106 Encounter Die

1	Encounter
2	Percept (clue, spoor)
3	Locality (context-dependent timer)
4	Exhaustion (rest or take penalties)
5	Lantern (roll usage die)
6	Torch (roll usage die)

Reactions

When the PCs encounter an NPC whose reaction to the party is not obvious, roll 2d6 and consult the following table.

206 Reaction Table

2	Hostile. Immediate attack.
3-5	Unfriendly. Possible attack.
6-8	Neutral.
9-11	Friendly. Monster/NPC leaves or considers offers.
12	Helpful. Enthusiastic friendship.

Combat

The Combat Round

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A PC can move from one range to an adjacent range band and perform a single action on their turn. This action may be casting a spell, making a second move, making an attack, using a Talent, attempting a stunt, or any other action deemed reasonable by the referee.

Initiative (Basic D&D)

At the start of every Round roll a d6 for each side of the conflict. The side that rolls highest acts first. Players must then discuss as a group to decide their own order for individual Character actions. If rolling Initiative for an individual PC add their Dexterity bonus.

***Designer's Note:** Rerolling initiative every round makes combat more dangerous, since it's possible for one side to go twice in a row. Group initiative is much faster than rolling for every PC and group of NPCs. Most tables will work out a flow for who acts in what order though some Referees may wish to declare that ranged attacks happen before melee, or that Fighters always go first, etc.*

Attacking

Melee weapons can strike Close foes, but ranged weapons cannot be used if the shooting character is engaged in melee combat. Ranged attacks are rolled with disadvantage against Faraway targets. To make an attack, roll a d20 and add the character's Strength or Wisdom bonus, depending on whether they are using a melee or ranged weapon, respectively. If the attack total is **greater than** the defender's armor defense, the attack hits. If not, the attack misses.

Alternatively, an attack roll can also be resolved by the defender rolling a d20 and adding their armor bonus, hoping to roll a total **greater than** the defense of the ability the attacker is using. If they succeed, the attack misses. If they fail, the attack hits.

***Designer's Note:** In other words, attacks are resolved the same way as opposed saves, just using Armor in place of an ability.*

On a hit, the attacker rolls their weapon's damage die + Level to determine how many **Hit Points** (HP) the defender loses.

Shooting Into Melee

Firing into melee is dangerous but sometimes necessary. Roll randomly to determine who is hit. If the shooter takes a round to aim enemy targets count as two combatants for the purposes of randomly determining who is hit. Enemies count as three combatants if the shooter has the **Trick Shot** Talent.

Stunts

Stunts are combat maneuvers such as stunning, shoving, disarming, tripping, sundering armor, and so on. They are resolved with a versus save. They may not cause damage directly but may do so indirectly (for example, pushing an enemy off of a ledge). The referee is the final arbiter as to what stunts can be attempted in a given situation.

Shields Will Be Broken!

A Player may choose to soak a hit no matter how much damage it does by sacrificing their shield. Obviously, they must be wielding a shield at the time.

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Advantage In Combat

Characters can gain advantage in combat by attacking a target that is unaware, on lower ground, off balance, disarmed, distracted, or tactically disadvantaged in any significant way. The referee, as usual, has the final say.

When a character has advantage against an opponent on their combat turn, they may either A.) Apply advantage to their attack roll or stunt against that opponent or B.) Make an attack and a stunt attempt in the same round against that opponent, without advantage.

Critical Hits

During an attack roll, if the attacker rolls a natural 20 or the defender rolls a natural 1, they take an additional d12 of damage (regardless of the weapon's type).

Designer's Note: I just love the d12 and it doesn't get used nearly enough in D&D.

Morale

Monsters and NPCs all have a morale rating, usually between 5 and 9. When they face more danger than they were expecting, the referee will make a **morale roll** by rolling 2d6 and comparing the result to the NPC's morale rating. If the roll is higher than the rating, the NPC will attempt to flee, retreat, or parley.

Morale rolls can be triggered by defeating half of an enemy group, defeating a group's leader, or reducing a lone enemy to half HP. Other effects may trigger a morale roll at the referee's discretion.

Hirelings also make morale rolls when they aren't paid, their employer dies, or they face extraordinary danger. Morale may also be improved by paying hirelings more and treating them well.

Out Of Action [\(The Black Hack\)](#)

When a character reaches 0 HP, they are Out of Action. When the danger passes or the Player recieved aid roll on the Out of Action (OofA) Table.

106 Out of Action Table

1	KO'd -Just knocked out.
2	Fat Head -Disadvantage on all rolls for the next 3 Turns.
3	Cracked Bones - Disadvantage on all STR, DEX, and CON Tests for the remainder of the session.
4	Disfigured -CHA reduced by 1d4
5	Maimed -either STR, or DEX, is permanently reduced by 2.
6	Dead! -The Character dies!

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Healing

After a meal and a full night's rest, PCs regain lost hit points equal to a d8 plus their Constitution bonus. Resting at a safe haven restores all lost HP.

Restful Lunch ([Skerples](#) & [Ten Foot Polemic](#))

You can consume a ration to heal 1d6 HP (or more for Meals). This takes ten minutes and involves generally chilling out, adjusting your bags, and pumping yourself up.

Taking the time to prepare a Meal heals even more, (d8+ Constitution bonus). Preparing a meal takes 1 hour minimum.

Designer's Note: Constitution bonus is a big help when it comes to healing.

Did the party not pack enough food? Consider hunting and eating monsters. [Monster Menu All](#).

Light Sources, Ammunition, & The Usage Die ([The Black Hack](#))

Light Sources and Ammunition depletes according to die rolls. Each Turn, or when the appropriate Encounter Die result comes up, roll. On a roll of 1-3 the resource is depleted, use the next lowest die. If anything less than a four is rolled on a D4, the light source is depleted.

Use these steps: D20 > D12 > D10 > D8 > D6 > D4 > gone.

A single quiver of arrows or case of bolts uses a **d12 Usage Die**.

Candle	d10	10'r/Close. 10 per inventory slot.
Lantern	d20	30'r/Nearby. 3 flasks of oil per slot.
Torch	d8	30'r/Nearby. 5 per inventory slot.

Flint and tinder requires 1D4 rounds to ignite a light source.

Crossbows ([LoTFP](#))

Light crossbows. Ignore 2 points of AC and take a round to reload.

Heavy crossbows. Ignore 4 points of AC and take two rounds to reload.

Carousing & Other Ways To Keep My Players Poor

James Young's excellent [Unified House Rules Document](#).

Advancement

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When a PC acquires 1000 XP they gain an Experience Level. PCs receive 1 XP per silver piece recovered from a dungeon, earned from nefarious jobs, or stolen from some git who deserved it. They do not get XP for silver found or earned through honest work.

Additionally they receive 50 XP for low-risk accomplishments, 100 XP for moderate-risk accomplishments, and 200 XP for high-risk accomplishments. The referee should freely notify the PCs of how much XP different objectives are worth when asked.

PCs can double-dip the XP they receive for silver by carousing, becoming philanthropists, etc. Details in the Unified House Rules Document linked above.

Gaining Levels

Hit Points. When a PC gains a level, they roll a number of d8s equal to their new level + Constitution bonus to find their new HP maximum. If the result is less than their previous maximum, their maximum HP increases by 2. They also raise the defense and bonus scores of 3 different Abilities of their choice by 1 point, or increase the defense and bonus scores of 2 Abilities and select a new Talent. Abilities may never be raised higher than 20/+10.

***Example:** A Player rolled 1 d8, resulting in 4 for their starting Hit Points, and added their +3 Constitution bonus, for a total of 7 starting HP. Upon reaching Level 2 the player rolls 2d8+3 (2 eight-sided dice plus their Constitution bonus). If the result is more than 7 this is their new Maximum HP. If the result is less than 7 their new Maximum HP is 9 (7+2).*

Emergent Background. Roll on the [background table](#) to learn who your PC used to be. Each result has a fragment of backstory and two potential outcomes. Everyone else at the table decides which outcome must have occurred, based on how your character's been acting in the game thus far. Make up a story about what actually happened, it can be as sparse or detailed as you want. No pressure.

You gain the character upgrade or ability associated with your backstory outcome. Score!

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Talents for Glaives

A classless game in its original inception, these optional rules are intended to bring some character customization to Glaive. Instead of increasing three Abilities by +1, a Player may choose a single **talent** from **any** of the categories below every time their Glaive levels up.

***Designer's Note:** Though grouped by theme, players are encouraged to mix and match ideas to create their own unique characters.*

Some of these ideas are my own. Others are inspired by or adapted from other such lists in the OSR blog-o-sphere or adapted from D&D Feats. ([The Man With The Hammer](#), [Marshal Brengle](#), [Buildings Are People](#))

This list is in no way comprehensive. Players and Referees are encouraged to create their own Talents.

Ancestry

Dwarf. Low-light vision*. Advantage on saves to resist poison and disease, +5 Inventory slots.
Elf. Low-light vision*. Begin play with The Thrice Divided Intellect Talent.
Halfling. Begin play with the Devil's Luck Talent. You are always ignored in favor of a larger target in combat until your first attack.
Half-Orc. Low-light vision*. Begin play with the Berzerker Talent.
Human. Swap one additional pair of Ability Scores. Choose any two Talents at character creation.
Turtle. Shell as chain+helmet -works as Dogged March Talent. Hold breath for up to 1 hour.

***Designer's Note:** Low-light vision does not work in total darkness (deep caves, windowless dungeons, etc.) and is cancelled out by anything brighter than a candle or moonlight.*

Barbarian

Berzerker. When reduced to zero Hit Points but not killed outright, become frenzied and continue fighting for a number of turns equal to your Level. Attacks that hit cause maximum damage. You always attack the nearest creature whether friend or foe.
Great Weapon Fighter. Reroll damage less than 3 (not including STR bonus) when wielding a two-handed weapon. You must use the new roll, even if it is less than 3.
Favor of the Gods (requires Berzerker). 11+ CHA bonus is your Armor Defense when you wear no other armor. May wield a shield. Sun's out, guns out, baby!
Savage Fighter. When you strike and kill a foe in melee combat immediately make another attack on an additional adjacent foe.

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Cleric

Banish. Force up to $1d6 + \text{WIS} + \text{Lvl}$ worth of undead to make a morale check. Apply a negative modifier equal to your $\text{WIS} + \text{Lvl}$ bonus to the check. If you have more HD than the undead, any who fail the morale check are destroyed.

Hammer of The Gods. Grant advantage to any morale checks your retainers/hirlings/acolytes/allies make as your below a holy litany and lay waste with your warhammer.

Hospitaller. Out of combat and with a healer's kit/proper herbs you can heal a target for $1d6 + \text{WIS} + \text{Lvl}$ hit points.

Keeper of Relics. You have been entrusted with the safekeeping of 3 holy relics. You may pray over each relic once per day to cast Cleric spells.

Witch Hunter. You can smell the foul taint of sorcerers, warlocks and evil clerics. You are able to track them as a Ranger tracks a dangerous animal.

Druid

Forest Walker (requires The Old Tongue). You gain the ability to leave mystical messages on trees, rocks, ponds, or any natural object. Only others with the Forest Walker knack can read these messages and you must communicate with mental images rather than written words or runes.

The Old Tongue. You speak the secret language of rocks, trees, and animals. You have advantage on reaction rolls when speaking to an animal, a copse of trees, mushroom colony, or mountain for the first time.

Skin Walker. Using a fetish or totem, take on the form and abilities of a natural beast that you are familiar with. Demons, elementals, aberrations, etc. do not count. The beast may be up to 1HD level greater than you. The effects last for one game Turn per Lvl. You may do this a number of times per day equal to your Lvl. Fetishes must be mystically recharged with ritual, sacrifice, and material components. Fetishes typically occupy one inventory slot each. Creatures 1HD level greater than you confer a temporary pool of 6HP but require an additional inventory slot for their totem.

Magic User

Arcane Researcher. You have a nose for research. You have advantage on saves to discover hidden secrets in tombs, scrolls, and manuscripts.

Familiar. Gain a mystical cat (darkvision), mouse (burrow), sparrow (fly), squirrel (climb) or toad (swim) companion with Level HP. You can communicate with it telepathically as long as you can see it. If it dies it can be re-summoned spending a night's work.

Scholar of The Unseen University. You begin the next session with 3 spellbooks. Determine the spells randomly or with the help of your Referee.

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Sword Wizard. You can cast spells while wielding a weapon in one or both of your hands. You still need to have the spellbook and components in your inventory.

The Manifold Cerebrum. You have trained your mind to retain the pattern of a spell once you have cast it. After a spell has been cast and its effects applied, make an INT save. If you pass you may cast the spell again that day. If you have already recovered it that day, make the save with disadvantage. Lost spells are replenished the next day as usual.

The Thrice Divided Intellect. You have advantage on saves vs magical attacks/effects that affect your mind and sense.

Eldritch Feast. You have consumed the essence of a spell that you may cast once per day. No spell book/inventory slot is required. The effort of containing raw magic within your physical body manifests in some strange and possibly upsetting way. You may take this Talent once per Level. (Reskin as Patron Domains for Clerics.) Works with **The Manifold Cerebrum**.

Ranger

Archer. Long years of practice with the bow allow you to fire twice per round if you do not move. Does not apply to crossbows or other weapons that take 1+ rounds to reload.

Beast Companion. No. Consider taking the **Familiar** talent.

Hunter's Mark. As a free action, mark your target as living on borrowed time. You have advantage on your next attack against them. You may apply this mark a number of times per day equal to your Level.

Sharpshooter. Note the crosswind and lead your target. Reroll a ranged attack. You must accept the new roll. You may do this a number of times per day equal to your Level.

Survivalist. You thrive in the Wilds protecting the realm from the horrors that lurk in dark wood and deep cave. You have advantage on saves to track, navigate, hunt, and forage in the wilderness.

Trick-Shot (requires Sharpshooter). Targets only receive ½ of their normal cover bonus. When you shoot into melee enemy combatants count as two combatants for the purposes of randomly determining who you hit.

Two-Weapon Fighting. When you hit a foe while wielding two weapons, roll damage for both and apply the higher.

Rogue

Acrobat. You gain advantage on saves to balance, climb, leap, and tumble.

Thief. You gain advantage on saves to hide in shadows, move silently, and pick locks assuming you have the proper tools.

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Backstab! When you attack a foe with a melee weapon who is already engaged by an ally inflict an addition 1d6 damage per Level. You attack with advantage if you strike from hiding.

Devil's Luck. Reroll a Critical Fail or force a foe to reroll a Critical Success. You may do this a number of times per day equal to ½ your Level.

Dungeoneer. You have advantage on saves to spot/disable traps, find hidden doors, and to navigate in dungeons.

Hard to Hit. Once per round you can reduce damage taken by your DEX bonus, if you can see its source.

Warrior

Dogged March. You have advantage on saves to resist fatigue. Armor occupies two fewer inventory slots for you.

Girded Loins. Once per day when you are struck by an enemy you can reduce the damage from their attack by ½. You have advantage on saves made to resist fear effects and intimidation.

Hack & Slash! When you roll maximum damage on your weapon's damage die or a natural 20 on your to-hit roll, you may perform a Stunt in addition to your attack.

Riposte. When a creature hits you with an attack, make an immediate counter-attack. This does not cost you your normal Action.

Shield Bash. When wielding a shield, gain advantage on any attempt to perform stunts that involves shoving, tripping, or otherwise unbalancing an opponent. Wielding a shield also grants you a +1 bonus to AC.

Shield Master (requires Shield Bash). When an effect allows a DEX Save for ½ damage take no damage if you save -your shield absorbs the blow.

Suffer The Slings & Spears. When an ally is hit, you may choose to take the damage for them. You must be wielding a shield. Not possible against mental attacks. STR save for ½ damage.

Witch

Alter Ego. Choose a second persona of your same Ancestry, regardless of features, sex and age. You can shapeshift to that persona a number of hours equal your CHA bonus per day.

Devil's Contract. If someone makes a bargain with you and breaks it you instantly know about it. If you have their signature on the bargain you know how to locate them by general location (North, East, up down, etc.)

Familiar. You gain a mouthless humanoid, magically created with mud and sticks. d8 + Level HP. Doesn't eat or drink, but needs to breathe. Follows all your commands, although it's extremely incompetent in combat. You can resummon your familiar 1/day.

GLADIE

Hint/Jinx. Once per turn make a CHA save when another creature you can see attempts an action that requires a d20 roll. On success, add(hint)/subtract(jinx) your CHA bonus to the roll. On a failure, you lose Level# HP. You do this after learning the roll, but before knowing the outcome.

Read Leaves. Assuming you have water, a pot, and tea, you can spend 1 turn every morning performing this ritual. Roll three d20s and record the numbers. You can replace a result on a d20 from a creature you can see (yourself, allies, or foes). You do this after learning the roll, but before knowing the outcome.

Spell Eater. 1/day when a spell is targeted at you, you negate the spell's effects. Make a CHA save. On success, you absorb the spell and can cast it once as if it were your own. On a fail you need to eat double rations for one day. You can only have one eaten spell at any time.