

# Ten Foot Polemic Class Breakdown Handouts

For whatever OSR System you're using

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Version 3

## IN SUMMARY

### THE CORE:

#### **Fighter:**

Strong and straightforward combat class. Great if you just want to jump straight in.

#### **Magic-User:**

Classic caster class that can use spells spontaneously or bind them into their familiar.

#### **Specialist:**

Covers pretty much every classic skill-based class. Ranger, Thief, Rogue, Bard, the works!

#### **Cleric:**

Healer class with a Miracle mechanic that rewards you for following your faith.

### THE VARIANT:

#### **Barbarian:**

A burly combat class that can fly into a Rage and is most powerful at the edge of death.

#### **Necromancer:**

The Caster class with a unique spell list focused on raising and controlling the Dead.

#### **Muscle Wizard:**

The frontline Caster class that punches things so hard they explode.

### THE INHUMAN:

#### **Brackling:**

Wandering plant people whose class abilities change with the seasons.

#### **Dwarf:**

Tough underground folk, amazing in dungeons, with access to powerful Dwarven abilities.

#### **Elf:**

Fae changelings with strange abilities that are lost as they cast their spells.

#### **Goblin:**

Conniving greenskins that grow a loyal army of goblins.

#### **Halfling:**

Underestimated, underfoot, and tamers of beasts.

#### **Inheritor:**

Ravenous mutating demons who devour monsters to steal their abilities.

#### **Ratman:**

Scurrying rat-lords who command swarms of vermin. Only available if you roll awful stats.

### THE RIDICULOUS:

#### **The Extras:**

Play as a gaggle of incompetent buffoons.

## FIGHTER

There is no law on the field of battle. You stab and you kill and you crush and you maim.

Glory and honour are concepts conceived of by poets and idiots, you know firsthand that war is ugly and cruel. The ability to kill a man, to be able to ignore your humanity and think of a real, living, breathing person as a useless sack of meat and bone as you crush his life from him.

To see a person fall before you, leaking blood and vomit and shit and tears, cursing and crying and hurting and hating. To be immersed in the worthlessness of life and remain alone.

THAT IS YOUR POWER.

That is your curse.

### ALIGNMENT

You detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d8 - minimum 8 at first level.

Saves: Fighter. (Stun 14, Doom 12, Blast 15, Law 13, Chaos 16)

### SPECIAL ABILITIES

**Combat Master:** +1 to hit per level. You start with +2 base attack bonus at first level.

**Critical Bonus:** +1 to Crit and Fumble rolls per level.

**Cleave:** When you kill a creature, get a free Cleave attack against another creature nearby. Your Cleave attack gains +1 to hit and damage per creature cleaved through this round.

**Weapon Mastery:** Gain a different powerful bonus based on the type of weapon you wield -

*Choppy:* Reroll damage results of 1 or 2. Improve damage die against lightly armoured foes.

*Smashy:* Daze foe on hit - they count as Surprised until their next turn. +2 to hit vs heavily armoured foes.

*Stabby:* If an enemy misses you while you're Parrying, get a free attack! +1 to hit and AC in melee.

*Shanky:* Beat enemy AC with your raw Wrestle roll to get a free Brawl attack with a Small or Minor weapon. In addition, your Brawl attacks always deal max damage.

*Whippy:* Allows ranged Wrestle. If you win, choose: Bind, Shove, Trip, Disarm or Get Over Here.

**Martial Bearing:** +2 bonus to Morale and Reaction Checks with the military, law enforcement, henchpersons, and general law-abiding citizenry.

## MAGIC-USER

A wizard embraces the chaos of magic, letting it infuse their very soul with the raw energy of creation and destruction. The mightiest magic users have power beyond measure, destroying and creating with abandon, too powerful to be stopped by any being mortal or god.

BUT THIS IS NOT YOU.

You have merely cracked the surface of your soul, allowing the barest eddy of chaos to bathe your mind with power. Even now it makes it hard to think unless you encase it in a spell, better if you throw it out of your mind. Sometimes you wonder if it was a good idea to let the chaos in, but what you've done can never be fixed. As you gain experience you'll be able to handle more and more magic swirling through your mind and soul, tearing your spirit open from within.

### ALIGNMENT

Your soul is suffused with magic. You detect as *Chaotic*.

### TECHNICAL STUFF

HD: 1d4 - minimum 3 at first level.

Saves: Magic-User. (Stun 13, Doom 13, Blast 16, Law 13, Chaos 14)

### SPECIAL ABILITIES

**Starting Spells:** You start the game with 4 random spells in a Spellbook. It's an encumbering item.

**Familiar:** You also start the game with a Familiar - a smallish 1d4 HP animal companion of your choice. Your Familiar can communicate telepathically, will obey your orders, and if killed will reform from your effluvia after a few minutes. It can't go far but can't be targeted if it's touching you. Bound Spells are held by your Familiar and as such can be cast through them.

**Mana:** You have 1 Mana per level. This powers your spells.

You can still cast spells when you're out of Mana but it's significantly more dangerous. Try it!

Your Mana Pool refills after 8 hours of rest.

**Casting:** You have two ways of casting spells.

*Bound:* Bind spells in advance. For those who plan ahead.

*Wild:* Cast instantly and spontaneously. For those who live in the moment.

**Spellbinding:** Spend 10 minutes and 1 Mana meditating with a Spellbook to create a Bound Spell.

Bound Spells let you use magic in a controlled manner.. Bind a Spell and you can use the latent chaos to use Cantrips (thematic minor magic) and/or alter your Familiar (mutations and abilities).

It takes a round to cast a Bound Spell. If you get hurt mid-cast, Save vs Chaos or lose it in a Chaos Burst.

**Wild Magic:** Cast quick and dangerous. Roll 2d6 plus:

*Skill:* Your Intelligence modifier.

*Bulk:* -1 per Encumbrance level

*Mana:* For each Mana you spend, roll an extra 1d6.

*Blood:* For each HP you sacrifice, add +1.

Wild Magic is cast instantly as an Action.

Chaos Conduit	
14+	Success
11-13	Success + Chaos Burst
8-10	Chaos Burst
5-7	Success + Cosmic Horror
4 or less	Cosmic Horror

**Wizard Vengeance:** When you die your Familiar mutates into a horrifying demon and takes revenge.

Unspent Mana gives it more power. Uncast Bound Spells give it more abilities.

## SPECIALIST

Fighters fight, clerics pray, wizards conjure, and on it goes through time.

BUT THIS IS NOT YOU.

You've got a plan. You know where you're going. At the moment you're just someone with a bit of an edge, but you level up quickly and have access to a heap of powerful skills.

You can be the ultimate thief, melting into shadows and stealing priceless artifacts with consummate skill.

You can be a powerful rogue, leaping from the wall to deliver devastating backstabs.

You can be a master survivalist, a linguistics professor, or anything else you want to be!

### ALIGNMENT

You detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d6 - minimum 4 at first level.

Saves: Specialist (Stun 14, Doom 11, Blast 16, Law 12, Chaos 15)

### SPECIAL ABILITIES

**Sharp Eye:** When firing into melee, you never roll to hit a random target.

**Rogue's Gambit:** When doing a Gambit, you can use a Skill as a bonus.

**Skills:** Your primary gimmick is Skills. You are the only class that improves them with level.

You gain 2 Skill Points per level that you can apply to any of the Skills.

**Skill Conversion:** Any time an effect from Failed Career or Backstory would grant you points in a particular Skill, you can apply them to any other Skill instead.

**You Make Do:** If using a Skill requires specific equipment, you don't need it.

Using such equipment gives you a +1 to the Skill roll.

You never take negative modifiers to skill rolls, eg. for climbing encumbered or knowing lost languages.

**Skill List:** See Rules Document (or ask) for more detail, but in summary:

*Arcana:* Magical knowledge.

*Awareness:* Evade sudden danger.

*Backstab:* Murder surprised or flanked enemies.

*Bushcraft:* Wilderness survival.

*Climbing:* Overcome vertical challenges.

*First Aid:* Heal the wounded.

*Languages:* Speak to people.

*Music:* Influence moods.

*Piloting:* Ride or steer pretty much anything.

*Sleight of Hand:* Quick movements and steady hands.

*Stealth:* Be unseen.

*Tinkering:* Make things work.

## CLERIC

A cleric is a religious warrior, someone so devout in their faith that they can draw upon the holy power of Heaven itself! A mighty cleric is beautiful and terrible to behold. Their prayers are truly answered, the power of their faith can devastate legions and their righteous oratory can convert entire cities.

BUT THIS IS NOT YOU.

The purity of your faith drew a tendril of godly might towards you, and you seized at it. Through following the teachings of your faith, you can draw together just enough power to enact a few miracles. Not much, but enough to show that your way is pure and true. As your legend grows, you will be able to draw upon more and more holy power, until you truly wield the might of Gods on this mortal plane.

### ALIGNMENT

The very power of Heaven flows through you. You detect as *Lawful*.

### TECHNICAL STUFF

HD: 1d6 - minimum 4 at first level.

Saves: Cleric (Stun 14, Doom 11, Blast 16, Law 12, Chaos 15)

### SPECIAL ABILITIES

**Faith:** At dawn each day, roll 2d6 + level and add your Wisdom modifier.

This is your Faith total. You use Faith to cast Miracles and use Lay on Hands.

**Lay on Hands:** You have the power to heal the body and fortify the spirit.

At dawn each day, roll 1d6 per level and add your Wisdom modifier. This is your Healing Pool.

As an Action, pay one Faith and draw points from the Pool to restore as much HP to a touched creature.

**Lead Prayer:** As a true Cleric the very ground on which you walk is sacred, and the Truth in your oratory can fortify the souls of the Saved and shake even the most ardent faith of an enemy believer.

When you give a Sermon, you can choose to include any or all other faiths. When you do so the congregant decides between gaining their Faith Bonus, or immediately converting to get yours instead.

**Denominations:** You belong to one of many different religious sects. Each has a unique set of Miracles that you can cast, Observances to follow, and a relationship with other faiths.

See the Choosing My Religion pamphlet for details!

**Miracles:** Each religious Denomination has 3 unique Miracles.

Calling forth a Miracle is a standard Action and cannot be interrupted.

After you call forth a miracle, roll 2d6 and attempt to roll equal to or under your Faith total.

*Success:* Your Faith total is set to the result of the roll or your level, whichever is higher.

*Failure:* Your Faith total drops to zero, and you lose access to Miracles until dawn.

**Observances:** Each religious Denomination has a number of unique Observances.

Each is an act that will cause positive or negative effects..

Each Observance can only affect you once per day. This resets at dawn.

## BARBARIAN

Barbarians are big, strong motherfuckers who hail from the savage lands beyond the north wind/across the raging seas/through the burning desert/you get the idea. They spend most of their time angry.

They travel to foreign lands to seek fortune and adventure but they're kind of shit at civilization. They're really good at booze and women though. Speaking of women there are such things as female barbarians and they are just as buff and grumpy as the men.

HELL YEA THIS IS YOU.

You wear a loincloth or furry shorts and maybe a big cloak made from animal pelts and some sweet tattoos. Oh, and you really hate magic. Back home all sorcerers are evil and old habits die hard.

### ALIGNMENT

To the surprise of everyone, you detect as *Lawful*.

### TECHNICAL STUFF

HD: 1d8 - minimum 6 at first level.

Saves: Fighter. (Stun 14, Doom 12, Blast 15, Law 13, Chaos 16)

### SPECIAL ABILITIES

**Unique:** You roll on the Barbarian Powers table once every level.

**Bare-Chested:** You can't wear armour (it's for the weak) but you have a natural armour class of 14 due to luck, warding tattoos, the favour of Barbarian gods, etc.

Despite wearing not much at all you always count as protected against extreme weather.

**Reckless Attack:** You can channel your vitality to attack with reckless force. Declare before rolling and gain +1 to hit per HP sacrificed. Any result of 20 or more counts as a crit.

**Rage:** You are an absolute monster when you are close to death.

While at 0HP you enter a Rage where you attack in a frenzy and shrug off minor wounds.

In this state you gain an extra attack per level and each Pain Token gives you +1 to damage.

You don't Tempt Fate when you attack, so you won't pass out or die from Trauma mid-battle.

**Party Hard:** You party really fucking hard. The whole party rolls double for carousing when you're around, and when they save against Carousing mishaps they roll twice and take the worst.

This increases with multiple Barbarians - triple for two, quadruple for three, and so on.

## NECROMANCER

There were the End Times when the Beast in the Core of the Earth was rising to shatter the planet, when the moon cracked with the impact of an Apocalypse Dragon, and when a tide of the Undead marched united under the iron fist of the Vampire-Dictator Cyrus Carnithrex Maximus in a final desperate defence of the world under the command of a thousand thousand Necromancers.

BUT THAT WAS BEFORE.

This is now. Cyrus is gone, the Earth barely remains, and those who survive struggle to rebuild.  
In these times the Necromancer begets awe and fear, hope and suspicion.  
The Dead resist the toxic wastes but are Raised only by the last gasps of survivors.  
Death in life and life in death. Grim stewards of a broken world.

### ALIGNMENT

You are a master of foul magics, you detect as *Chaotic*.

### TECHNICAL STUFF

HD: 1d4 - minimum 3 at first level.

Saves: Magic-User (Stun 13, Doom 13, Blast 16, Law 13, Chaos 14)

### SPECIAL ABILITIES

**Starting Spells:** You start the game 4 random spells in a Grimoire. Add it to your inventory.

**Vials:** You also start the game with a bandolier of empty glass vials. This is a non-encumbering item. Filling a vial adds to your inventory. You can stack up to 5 identical filled vials to a slot.

**Components:** Raise and Control your Dead by speaking with the Voice of the Dead - gained by inhaling the Last Breath of a sapient being. A single vial grants you the Voice for several minutes. Other spells require components to call more powerful spirits - blood, phlegm, ink, salt, etc. Sacrifice the required components to cast a spell at full strength. If not you cast it like a level 1 caster.

**Mana:** You have 1 Mana per level. Your Mana Pool recharges after 8 hours of rest. You can still cast spells when you're out of Mana, it's just significantly more dangerous.

**Casting:** You have two ways of casting spells.

*Bound:* Bind spells in advance. For those who plan ahead.

*Wild:* Cast instantly and spontaneously. For those who live in the moment.

**Spellbinding:** Spend 1 Mana and 10 minutes meditating with a grimoire to create a Bound Spell.

Bound Spells are ghosts that live in your bones and help hold in your soul. Each Bound Spell gives you +1 when you Tempt Fate.

It takes a round to cast a Bound Spell. If you get hurt mid-cast, Save vs Chaos or lose it in a Chaos Burst.

**Wild Magic:** Cast quick and dangerous. Roll 2d6 plus:

*Skill:* Your Intelligence modifier.

*Bulk:* -1 per Encumbrance level

*Mana:* For each Mana you spend, roll an extra 1d6.

*Blood:* For each HP you sacrifice, add +1.

Wild Magic is cast instantly as an Action.

Chaos Conduit	
14+	Success
11-13	Success + Chaos Burst
8-10	Chaos Burst
5-7	Success + Cosmic Horror
4 or less	Cosmic Horror

**Necromancer Vengeance:** When you die you release a wave of death magic and vengeful ghosts, dealing 1d6 damage per unspent Mana and uncast Bound Spell to all living creatures within 10'/level.



## MUSCLE WIZARD

Not all magic users are created equal. Most wizards, by accident or by design, crack the surface of their soul and let the chaos suffuse their mind. As their knowledge grows, so too does their ability to contain and channel the chaos.

BUT THIS IS NOT YOU.

You cracked the surface of your soul and instead of letting it into your mind, you let the chaos suffuse your very body. In order to contain and channel magic you realised that you needed to hone every muscle to perfection!

You cast your spells not from your mind through words, but from your body... through punching things!

Punch your way to the top! Muscle Wizard!

### ALIGNMENT

Your body is infused with magic, you detect as *Chaotic*.

### TECHNICAL STUFF

HD: 1d4 - minimum 3 at first level.

Saves: Wizard (Stun 13, Doom 13, Blast 16, Law 13, Chaos 14)

### SPECIAL ABILITIES

**Starting Spells:** You start the game with 4 random spells in a Spellbook. Add it to your inventory.

**Mana:** You have 1 Mana per level. Your Mana Pool recovers after 8 hours of rest.

You can still cast spells when you're out of Mana, it's just significantly more dangerous.

Mana stays in your core and fortifies you - you get +2 HP per Mana in your Mana Pool.

**I Cast Fist:** Your fists deal 1d4 magical damage and count as Shanky weapons.

All spells have a maximum range of 10' - punching distance.

You cast spells instantly via punching. You must combine casting with an unarmed attack, and this spell-punch attack always hits!

When you punch-cast a spell you choose whether it affects you, your target, or both.

**Casting:** You have two ways of casting spells.

*Bound:* Bind spells in advance. For those who plan ahead.

*Wild:* Cast instantly and spontaneously. For those who live in the moment.

You cast spells instantly, as an Action, via punching.

**Spellbinding:** Spend 1 Mana and 10 minutes working out with a spellbook to create a Bound Spell.

Bound Spells live in your muscles and make you stronger. Each Bound Spell grants your fists +1 to hit and +1 to damage.

### Wild Magic:

Cast quick and dangerous. Roll 2d6 plus:

*Skill:* Your Intelligence modifier.

*Bulk:* -1 per Encumbrance level

*Mana:* For each Mana you spend, roll an extra 1d6.

*Blood:* For each HP you sacrifice, add +1.

Chaos Conduit	
14+	Success
11-13	Success + Chaos Burst
8-10	Chaos Burst
5-7	Success + Cosmic Horror
4 or less	Cosmic Horror

**Final Impact:** When you die you can flash-step to somewhere in the scene and unleash your ultimate move! Deal 1d6 damage per unspent Mana and uncast Bound Spell to a creature in the vicinity!

## BRACKLING

Almost all life perished in the Poison Storms after the end of the world. Every last flower and tree and lichen and mold scoured clean and converted into the poison that killed the beast in the core of the earth.

The survivors scrabble out a meagre existence on this broken world, surviving in the cracks of the dead earth.

BUT THIS IS NOT YOU.

You are a Brackling, the world's first gasping attempt to seed the planet with new life. A walking tree growing out of a chest-sized conker core, wooden mask-face looking out at a world which is full of new potential.

Your kind are gardeners of the post-apocalypse, bringing new hope and new life to a world almost lost.

### ALIGNMENT

You are of the natural world. You detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d6 - minimum 4 at first level.

Saves: Specialist (Stun 14, Doom 11, Blast 16, Law 12, Chaos 15)

### SPECIAL ABILITIES

**Sapling:** Your base AC is 8, not 10.

**Seasonal:** Your abilities change with the (real world) seasons -

*Spring:* You are surrounded by Soothing Pollen. This grants you +level to your Charisma bonus. At will, replace it with War Pollen. Creatures within 10' must choose: Slowed *or* take -1 to hit per level.

*Summer:* Your bushy body grants +2 AC, and you grow one juicy golden Living Fruit per level per day. These heal 1d6 HP if eaten straight from the branch.

If thrown, they become a Whompling, which lasts 10 minutes on good soil or else 1 round/level. The Whompling attacks with whipping branches, dealing 1d6 damage in a 10' AoE with +1 to hit per level.

*Autumn:* Your whip-thin and wiry body grants +4 AC, and you gain mastery over your form.

Sink your roots, take an hour, and you may distribute 1 Skill Point per level amongst your Skills. You can change your form at this time too, with brack-wolves and brack-ponies being popular.

No matter the form, you gain a 1d6 damage spear-range unarmed attack. If you crit with this attack, you trigger Blossom Fall which extends the crit range of all in 10' by +1 per level. Bracklings act before initiative rolls during a Blossom Fall.

*Winter:* The season where you die. Either let your seed hatch into a Cotton Brackling, or keep it in and become a powerful but short-lived Crone Golem.

**Cotton Brackling:** This is a new being with memories of the old you. It is your new character with a new name, but it keeps its dead parent's experience point total.

As a Cotton Brackling you can fly as fast as walking, shoot thorns for 1d4 damage, and pilot your parent's body like a wooden mecha. You have 8 AC when flying, and +4 AC when piloting.

In Spring you grow into a full-size Spring form Brackling.

**Crone Golem:** You keep your body and your mind and continue to grow.

Your twisted and gnarled bark grants +6 AC.

Your Hit Die becomes a d10 - reroll your maximum HP with the new dice.

Your crushing fists deal 1d12 damage, and the red sap inflicts 1 Bleed Poison on hit.

In Spring you finally stop, take root, and die.

## DWARF

Dwarfs once ruled the world. Now they live underground in isolationist arcologies and are fiercely xenophobic.

Few remember why.

Their convoluted economic system denies dwarfs the ability to save for the future, forcing them to work shift after gruelling shift simply to afford to live. The average dwarf has never felt love or joy, just endless, neverending work meant to numb the mind and appease the spirit, forever jealously hoarding the wealth of the earth.

BUT THIS IS NOT YOU.

You set out from your homeland, wanting not to work day after day in the infinite mines but to *live*.

To experience joy and anger and sadness and everything in between!

You know that you can never return to those mines, that your friends and family deny that you ever existed, but to you this world contains more emotion, more sensation and passion than you ever dreamed of.

### ALIGNMENT

You are of the Earth. You detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d10 - minimum 6 at first level.

Saves: Dwarf (Stun 10, Doom 8, Blast 13, Law 9, Chaos 12)

### SPECIAL ABILITIES

**Husky:** Natural +1 to your Constitution modifier. You have -1 Encumbrance, minimum zero.

**From a Land Down Under:** You can see in the dark, but you can't see colour - everything is greyscale. While underground you instinctively know direction and sense sudden changes in depth or elevation.

**Runesmith:** You always succeed at Arcana checks to bond to a new Glyph. If you don't know what a Glyph is, ask your friends!

**Lorebonds:** At second level onwards, whenever you level you can choose to unlock a Lorebond. These are ancient powers bound deep in the bones and blood of every Dwarf. Each Lorebond requires a **Quest** to unlock and saddles you with a **Geas** that must never be broken. Breaking a Geas means you are affected by a terrible associated Curse. Choosing the same Lorebond again unlocks successive abilities. Each has four levels. The further levels are more powerful, but the quests are harder and the consequences of breaking a Geas are more severe.

See the Lorebonds sheet for details, but in summary:

*Lore of the Beard:* Groom your beard to gain enhanced abilities.

*Lore of the Brew:* Bring the party to friend and foe alike!

*Lore of the Elders:* The deep knowledge of words and language.

*Lore of the Forge:* Mastery of your favoured weapon and equipment.

*Lore of the Glyphs:* Wielder of Runes.

*Lore of the Grudge:* Track down those who wrong you.

*Lore of the Stone:* At home beneath the earth.

## ELF

If it is true that the average man fears the Wizard, then it is also true that he is terrified by the Elf. For Elves are magical beings down to their bones and blood, changeling children stolen beneath the blind eye of the new moon and bewitched by charms and bonds both gentle and vile.

They are terrible, and beautiful. Dark kings in their dark courts. Half-glimpsed shapes and shifting colour. Crow-beaked shadows. Shining eyes. Fear in your throat as you stumble home in the moonless night.

BUT THIS IS NOT YOU.

This is what you will become.

### ALIGNMENT

When you are filled with magic, you detect as *Chaotic*.

When you run out of magic, you detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d6 - minimum 4 at first level.

Saves: Elf (Stun 13, Doom 12, Blast 15, Law 13, Chaos 15)

### SPECIAL ABILITIES

**Heartspell:** You start the game with 1 random spell - your Heartspell.

Your Heartspell defines your powers and mutations. It defines what you shall become.

**Mana:** You have 1 Mana per level. This powers your spells and abilities.

The more Mana in your Mana Pool, the more powers and mutations you manifest.

You lose these powers and mutations as you spend Mana by casting Spells.

When you run out of Mana you can no longer cast spells - you are human again.

**Moondancer:** Your Mana Pool refills when you disappear at night to dance for hours in the moonlight.

You are gone for an hour per level, and if stopped from doing so you don't regenerate your Mana.

You have +1 Mana during a crescent moon, and double your Mana during the New Moon.

You have -1 Mana during a gibbous moon, and halve your Mana during the Full Moon.

**Casting:** You have two ways of casting spells. Unlike other casters, you can't bind spells in advance.

*Heartspell:* As easy as breathing. You can cast your Heartspell instantly as an Action. Save vs Chaos and spend one Mana if you fail.

*Wild:* Take a risk to shape your Heartspell into another spell.

### Wild Magic:

Twist and reshape your soul. Roll 2d6 plus:

*Skill:* Your Intelligence modifier.

*Bulk:* -1 per Encumbrance level

*Mana:* For each Mana you spend, roll an extra 1d6.

*Blood:* For each HP you sacrifice, add +1.

Wild Magic is cast instantly as an Action.

Chaos Conduit	
14+	Success
11-13	Success + Chaos Burst
8-10	Chaos Burst
5-7	Success + Cosmic Horror
4 or less	Cosmic Horror

**Cold Iron:** Iron is Elf-Bane. Cold iron weaponry always deals maximum damage to you.

Sustained contact with cold iron temporarily blocks off all of your abilities - you become human again.

**Wild Vengeance:** When you die you release a Chaos Burst of your Heartspell per unspent Mana, each randomly targeted at any creature within 50'.

## GOBLIN

Goblins are green, sneaky, evil creatures with beady eyes in their creepy pinched faces. They are impulsive and stupid and rude and greedy and vile. They live underground in their tribal hives, squabbling over the rot-fungus that grows on spoiled milk and stolen grain. They are spiteful and verminous, and hate humanity above all else.

BUT THIS IS NOT YOU.

You are what is sometimes called a Hobgoblin. Capable of rational thought and tactical thinking, you are a natural leader of goblin society. Some hobgoblins stay in their hives to lead their tribes, others like you set out into the wider world to find a place to start a hive of your very own.

You have the unique ability to bud off goblin buddies which will answer only to you.

Plus you're tough and you're sneaky and you grow up fast, and you're great at tinkering with traps.

### ALIGNMENT

You are a natural, albeit strange, kind of vegetable. You detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d6 - minimum 4 at first level.

Saves: Halfling (Stun 10, Doom 8, Blast 13, Law 9, Chaos 12)

### SPECIAL ABILITIES

**Hobgoblin:** Technically you are a Hobgoblin - a member of the Goblin leader-caste.

You were born from a huge pea pod with a bunch of other Hobgoblins and raised by Goblin buddies.

Unlike normal Goblins you are capable of tactical thinking and rational thought... at least in theory.

**Small and Lucky:** Natural +1 to your Dexterity modifier and a further +1 to AC when not surprised.

Since you are so small, you and your minions cannot wield Great Weapons and must wield Medium weapons two-handed.

**Tricksy:** You gain +4 to the Stealth skill while you are in dungeon or urban environments.

You gain +2 to the Tinkering skill and don't require Tinker Tools. If you do use Tinker Tools, you gain an additional +1 to Tinkering.

**Buddies:** You can bud off one goblin buddy per day by picking a potato eye-like protuberance from your body - usually your nose - and propagating it in a dark place.

After 8 hours a new Goblin will pull its way from the earth and, if not claimed, run away giggling to cause mischief.

Fun fact: All Goblins can do this which means a Goblin infestation can quickly get out of control.

**Minions:** You can choose to catch the Goblin before it gets away, declare it your minion and it has no choice but to obey.

You can control up to 1 Minion per level, the others wander away or escape when you're not looking.

Goblin Minions are the ultimate henchmen - stupid, expendable, and fiercely loyal.

## HALFLING

Once, millennia ago, it was Halflings who ruled over humanity.

No books record the centuries of toil and torment beneath the iron-calloused foot of the Halfling empire, but burnt deep into the human genetic memory are the dark times when Halflings enslaved humanity with bonds far stronger and more insidious than iron.

BUT THAT WAS THEN, THIS IS NOW.

Your species was shattered by the Roman Theocracy, the Halfling genocides, and even the very end of the world... but it survived. Your people now live in insular farming communities, their once-homely hobbit holes converted into bunkers to survive the toxic wasteland, and the Halfling talent for influencing minds has waned to a shadow of its former power.

Seen as a troublemaker by your peers, you are one of those rare few Halflings willing to leave the safety of home. Whether it be for adventure, revenge, or other reasons of your own, you have set out into a world that no longer fears your kind.

### ALIGNMENT

You detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d6 - minimum 4 at first level.

Saves: Halfling (Stun 10, Doom 8, Blast 13, Law 9, Chaos 12)

### SPECIAL ABILITIES

**Small and Lucky:** Natural +1 to your Dexterity modifier and a further +1 to AC when not surprised. Since you are so small, you cannot wield Great Weapons and must wield Medium weapons two-handed.

**Stay Out of Trouble:** You gain +4 to the Stealth skill when in outdoor or wilderness environs. You gain +2 to the Bushcraft skill when you use it to forage for food.

**Second Breakfast:** When you cook a Recipe, add your level to the final Deliciousness result. When you Take a Break to eat to heal, you can gobble down as many rations as you want at once.

**Monster Tamer:** You can Tame a creature as an Action by touching it or looking deep into its eyes. It is like a mental Wrestle. You and your target roll 1d20, highest wins.  
*You add:* Level, Charisma Modifier, +2 if they're under half HP.  
*They add:* Level or Hit Dice, Wisdom Modifier, +2 if they're over half HP.  
If you win, you have a pet! It must obey the letter, and intent, of your commands.  
If they win, the mental backlash stuns you for a while. Save vs Stun at the end of each round to break out.  
If it's a tie, you're locked in a mind-war. Roll again next time one of you has their turn.

**I Will Not:** A Tamed creature may attempt to resist if you force them to do something drastically against their will, treat them badly, or are obviously vulnerable.  
They Save vs Doom. On success, they stand there quivering and refuse to obey.  
Two successful Saves in a row means the creature has broken free from your control. How they behave after that is down to how you treated them.

**Love of the Meek:** A creature with level or Hit Dice less than half the your level can never attempt to break free or disobey orders - they are subsumed to your will.  
Attempting to Tame a new creature breaks your control on your current creature.  
A freed creature will remember its treatment for good or ill.

## INHERITOR

Demons are formed from the mud of the river Lethe, masked sin-eaters that survive by feeding on the petty evils of the powerful and feasting on the fraying bonds of a corrupt and unholy society.

BUT THIS IS NOT YOU.

You are the corrupted soul of something darker and more powerful. A rare breed of demon that feeds not on sin but on flesh and raw power. You devour and assimilate those you consume, tasting their fears and memories as they are denatured and subsumed into your rapidly reforming body. You are a monster feared by monsters.

### ALIGNMENT

As a literal demon, you detect as *Chaotic*.

### TECHNICAL STUFF

HD: 1d6 - minimum 3 at first level.

Saves: Specialist (Stun 13, Doom 13, Blast 16, Law 13, Chaos 14)

### SPECIAL ABILITIES

**Monstrovore:** You eat monsters to gain their powers.

You can take as many individual abilities as you like at the same time.

Digestion takes 10 minutes, during which time you are a vulnerable immobile puddle of mutating flesh and mud and bubbling blood. You heal 1d6 HP, like you ate a ration.

If you steal a passive ability, like the ability to glow or stick to walls, you can steal it easily.

If you steal an aggressive ability, like a poisoned bite or fire breath, you must have been affected by it first.

Each ability you steal is called a Mutation.

**Mutation Limitation:** You have 1 Meat Point and 1 Mutation Capacity per level.

Meat Points are like Mana for Mutations (see below).

Meat Points refresh to maximum after 8 hours of rest.

Mutation Capacity is the number of slots you have available for Mutations.

Multiple abilities from the same creature take up individual slots, and if you run out of slots you have to overwrite other Mutations.

**Passive Upgrade:** Each Mutation grants you a minor always-on passive ability.

For example, taking a Giant Spider's climbing ability might give a passive +1 to Climbing or taking a Gelatinous Cube's paralyzing touch might grant soporific saliva.

**Unleash the Beast:** Spend a Meat Point on a Mutation and you can use it at full power for a round, using it exactly as the original creature used it. You can still do this without Meat Points, but it's risky.

Roll 1d6 on the Bleed damage table per Mutation used without spending Meat Points this round.

**Doppelganger:** You can take a similarly sized creature's appearance as a Mutation. This takes up a Mutation slot.

**Perfect Mask:** You transform into a perfect copy of the creature, including their face and voice and anything they were wearing at the time. This takes a round, is permanent and does not limit any of your other powers unless you wish it to. Once transformed you can change back into your normal form for no cost.

**Taste of Memories:** You have a vague sense of the creature's memories. You can ask the DM things like whether the creature had been in this place before, or whether they would recognise a certain person or thing, or how they felt about an event.

## RATMAN

Skulking scurrying vermin, haunters of the burrowing dark. Loathsome and long-buried odium incarnate creeping through the endless night of the underworld. Dead-eyed and reeking like grave-sod they are, gnawing rats at the world's root. Endlessly breeding and swarming and feeding. Despised by all and despising all. Cunning and merciless. Hating and hateful.

YES, THIS IS YOU.

But you're here on the surface now, hiding your black eyes from the bright sun. It is not your world. Your world was one of chaos and avarice and greed, a nightmare of writhing flesh and fur and filth and life.

This world is fresh. It is bright. It is cold.

It could be your world too.

### ALIGNMENT

As a natural creature, you detect as *Neutral*.

### TECHNICAL STUFF

HD: 1d6 - minimum 0 at first level. Yes, zero. Poor ratmen.

Saves: Specialist (Stun 14, Doom 16, Blast 15, Law 14, Chaos 14)

### SPECIAL ABILITIES

**Sub-Prime Requisites:** You can only play a Ratman if all your ability scores are 12 or lower.

**Big Fat Rat:** You're a very large rat. You have a natural +4 to the Climb skill, can swim as fast as you can run, and can fit through holes the size of a human head.

You can't see in the dark, but you can navigate the darkness easily with sound and smell and whiskers.

Your tail counts as a Whip, and your Bite deals 1d6 damage. A successful Bite attack transmits any poison or disease afflicting you to your victim if they fail a Save vs Doom.

**Ratmaster:** You can speak to rats, who love you with all their furry little hearts. They will follow your orders to the very best of their ability even if it's suicidal.

You can control a number of rats equal to your level squared. If they die you regain a rat every 10 minutes.

**Rat Rulings:** You can make your rats do anything, but here are some common ones.

**Rat Swarms:** Hit for 1dX damage where X is the number of rats in the Swarm (round down). Max 1d12.

If a swarm is hit, each point of damage kills one rat. AoE attacks kill all rats, half if they Save vs Blast.

**Rat Armour:** Cover yourself in a protective rat coating! Each rat can absorb 1 point of damage before dying, bravely sacrificing themselves for you.

**Rat Mapping:** Send rats to scout ahead. Roll 1d6 per rat per area scouted, possibly losing some on the way:

On a 1-2, they don't return - maybe they got lost or something ate them.

On a 3-5, they tell you if it's a cool place for a rat to hang out or not (they like darkness, food and hiding places, they hate noise, brightness and open spaces).

On a 6, they actually give a pretty accurate description of the area they scouted.

**Hate Magnet:** You are despised by the fish of the sea, and the fowl of the air, and the cattle, and all the beasts of the earth, and every creeping thing that creepeth upon the earth.

Natural beasts will try to kill you if they can, or bark or swarm or do whatever it takes to scare you off.

You will always be targeted first by aggressive animals, and all of them hate you.

The only exceptions are rats and, for some reason, shelled reptiles.



## THE EXTRAS

Some people are born to be Someone. Singular people, people whose stories will survive long after their deaths.  
Whether they're good, evil, or somewhere in between, tales will be told of their trials and tribulations.  
Their triumphs, their tragedies, their rises from obscurity and their falls from grace.  
They loom large in the history of the world. Heroes! Villains! Legends!

BUT THIS IS NOT YOU.

You're the other guys.

### ALIGNMENT

You collectively detect as *Neutral*, no matter what the group's composition.

### TECHNICAL STUFF

HD: 1d12 - minimum 8 at first level.

Saves: Specialist (Stun 14, Doom 16, Blast 15, Law 14, Chaos 14)

### SPECIAL ABILITIES

**The Mob:** You are a very strange type of character - a whole bunch of useless schmucks who collectively have the power of one regular character. This is a very silly class.

You count as a single character for several purposes:

*HP:* You have one shared HP pool for the whole group.

*Actions:* You have as many actions as a normal character, and you move and act as a mob. No splitting up!

*Encumbrance:* You have normal encumbrance limits, but can use the Costume ability (see below).

*Food:* The whole mob eats as much as one person. Very strange. Maybe there's catering?

**Many Hands:** You take up as much space as 4 characters and count as 10 people for the purposes of menial tasks like digging, rowing, or carrying big sacks of treasure.

**Wardrobe Department:** Equipping a mob of Extras is expensive!

Your general mob of Extras can't use equipment unless it's a Costume Item.

You create a Costume Item by combining 10 identical pieces of equipment - 10 swords become a Costume Sword, 10 ropes become a Costume Rope, and so on. This is permanent.

A Costume Item takes as much space in your inventory as a single normal item of its type.

If a non-Extra gets hold of a Costume Item somehow, it turns out to be a bunch of really flimsy copies of the thing made of cardboard and tinfoil and glue. Where did the originals even go??

**Bit Parts:** You have one Named Character per level, generally people who get a few lines and speak on behalf of the mob.

Once per round a Named Character can take an action independently of the rest of the Extras - essentially letting you act twice on the same round!

Unlike the general mob, Named Characters *can* use individual non-Costume Item equipment when they take their independent action. So if you've only got one sword or potion or whatever, they can use it.

**Death of the Mob:** When you reach 0HP you don't roll for Death & Dismemberment.

Instead, your Named Characters look around and realise that they're the only ones left.

You take control of the group's leader, who survives as a half-health Fighter, Specialist, or Cleric (your choice) one level below yours, while the others become obedient 0-level mooks with 1d6 HP.

If they all survive back to a population centre, you can reform into the Extras after 8 hours of rest.

If any of them die before then, they sorrowfully remain ordinary characters forever more.