

Weirdos and Wonder

By Michael Kennedy of Sheep and Sorcery
And
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This is the grand compilation of my dumb homebrew system idea that I have been working on for like a year or something. Warning stupid jokes are to follow. This is not a system for playing serious games. Abandon hope all ye that enter here.

To create a character: roll your stats (see below) then roll 1d20 on the Weirdo table to get your background, equipment, and HD. Roll your HP, make yourself a name, and you are done!

Four Stats: Mind (MD), Might (MT), Agility (AG), and Luck (LK). Roll 3d6 down the line. Your starting package will give you a reroll of one of these stats. If you have 15 or more Might, you may roll your HD twice and take the better when rolling for HP. These four stats make it much less bothersome to roll stats for monsters, which is a necessary aspect of this game with the current mechanics.

Everything is roll under, including attack rolls. AC is ascending but it subtracts from the stat being rolled under. For instance: Karl the Dwarf Wannabe Hero swings his axe, Craig, at the slathering beast. Since this is a Might based melee weapon, Karl rolls a d20 under his strength of 15. The creature has an AC of 5, thus reducing the target number needed to roll under for Karl to 10.

Saving throws work much the same way. Different characters will get bonuses to certain kinds of Saves. These bonuses apply to the Stat not the die roll.

Abilities all have a single mechanism to see if they are used up. Each ability is based on one of the stats. Karl's Cleave ability is based on Might. Each time he uses this ability, he rolls a number of d6s equal to the number currently marked for this ability, then he marks the ability again, thus the first use of any ability is free. If he rolls above his Might, he loses use of this ability until he rests for the night. A wizard-type's spells will be based on their Mind. There is no need to make this Usage Check if it is impossible to roll over your stat, just mark the use. Be certain to mark each ability separately, regardless if they are based on the same stat or not

Advancement: I want to steal Xs from [Spwack's Die Trying](#) and Owlbear Stew with some changes because I like gold for xp too much.

There are two ways to gain X's. If you Crit or effectively display your skill at a roll, then you may get an X, including writing in a "skill" to X it on your sheet. You may get an X this way once per session. You may also spend gold on carousing during downtime to gain Xs. Each one costs 500 gp, spent on getting krunk. (Forgive me.)

Xs may be put next to anything on your sheet, including ridiculous places like your name or a follower or even your gold amount. It is up to the GM and you to come up with what

in the world that X means. Whatever you decide, an X must be some kind of improvement.

Of course this only really applies to abilities already on your sheet, unless you have convincingly created an ability during play. To gain new abilities, either magical or martial, you can discover these during play. For instance, you can discover spell scrolls and you can also discover martial manuals, detailing fighting styles. You can shop amongst any Weirdo to see spells and martial abilities to sprinkle throughout your game as loot and create your own. (Advancement is WIP)

Other Stuff:

DCC Luck (You can burn points from your Luck to add +1 to the stat on a d20 roll)

Boons and Banes from Shadow of the Demon Lord (A Boon is +1d6 to the stat. A Bane is -1d6 to the stat to a roll, however one Boon cancels out one Bane and vice versa.)

Attack Bonus applies to the stat being used.

1d20 Weirdos:

1. Arcane Academic
2. Cleric of Law
3. Cultist of Chaos
4. Dwarf Alchemist
5. Dwarf Forge Priest
6. Dwarf Shock Trooper
7. Dwarf Trollhunter
8. Dwarf Wannabe Hero
9. Elf Bravo
10. Elf Dream Weaver
11. Elf Nightblade
12. Elf Spell Blade
13. Gimmick Wizard
14. Miracle Man/Woman
15. Mork (Man Ork)
16. Mushroom Man
17. Thief
18. Wannabe Elf
19. Wild Man/Woman of the North
20. Witch Hunter

1- Arcane Academic:

HD: 1d4, Reroll Mind

Saving Throws: Boon to Saves involving magic

A crusty old wizard who has escaped the ivory towers of academia to see the world a little and maybe actually get a look at those ancient magics which have fallen out of use in modern times. Unfortunately, while you are a sage in the area of theoretical magic, you are less skilled with practical sorcery.

Gear: A Personal Grimoire (5gp)

A Scholarly Text on a Less than Imminently Practical Subject (Worth 5gp) (Roll 1d6)

1. Of Mice and Men: A Treatise on the Ethical Implications of Endowing Animals with Sentience.
2. Atlas Burns: on Hell's Soul Economy.
3. A Truth Universally Acknowledged: A Practical Guide for the Wizard in Want of a Wife.
4. Breaking Wind: A Treatise on the Different Kinds of Air Flow
5. The Catcher in the Rye: A Cookbook with a Specific Focus on Bread.
6. 50 Shades of Gray: An Autobiographical Account of a Wizard Cursed with a Peculiar form of Color Blindness.

Robes and Pointy Hat

Spells: Read Magic (Mind): You can target an ongoing magical effect or spell you have seen before and know: what the name of the spell is, who cast it, when it was cast, and approximately how powerful it is. Certain casters may be able to confuse this so keep that in mind.

Misspell Magic (Mind): You may target any spell that you know the name of to change its spelling by one letter, adding, subtracting, or replacing. You can target an ongoing magical effect or take your turn out of the Initiative order to cast this spell.

2- Cleric of Law:

HD: 1d6, Reroll Mind.

Saving Throws: Boon to Saves against Mind Control and Charm.

Heretic hunters and undead slayers, you make manifest the often complex and difficult to discern will of your god into reality... mostly by killing stuff.

Gear: A Blunt Weapon inscribed with the holy symbol of your deity or the upwards pointing arrow of Law (1d8).

A Shield with the symbol of your deity (+1 AC when held and uses Shields will Shatter rules)

Chainmail once gain... with the symbol of your deity. (4 AC)

Holy Symbol (Worth 10gp)

Spells: Lay on Hands (Mind): Heal a target your touch by their HD.

Turn Unholy (Mind): You raise aloft a blessed weapon or holy symbol. Unholy creatures within 30ft take 1d3 damage and must make a Mind Save or be forced to flee from and cannot enter within range of the caster. This lasts so long as the caster spends their turn praying and not attacking.

3- Cultist of Chaos:

HD: 1d6, Reroll Mind.

Saving Throws: Boon to Saves against Mind Control and Charm.

You dark gods demand blood! Or really you can do whatever you want. The Chaos gods are often pretty quiet and honestly take something of a Darwinian approach to things. Let their pawns fight Law and between each other and the strongest will eventually get to a place where they are worthy of notice or actually summon them onto the mortal plane. So you know... wing it!

Gear: Sacrificial Dagger: (1d4)

Holy Symbol: (worth 10gp)

Menacing Robes

Spells: (Roll 1d4 twice, rerolling duplicates)

1. Plague of Madness (Mind): A creature you can see makes a Mind Save or attacks the nearest creature to it until it Saves, Saving each round.
2. Mind Probe (Mind): A creature you touch makes a Mind save or you can read his mind. His mind must answer you 1d4 questions truthfully. This is an invasive and draining process, dealing 1d6 temporary Mind damage to the creature each time. If this damage reduces a target's Mind to 0 they go permanently and violently insane.
3. Dark Mark (Mind): You place a foul rune on a surface you touch. So long as you remain within a kilometer of it, it informs you whenever a creature you know to be hostile passes near it.
4. Blood Control (Mind): You control a single person's limb that you can see for a single round. The target may make a Might Save to resist.

4- Dwarf Alchemist:

HD: 1d4, AB: +1 with thrown objects. Reroll Mind.

Saving Throws: Boon against dodging explosions and splashes of harmful liquid.

The great dwarven industrial complex runs on sweat, toil, and copious amounts of carcinogenic liquids. Somebody has to toss em'.

Gear: Teslacoil Staff: (1d4, 30ft ranged, also hits a single another random target within 5ft of the first target)

Potion Bandolier: A nebulous amount of potions and vials. 1d10 Usage die. Roll this whenever you whip out a potion or need a vial.

Slightly Scorched Lab Coat

Potions (Roll 1d4, twice, rerolling duplicates)

1. Fire Bomb (Mind): Roll a ranged attack against a target within 30ft. That target and all creatures within 5ft take 2d6. Agility Save Halves.
2. Freezing Potion (Mind): Roll a ranged attack against a target within 30ft. Hit targets take 1d6 damage and have a randomly chosen part of this body encased in ice. The ground 5ft around the target becomes slick with ice, requiring an Agility Save to traverse safely.
3. Healing Potion (Mind): Heals for 1 HD.

4. Ink Bomb (Mind): Roll a ranged attack against a target within 30ft. The target's face is covered in black goop that requires a Might Save to remove. All creatures within 5ft must make an Agility Save or suffer the same fate.

5- Dwarf Forge Priest:

HD: 1d6, AB: +1 with blunt weapons. Reroll Mind.

Saving Throws: Boon to save against mind-affecting magics.

The dwarven religion is ancient and steeped in layers of tradition. Their religion is a mixture of monotheism and ancestor worship. It is said the very first god came to earth and crafted himself a body out of rock and metal and this was the first dwarf. He made himself a bride of soil and flesh and together, they spawned the dwarven race, these two progenitors descending to heaven to watch their sons and daughters grow and create. Thus ancestors are considered divine as they descend to heaven alongside the first dwarves. The Forge Priests carry on the ancient rites of crafting, venerating ancestors, and slaying the enemies of the dwarven race.

Gear: A Blessed Hammer Inscribed with the Names of a Thousand Ancestors (1d10, Two handed)

Ritually Crafted Plate Mail (5 AC)

Blacksmith's Tools

Spells: Bless Gear (Mind): A piece of armor or weapon that you touch becomes magical for 1d4 Turns. Armor gains a +1 to AC. Weapons gain a +1 to hit and dmg.

Magnetism (Mind): You can afflict an object made of metal that you can see with powerful positive or negative magnetic force. Positively charged objects immediately stick to any other metal nearby or metal nearby is attracted to it. Attempting to remove this object from metal requires a Might Save. Negatively charged objects repel all metal. Attempting to move this object towards metal or metal towards this object requires a Might Save.

6- Dwarf Shock Trooper:

HD: 1d8, AB: +1 with axes, blunt weapons, and guns. Reroll Agility.

Saving Throws: Boon against poisons.

To defend the mighty drills and mining crews of the great dwarven corporations, these mercenary crews bring their gunpowder and steel to all that threatens dwarf prosperity, including goblins, the horrors of the Underdark, and unarmed environmentalist protestors.

Gear: The Boomstick (1d10, Roll twice and take the higher. Two rounds to reload.) + Ammo (1d6)

Warhammer (1d8)

Dwarven Combat Armor (4 AC)

Shield (+1 AC)

Ability: Kill Streak (Free): If your attack kills a target, you may make a free attack against another once per round.

7- Dwarf Trollhunter:

HD: 1d8, AB: +1 with axes, polearms, and guns. Reroll Might

Saving Throws: Boon to Saves involving being grappled, squished, or dodging stuff thrown by larger foes.

Troll hunting used to be an honorable and glorious profession. Then the peace treaties were signed and the troll rights groups started acting up. Now Trollhunter is mostly a euphemism for politically incorrect, washed up drunks, who don't fit very well into polite society. They do know how to slay trolls though. That might come in handy.

Gear: A Troll hunter's weapon: (Roll 1d3)

1. Double Axes (1d10)
2. Troll Glaive (1d8, +2 to AB and Dmg against larger (Troll-sized) foes)
3. The Boomstick (1d10, Roll twice and take the higher. Two rounds to reload.) + Ammo (1d6)

Troll Hide Armor (3 AC, modern dwarves will not take kindly to those wearing this armor. Trolls will be even more offended.)

Troll Teeth (Worth 10gp to human or elf alchemists. Dwarves will look down on these as remnants of a time better forgotten.)

Abilities: Dirty Fighter (Free): You may make a free combat maneuver each round.

Called Shot (Free): You can deal damage on a called shot. (Called Shots normally weaken the enemy in some specific way e.i. shoot an eye out but deal no damage to HP)

8- Dwarf Wannabe Hero:

HD: 1d8, AB: +1 with weapons of dwarven make. Reroll Might.

Saving Throws: +1d6 to Saves regarding keeping courage or morale and resisting poison.

Driven on by the tales of the heroes which have come before, you left your ancestral mountain fortress to explore a world full of adventure. Naivete is your greatest defining characteristic, followed by disappointment, then fear as the worlds facets unfurl like the wings of a grim butterfly, but there is always the glimmer of optimism as the stories of your people pound through your veins more powerfully than blood.

Gear: An Axe named (Roll 1d6) 1) Craig, 2) Seamus, 3) Skullbreaker, 4) Bob, 5) Goblin Slasher, 6) Troll Cleaver.

A set of dwarven mail and a horned helmet: 4 AC.

1d4 Dwarven Hero Figurines. Collectible pieces of a game every dwarf is currently addicted to. Worth 10gp each to a player/collector. Probably also used as action figures for children.

Abilities: Cleave: (Might) After a successful attack, you may make another attack against a different enemy within range. Usable only once per round.

Heroic Optimism (Free): You get one free Combat Maneuver each round.

9- Elf Bravo

HD: 1d8, Reroll Agility. AB: +1 with swords.

Saving Throws: Boon to saves involving dodging or acrobatics.

Strutting along the canals and alleys of elven ports, these young elves duel for honor, boast for glory, and compose poetry for love. It might also be said that they are a bunch of drunken rapacious louts with ego problems, however, their decision to put on the veil of the ancient rites of elven chivalry ensnares them in the Winds of Story, those magical narrativistic forces which more keenly effect elves than other folk. This means ridiculous oaths must be kept, including exile in the face of defeat. Thus elven bravos, quite against their will find themselves going into basically self-imposed exile until they can regain their honor.

Gear: Rapier (1d6)

Padded Clothing (2 AC)

Buckler (+1 AC)

A Token of a Lady's Favor (Equal possibility of it being a handkerchief or undergarments)

A purse of a few spare coppers (25 cp)

Abilities: Present yourself before my Lady! (Luck): When you best a foe in combat but spare their life, you may command them to do something and they must do it, no matter what it is.

Duel me, coward! (Luck): You may challenge a foe to one on one combat. They may make a Mind Save to resist, otherwise, they must agree and all other creatures, including your allies, cannot interfere in the duel.

10- Elf Dream Weaver:

HD: 1d4, AB: None. Reroll Mind.

Saving Throws: +1d6 to Saves against charm, mind control, illusion, and sleep.

Elves are known for their exquisite weaving. Elven spider silk garments and light-woven tapestries are highly sought after. Some elves have taken this to the next level, weaving with the stuff of dreams.

Gear: 2d4 Spools of Oneiric Thread (10gp each), a set of Mithril Needles (worth 25gp).

A Flickering Lightwoven garment: 1 AC. 1 Charge per day. Spend this charge to negate a weapon attack. (Worth 20 gp)

Spells: Roll 1d4 twice, rerolling duplicates. You don't need to mark off a spell that an opponent saves against. If you use up a spell, you lose one of your Spools of Oneric Thread. You must have Thread and Needles to cast any spells. Each spell has a range of 30ft and requires line of sight, unless stated otherwise. All spells are based on Mind.

1. Sleep Paralysis: Bind your opponent in some way. They must make a Mind Save at a minus equal to your HD or suffer this effect until you release them or a day passes. You could make them unable to open their hand, bind their mouth shut, bind their legs together, and so on.
2. Waking Nightmare: Weave a foe's fears onto an object or creature that you can touch. The foe must make a Save or the object or creature you touched becomes their greatest fear. This spell persists until the foe can be convinced of the illusion's unreality or a day passes.
3. Wet Dream: Weave a creature's greatest desire's about yourself. If you have something belonging to the target or a piece of them, you know what they desire and can weave it easily. Otherwise, you must work off guesses. A creature whose greatest desire is presented to them in a convincing manner must make a Mind Save at a -5. A creature whose desire is not accurately or believably presented to them makes this Save at a +5.
4. Forget Me Quick: You may weave a cloak about yourself that makes you easily forgotten. This lasts for an Adventuring Turn. Creatures that lose sight of you forget that you were ever there if they fail a Mind Save. Each time you pass out of their vision, they must Save again. A creature that fails this save looks around, wondering why they are there and goes about as it would normally.

11- Elf Nightblade

HD: 1d6, Reroll Agility. AB: +1 with daggers and swords.

Saving Throws: Boon to avoiding traps.

For such a progressive society, elves have a reputation for their frequent use of assassination, so much so that there is an entire class of people dedicated to the pursuit. Wannabe Elves are cut down the middle between wanting to be Nightblades and Spell Blades.

Gear: Padded Clothing (2 AC)

Dual Daggers (2d4)

Smoke Bombs (10ft of dense smoke, 1d6 Usage Die)

Abilities: "I have a very specific set of skills." (Free): You get a Boon to stealth and movement checks.

Sneak Attack (Free): When you make an attack from stealth, you triple your damage.

12- Elf Spell Blade

HD: 1d6, Reroll Agility, AB: +1 with swords.

Saving Throws: Boon to saves against messing up your anime hairstyle. And resisting combat maneuvers.

Look out for bandage wrapped hands, curved swords held backward, excessive numbers of straps, and a dark brooding expression that can only be achieved by someone trying way too hard. If you see these signs, you know you have found an edgy boi Elven Spell Blade.

Gear: Curved Sword (1d6)

Clothing with excessive numbers of straps and pockets (1 AC)

Cool amulet of protection possessed by the soul of your murdered sensei who was also secretly your father and also a demon (+2 AC)

Extra Strength Hairgel (Costco Sized)

Abilities: *Teleports Behind You* (Mind): Teleport behind a creature you can see within 30ft.

"I'm sorry, master, but I must go all out, just this once..." (Free): You can make a free combat maneuver each round.

13- Gimmick Wizard

HD: 1d4, Reroll Mind

Saving Throws: Against all Magic

Weirdo Wizards to parade through your arcane cosmopolitan labyrinth.

Gear: A Dagger (1d4)

A Wand: Allows the Wizard to create light as a Torch once each day.

Pointy Hat and Fancy Robes

Pouch of Wizard Gold (2d6 gp)

Abilities: Gimmick (Free): Roll twice on this [table](#).

Empower Magic (Mind): Double the range and power of a use of Gimmick.

14- Miracle Man/Woman:

HD: 1d6, Reroll Luck.

Saving Throws: Boon to Saves against Spells.

Ironically named, these are lesser mages that mostly peddle less than effective magical remedies for people's problems. Snake oil salesmen and con artists, these vagabonds roam from place to place, selling their wares to villagers who will buy without question until they discover that something is wrong.

Gear: A "Magic" Stick (1d4, little is magical about this stick except that people will actually believe that its a wand.)

A Nifty Hat. A Briefcase.

A Load of Hooey: A sizable supply of snake oil, phony talismans, and the like. Acts as an Ammo Die of a d6. Each time you sell your wares in a backwater village, roll this die. Acts as a usual ammo die plus you make sp equal to the result on the die in chickens, copper coins, corn, and whatever else has been given to you in trade. Each time you re-enter a town you have sold these wares to make a Luck Check. On a failure, the town has found you out and will run you out of town if you are lucky. A Nat 20 means they want to burn you as a witch.

Spells: Roll twice on the Mundane Magics Table [here](#). These spells are all Mind based and you cast them as if you were level 1. You can X these spells to increase your level with the specific spell.

15- Mork (Man Ork):

HD: 1d8, Reroll Might. AB: +1 with clubs and maces.

Saving Throws: Boon to saves involving physical strength

Man Ork origins are often muddled and confused. Some say they are the result of wizardly genetic tampering. Others say their origin lies in Ork plundering and rape. Other's claim Orkism is a mutation on a spectrum and some just end up with less of it. Regardless, Morks are often used as bouncers and bodyguards, noted for their ability to intimidate. The sad thing is that Morks really are good at making people scared. This does not at all help people look beneath the surface to see them for who they are.

Inner Beauty (Roll 1d6)

1. You are a skilled artist with a keen eye for beauty. (A sketchbook and pencils)
2. You are a deeply sensitive soul with a great amount of empathy that you are forced to hide. (A diary you write in every day)
3. You are a very well read bookworm, easily quoting great authors to humans who don't care. (1d4 precious works of fiction worth 5gp each)
4. You have a mind attuned to the workings of logic and mathematics. (An abacus)
5. You have a green thumb and a great knowledge and care for plants and the natural world. (A trowel)
6. You are actually as bad as you seem. (you get nothing, you monster.)

Gear: Whatever you get from your Inner Beauty roll.

A Menacing Spiked Cudgel (1d6+1)

A Purse full of 5gp from jobs in the business of intimidation.

Spiky Leather Armor Meant to be Intimidating (2 AC)

Abilities: Grim Visage (Might): Creatures that can see and hear you with HD equal to or less than your's lose 1 Morale.

Disorienting Blow (Might): If you strike a humanoid without a helmet over the head, you may deal 1d4 additional damage and the target must make a Mind Save or gain Disadvantage on Attacks and Saves for 1d4 rounds.

16- Mushroom Man

HD: 1d8, Reroll Might, AB: +1 with primitive weaponry like clubs, staves, spears, and slings.

Saving Throws: Boon to Saves involving resisting mind control or toxins

Mushroom Men are the oppressed natives of the Narcosan Archipelago. Their noble culture was one of sharing freely their thoughts with each other through telepathic spores. Of course, this is like giving a culture the internet before it has mastered the wheel, resulting in their inevitable downfall.

Gear: Pipe (1gp)

1d4 Hallucinogenic Drugs (5 gp each. Allows a spell caster to immediately regain a spell at the "cost" of being high.)

Roll 1d4:

1. Club (1d4)
2. Staff (1d4, Reach)
3. Spear (1d8, Reach)
4. Sling (1d4) + 1d6 Ammo Die.

Abilities: Naturally Spongy (Free): you have +3 AC.

Psychic Spores (Mind): Communicate an idea to a creature you can see or force them to believe something unless they make a Mind Save. They will believe this untruth until direct evidence of its falseness appears, allowing it to make a Mind Save each round it is aware of the evidence.

17- Thief

HD: 1d6, Reroll Agility, AB: +1 with daggers and ranged weapons.

Saving Throws: Against all traps.

C'mon, you know me, you know what I do. Yes, I am picking my nose with that wand you picked up in the last dungeon. What of it?

Gear: 1d4 Daggers (1d4 each)

Crossbow (1d6) + 1d6 Ammo die.

Leather Armor (+2 AC)

Pouch of Stolen Gold (2d6 gp)

Abilities: Skillz (Free): Boon to all things thief related: pickpocketing, picking locks, sneaking, climbing, you name it. Anything for you Patrick.

Luck favors the Greedy (Free): Burning points of Luck for you adds a d4 for each Luck spent to the rolled stat rather than 1 for 1. You can regain Luck as if it were any other stat.

18- Wannabe Elf

HD: 1d4, Reroll Luck.

Saving Throws: Boon to maintain your delusion of elven superiority.

You aren't really an elf, despite what you tell your parents all the time. "My name isn't Joel, Dad! It's Aeofel!" You are enamored with all things elf, you constantly tell everyone how much more advanced, graceful, and socially progressive elves are over simple bumbling humans. You learned Elvish with Rosetta Stone and from watching elf cartoons. Everyone hates you, elf and human alike.

Gear: Traditional Elven Garb (0 AC)

An "Elven Sword" that you got from an "Elven Culture" Store at the mall (1d4, breaks on a Crit Fail)

Elf Body Pillow

Fake Elf Ears

Abilities: The Legolas Run (Agility): You look ridiculous, but you do get 10ft more speed for a round.

Invoke Pity (Luck): You make the battle stances and shout the war cries from your favorite elf cartoon. Enemies must make a Mind Save or feel pity for you, ignoring you in favor of other foes.

19- Wild Man/Woman of the North:

HD: 1d8, AB: +1, Reroll Might.

Saving Throws: Boon to Saves against natural environmental factors like weather or landslides or brambles.

Beyond the grasp of civilization in the frozen wastes of the north, barbarian tribes roam, deadly as the predators of their homeland. For dishonorable crimes, a Wild Man/Woman might be exiled from the wastes of their home and thus go to civilization. Others go for curiosity's sake.

Gear: Hatchet (1d6), a Weathered Longbow (1d6), Arrows (1d6 Ammo), Wolf Hide Armor (3 AC)

2d6 Animal Pelts (1sp each)

Abilities: Barbarian Range (Might): Until you go a round without melee attacking, you get a Boon to your attacks and may add the Boon's result to your damage.

Reckless Attack (Free): You can make an attack with a Boon. Enemies get Boons on attacks against you for a round.

20- Witch Hunter:

HD: 1d6, Reroll Might or Agility.

Saving Throws: Boon to Saves against Spells from Unholy casters.

They have a bad reputation, but in a world where actual demon worshipping covens are really working to summon forth their vile lords, the common man is often happy to see them. The church of Law, however, hates these self-appointed holy vigilantes even while certain common priests will support them.

Gear: Flintlock Pistol: (1d8 Roll twice and take the higher. Requires 3 turns to reload). Blessed Ammunition (1d6).

One Handed Sword: (1d6)

Leather Armor: (2 AC)

Torches (3)

A Silver Holy Symbol (Worth 5sp)

Abilities: Burn the Witch! (Luck): You can recruit peasants to your cause with the truthful report of a witch or monster. You can gain 1d4 torch and pitchfork wielding peasants from a village who will follow your orders until the promised abomination is destroyed or until things get really bad. If horrors begin to beset the peasants or you try to use the peasants to check for traps, make a Luck Check. On a success, they remain. Otherwise, they flee screaming.

Suffer Not (Mind): Mark a caster of Unholy magics that you can see as the subject of holy wrath. Allies gain a Boon to attacks against them for a Turn.