

CHARACTER ADVANCEMENTS

Players can make characters be anything they wish, provided the party is a consistent level. These charts are for providing context for archetypes of classes and races, and are expected to be tweaked and altered for the wide variety of characters that are possible in the world.

Classic Choices: Adventurer, Fighter, Thief, Magic-User, and/or Animal People.

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| 1 | Adventurer (pg. 1) |
| 2 | Bard (pg. 1) |
| 3 | Animal Person (pg. 2) |
| 4 | Barbarian (pg. 3) |
| 5 | Centaur (pg. 3) |
| 6 | Changeling (pg. 3) |
| 7 | Cleric (pg. 4) |
| 8 | Dog (pg. 4) |
| 9 | Dragon (pg. 4) |
| 10 | Druid (pg. 5) |
| 11 | Dwarf (pg. 5) |
| 12 | The Extras (pg. 6) |
| 13 | Elf (pg. 5) |
| 14 | Fighter (pg. 7) |
| 15 | Gargoyle (pg. 7) |
| 16 | Golem (pg. 7) |
| 17 | Ghost (pg. 7) |
| 18 | Gnome (pg. 8) |
| 19 | Giant (pg. 8) |
| 20 | Inchling (pg. 8) |
| 20 | Halfling (pg. 8) |
| 21 | Human (pg. 9) |
| 22 | Kitty-Cat (pg. 9) |
| 23 | Kitsune (pg. 9) |
| 24 | Lizardfolk (pg. 10) |
| 25 | Mad Scientist (pg. 10) |
| 26 | Magic User (pg. 10) |
| 27 | Mummy (pg. 11) |
| 28 | Orc (pg. 11) |
| 29 | Plant People (pg. 13) |
| 30 | Ranger (pg. 13) |
| 31 | Red Dragon Fighting Society (pg. 13) |
| 32 | Robot (pg. 14) |
| 33 | Skeleton (pg. 14) |
| 34 | Teufling (pg. 14) |
| 35 | Thief (pg. 15) |
| 36 | Vampire (pg. 15) |
| 37 | Werewolf (pg. 15) |

ADVENTURER

Also goes by “Questing Explorer.” Roll 1d8.

1. Gain a hit die to maximum HP and roll again.
2. You're getting quite good with adventuring equipment. Pick an item on the standard equipment list. You now have advantage while using that item.
3. Your last dungeon expedition has left you irrevocably altered. Roll on the nearest mutation chart and roll again.
4. Did you have any conversations with monsters last session? Even if they were brief or didn't go well, you learned a valuable lesson on negotiating with them. +1 reaction rolls with an encountered monster type.
5. Torch Fighter: you are an expert fighter with a weapon in one hand and a torch in the other. By warding off attackers you can use the torch as a shield. The torch works as a d4 club against fireproof beings, but does d6 to all others. Plus if you roll a 6 you set them aflame. Sweet. Also, you know what you are doing sufficiently that these shenanigans will never extinguish your torch unless you do something like clobber a water weird.
6. Expert Looter: If you have to quickly swipe one item from a trove, you always get the item worth the most. If you quickly fill your backpack, it will always end up at least 50% full with the best coins and gems available. This ability has no effect on magic items.
6. You're getting good at rolling with the fall. You take half damage from any fall of 30' or less, as well as any damage from wrestling throws, trips, bucking broncos, etc.
7. AHA!!! You've heard a rumor in a tavern--that thing you wanted? The talking riding panther? The Axe of Ninety Nymphs? That king totally willing you lend you his army? The parasitic extra limb that grants you immortality? That romantic subplot? It's there. 4 sessions worth of adventure away or less. Tell your GM, who then must place it. You must have a fair shot at it--like any other treasure, but there's no guarantee you will get it. If you don't get it by the fourth session you can keep trying or let it go and roll again on this table.
8. Lucky! Once per session, you can reroll the result of a die, either made by you, another player, or the referee.

BARD

No one said show business was easy!

You cannot use any of the song-based powers below unless both your voice and your instrument are in working order. Roll 1d6.

1. Countersong: Once per session you can negate sonic effects and attacks with your own music. You can do this for a number of rounds equal to your level plus your Con bonus (minimum 1).
2. The skin of your teeth...The next time you die, you mysteriously reappear somewhere safe d6 days later, bereft of all equipment and treasure save for one item of your choice. Note that your undergarments count as an item. You may do this exactly once.
3. Music soothes the savage beasts. Before combat is joined you can spend a round to play a little ditty to placate any creature of animal or less intelligence. If it fails a save versus spells it will not attack and insteads sits idly for d6 turns or withdraws (50/50 chances). This effect is negated by attacking the monster, stealing its treasure, yelling at it, etc. You may do this once per session.
4. Repairer of Reputations: Pick a person that you have been talking up in your original compositions. They're a little famous now. Everyone in the local region is now +1 reactions with that person. Yes, you can use this for yourself.
5. Place lore: Once per session you can know something useful about a place relevant to the current adventure.
6. Song of Making: Bards know that the world was called into existence by means of a Great Song. You know just enough of this primordial music to call into existence any nonliving object on your ruleset's price lists, including things like a ship or a tower. You can do this exactly once.

ANIMAL PEOPLE

Roll 1d33??

1. Spiderling: Can secrete 30' of rope per day, Cannot see more than 30'.

Level 2: Rerolls on Dexterity

2. Magpieling: Always knows the approximate value of mundane items, Must Save or pick up shiny objects.

Level 2: Rerolls on Wisdom

3. Eelling: Take half damage while grappling, Cannot see anything nearer than 1'.

Level 2: Rerolls on Intelligence

4. Antling: +2 to STR for Inventory Slots, Save vs Fear when alone.

Level 2: Rerolls on Strength

5. Hedgehogling: +2 Defense, Cannot wear armour on chest or limbs

Level 2: Rerolls on Wisdom

6. Deerling: Antlers (as a club), When afraid, will run instead of freezing

Level 2: Rerolls on Charisma

7. Slothling: Cannot be Frightened, Always Surprised

Level 2: Rerolls on Strength

8. Mouseling: Can very convincingly play dead, -2 Inventory Slots

Level 2: Rerolls on Wisdom

9. Boarling: Tusks (as a dagger), Constant snuffling. -2 to DEX

Level 2: Rerolls on Constitution

10. Hawkling: Can see detail at a great distance, Must eat uncooked food

Level 2: Rerolls on Intelligence

11. Houndling: Can track a creature by smell, Save vs Commands

Level 2: Rerolls on Charisma

12. Beetleling: half fall damage, Cannot wear armour on chest or limbs

Level 2: Rerolls on Strength

13. Fishling: Can hold breath for 5 minutes, Disadvantage on Dexterity if not wet.

Level 2: Rerolls on Constitution

14. Swanling: Can shout and sing incredibly well, Cursed. -2 to Save.

Level 2: Rerolls on Dexterity

15. Owlling: Can rotate head 180 degrees, Cough up disgusting pellets after every meal

Level 2: Rerolls on Wisdom

16. Slugling: Cannot be pushed in combat, Salt is deadly to you

Level 2: Rerolls on Wisdom

17. Flyling: Can eat rotten food as rations, Will never notice details unless they move

Level 2: Rerolls on Wisdom

18. Rabbitling: Jump twice as high, When afraid, will freeze instead of running

Level 2: Rerolls on Wisdom

19. Gooseling: Prehensile neck, can fit through small spaces, When afraid, Save or attack enemy

Level 2: Rerolls on Wisdom

20. Ravenling: Can eat rotten food as rations, Must Save or pick up shiny objects

Level 2: Rerolls on Wisdom

21. Weaselling: Can crawl through narrow spaces, Must eat uncooked food

Level 2: Rerolls on Strength

22. Frogling: 20' prehensile tongue (as a whip), -2 Inventory Slots

Level 2: Rerolls on Dexterity

23. Toadling: Jumps twice as high, emits loud, involuntary croaks.

Level 2: Rerolls on Strength

24. Ratling: Can crawl through narrow spaces, Save vs Fear when alone

Level 2: Rerolls on Intelligence

25. Goatling: No Move penalties for broken or hilly terrain, Pervasive, unique stink

Level 2: Rerolls on Constitution

26. Foxling: Half time taken to forage, Cannot tell the direct, blunt truth

Level 2: Rerolls on Charisma

27. Wormling. Can shrink or grow from your base height by 50% as an Action, -2 Inventory Slots

Level 2: Rerolls on Wisdom

28. Fealing. Can drink blood as rations, Cannot wear armour on chest or limbs

Level 2: Rerolls on Constitution

29. Batling. Can roll Wis to "hear" walls and major fixtures in the dark. Will never notice details unless they move

Level 2: Rerolls on Wisdom

30. Snakeling: First to take action, even if surprised. Disadvantage on DEX saves in the cold.

Level 2: Rerolls on Intelligence

31. Monkeyling: Can use tail for wielding items, Saves against fear 20' close to fire.

Level 2: Rerolls on Dexterity

32. Apeling: Advantage on climbing rolls, aggressive to anyone who hurts teammates, even objects.

Level 2: Rerolls on Strength

33. Turtling: +4 Defense, can only wear customized shell armor.

Level 2: Rerolls on Constitution

BARBARIAN

You came from the land of ice and snow...Roll 1d10.

1. Nelson is your middle name...On a successful hit you can hold anything whose strength and dexterity are both less than your strength for an extra round automatically before it starts to get checks to escape. You get another round each time you re-roll this.
2. You are used to being haunted by the ghosts of the fallen, and are immune to fear from any kind of undead.
3. Bah! It is nothing. You have 2 points of damage resistance to any kind of energy that is like the weather condition typical of the harsh environment in which you were spawned--like if you're from the desert, then heat does -2 to you, if you're from the arctic wastes, cold does -2 to you, if you come from a seagoing culture, then you take -2 from water damage.
4. Heedless charge. On the first round of any combat (only the first round) you may gamble any number of your hit points on an attack. If you hit--you do that much damage, if you miss, you take that much damage (a miss indicates your foe was able to set up to receive your charge). You must be in the first rank of combatants (i.e. nobody gets to soften them up or test them before you pick how much you're gambling.) Each time you re-roll this you get +2 damage to the attack.
5. These people have no clue what's out there. Your scars, tattoos and monstrous speech speak of exotic lands and distant adventure to the gullible folk of civilization. +2 to lie about where you've been or what you've seen to any of these so-called "sophisticates"--they'll believe anything.
6. You have a second attack per round. You divide your usual attack bonus however you like between opponents/strikes.
7. Enhanced Frazetta armor. You may add your charisma bonus and strength bonus to your AC when not wearing armor.
8. The ways of your people are murderous ways. You are now +2 to hit in 2 of 3: from horseback, in unarmed combat, or with a bow or crossbow.
9. Hearty motherfucker. +2 vs toxins, poisons and whatever other saves might be considered from your general good health in the system you're using. +3 vs inebriation. Same bonuses again each time you re-roll this.
10. +1 to hit, and reroll on this chart.

CENTAUR

Are you a horse centaur, a zebra centaur, or what? Roll 1d4.

1. You grow wings. Now you can be a pegasus.
2. Your virile equine soul gives you +1 Strength. Reroll on this chart.
3. You've learned the fine art of centaur martial arts and can trammel foes in combat with your hooves, knocking 1d4 foes prone.
4. Beast of Burden: You can saddle yourself and gain +10 Equipment slots. Ensaddled centaurs can't jump or gallop, however.

CHANGELING

Quick to change, slow to decide. If you die, you revert to your natural appearance. Roll 1d8.

1. You may change the color of your eyes and hair while you sleep during a night's rest.
2. Facethief: You can swap faces with a creature of human shape and size by pressing your hands against their cheeks for 10 minutes. This lasts indefinitely, and once the choice is made it cannot be revoked.
3. Change Voice. You can reproduce any heard sound, including other's voices.
- 4.
5. Unearthly Adaptation: Whatever form you take, your body has adapted better to this world and its rules. You are naturally adapted to extreme cold, extreme heat and high altitude, and suffer no penalties caused by them.
6. Once per session, you may appear to be dead. You're cool to the touch, and won't fog a mirror. If you roll this again, you may also smell terrible, appear to have any number of injuries, even up to being body parts strewn over a 5' by 5' area.
7. You grow iridescent insect-like wings, capable of flight once per round.
8. "In other words..." You instinctively adjust your voice to resemble others' in conversation. You can reroll your Charisma saving throw once when interacting with another character.

CLERIC

As a cleric, you adhere to the laws of your faith, which has a specific color, location, clothing, time, weapon, and object that are considered holy/essential to the faith. Choose these items before rolling. Roll 1d8.

1. You gain the ability to convert the energy of one spell per day into healing of d6 per spell level.
2. Declare a Crusade: Pick a single species of monster or other type of foe that really cheeses you off. All your party members are +1 to hit and damage against these creatures so long as you are standing with them. If you change who you're crusading against more than once, nobody will take you seriously and the effect wears off.
3. Word of your holiness has spread. When travelling through the countryside, peasants will be happy to feed and shelter you and your friends in exchange for your divine presence, and hide you from Johnny Law.
4. When you are really in the soup you can call on an angel of the Lord (or whatever) to help you. The referee should summon a horrific a creation as possible (contact with the divine is often terrifying). Additionally, the creature can fly 180', is immune to non-magical attacks, has one special power of the DM's choosing, and glows. It will perform one service on your behalf, subject to DM interpretation, or join in a single combat.
5. Choose a location. When standing at [location] you feel the power of your god flow through you. Make a Wis check every time you cast a spell there. If you succeed, you do not lose the memorized spell.
6. When wearing the clothing of your religion, you have +2 on all saving throws.
7. Holy Consumables. You may begin each adventure with [food] imbued with the power of any first level cleric spell of your choice. Whoever ingests it can use the power of the spell.
8. Timing is everything. When it is [time], your spells take effect as if you were 2 levels higher.

DOG

You're a Dog. You can't hold things in your paws, or climb ropes or ladders. Your bite attack counts as a dagger, sword, or greatsword (your choice). You do not start with any items. You can follow (most) scents, and recognize scents you've encountered before. You understand your fellow PCs and who they talk to (via body cues and doggy intuition), but if you are interacting with NPCs alone, you are pretty clueless. Roll 1d8.

1. Best Friend: Pick a best friend. You both get +1 Defense and +1 Save when fighting beside each other. This designation is permanent (until story/DM say otherwise). If your Best Friend dies, you can pick a new one after playing 1 full session as a sad, sad dog.
2. Talking Dog: You can now talk.
3. Dogpile! You can join a grapple, regardless of however many people are already in the grapple, and the normal rules for doing so. No penalties. Yes, this will make whatever overly-complex grappling rules even more messy; you don't care, you just jump in there.
4. +2 to saves against illusions and stuff. You also are no longer fooled by that 'pretending to throw a stick but then the real stick is still in their hand' thing that humans do. As often.
5. You can snatch the missiles out of the air with your teeth, like someone was throwing a stick for you. Works once per turn.
6. You're a really excellent watchdog! You're never surprised when you're keeping watch, and your companions are able to rouse themselves immediately when they hear your warning barks.
7. You can force a morale check on an enemy group by just growling and barking, even if they outnumber you (but they should probably get a bonus). You can do it only once per encounter. Failure means they either run away or freeze in fear (no fighting retreats). Only works on intelligent enemies with less HD than you (or 1 HD, in case you get this at first level).
8. Old Dog, New Trick: Roll on another random advancement chart.

DRAGON

You can't wield weapons, unless you're a bipedal dragon that can wear clothes. Roll 1d8.

1. Your ancestral dragonbreath! You can breathe a fire cone of flames 15' wide, dealing 1d6 damage. If you're not a fire dragon, you can have acid, lightning, water, just pick something already.
2. Your big dragon wings aren't just for show. You can fly for 6 rounds at a time, once per rest.
3. Scaly Armor: You've grown into your elder scales. +2 Defense.
4. You can sense magic as an action.
5. "My dream is to sort all this into piles...and possibly count them." Sleeping on a bed of treasure heals double HP. Your entire sleeping body must be physically resting on a bed of treasure for this to work.
6. "Thou are go good with ketchup..." Once per session, if your attack would kill a foe, you may greedily eat them instead, gaining 1d6 HP. If you roll this again, you can gain another 1d6 HP if they have 2 Hit Dice or more.
7. Dragon claws are dangerous. +2 to damage with your claws.
- 8.

DRUID/FEY/FAERIE

Roll 1d10.

1. Beasts not under any outside influence will always hesitate a little bit to attack you. This will not change how hostile they are at any given time, but they do think about their actions for a moment. +3 Charisma.
2. Living in the wilderness has its perks. You can readily identify any plant by sight, smell, or taste. The branches of trees never bend or break under your weight, and thorns brush past you harmlessly.
3. Your skin becomes bark-like, scaly, or covered in fur. +3 Defense/AC.
4. You *are* the earth. Once per day, your body may disperse at will into a swarm of animals, insects, or plants, each having 1 HP, adding up to your current HP, and may be individually directed as you wish.
5. When casting a Druid spell, any non-magical wooden surface within 10 feet of the caster sprouts new growth.
6. A Queen or King of the Fae has found you to be intriguing. They will save your life or grant you one boon that is within their power when called upon.
7. You gain a pet [animal]. This can also be a magic jar for a fish, or a small, portable beehive or termite hive.
8. Spirit Guide: Spectral animals of your choice materialize and guide you to a stated goal.
9. You can transform into an animal at will from the size of a crow to a black bear (but not polar bear big). You can transform 3 times a day, once each as a reptile, mammal, or bird.
10. Half damage from sources that aren't iron, fire, magical, or holy water.

DWARF

Roll 1d8.

1. Your strength, endurance, and packing skills are so finely attuned that items take up one less slot for you (Items still occupy at least one slot). Huge objects are still a bother, though.
2. You are an expert on thin dungeon walls, the kind that are only a pencil tip wide on the map. You can detect such walls when searching for stuff and you can listen through them as easily as a standard dungeon door. If rolled a second time, you gain the ability to punch a dwarf-sized hole through such walls with only a single pickaxe blow and a successful Open Doors roll.
3. The dwarves have been recording their memories in song going back to before the making of the world, and you have memorized a metric crapton of them. Once per session you can sing a song to remember a clue related to any ancient mystery. The DM must provide something useful, but they also get to make an immediate check for wandering monsters. Reroll if you get this result a second time.
4. People who build monsters out of stone or metal make you laugh. You never need magic weapons to do damage to golems, robots, or other constructs made of stone, metal, crystal, etc. Also, if you do employ a magic weapon you can crit the bastards like normal, scoring things like bleeding results even though it makes no damn sense.
5. You really know how to get the most from rocks. Given two fistfuls of dungeon rubble, you can fashion any standard dungeon equipment (a 50' rope, a day's worth of iron rations, a single torch, whatever). It works just as normal--though the rations taste terrible--until used or the end of the session. You may use this talent once per session.
6. You have an ear for metal, my righteous bro. You are +2 to any Listen attempt that could involve metallic sounds, such as orcish swords and armor on the other side of the door.
7. Flame eater: you are perfectly happy walking around a dungeon with a mouth full of Greek fire. When you spit it out make a normal flaming oil attack at +2 due to the surprising nature of it.
- 8.

ELF

Roll 1d8.

1. You get good with a traditional elfy weapon. Gain +2 to-hit with a chosen weapon. (Trident, bow, ray pistol are a few).
2. Your horns grow. What, you didn't know very old and/or powerful elves have horns? Usually they take the form of spirally ram's horns or deer antlers.
3. You remember a bit of the ancient elven art of making living toys. Pick any monster you have already seen that was small in size and possessing no more than half your hit dice. You now have a wooden version of the same as a loyal henchman.
4. You grow 1d6 feet taller over the next week. At each whole foot of height above 5', you gain +1 Str but lose -1 Con as you become a spindly mofo. At Con 2 you must retire from the World of Men, cross the sea, and enter a special home for elvish invalids. If you reach 8' you can use ogre sized weapons. At 10' you can start using smaller giant weapons. If you have not previously determined your height, assume you start at 5'6". If you've shrunk in height on this chart before, ignore this and shrink instead.
5. You shrink 1d6 feet. For each whole foot below 6', you gain +1 Dex but lose -1 Str. At Str 2 you must retire from the World of Men, cross the sea, and enter a special home for elvish invalids. If you reach 3'6" halfling weapon restrictions apply. At 2' you can only use daggers and pixie, sprite and certain kobold weapons. At 0 inches tall you shrink out of this plane of existence altogether. If you have not previously determined your height, assume you start at 5'6". If you've grown in height on this chart before, ignore this and grow instead.
6. The elements possess less dominion over your material body. You now take half damage from a random damage type: 1) Fire, 2) Electricity, 3) Cold, 4) Esoteric magical energies such as magic missiles and prismatic walls
7. Your ears grow improbably long, even for an elf. Gain advantage on rolls that involve listening.
8. Call on the Fey Courts to grant you a special ability once possessed by the Elf Lords of Yore. Works only once.

THE EXTRAS

You aren't one person at all: instead, you are playing an indeterminate mob of nameless minor characters who follow the other PCs around. You might be a pirate crew, a band of Merry Men, a bunch of faceless stormtroopers, or anything else, but two facts remain constant: there are a lot of you, and, despite your numbers, collectively you only manage to achieve about as much as each of the main characters does individually. At best.

You're not playing Barbosa. You're playing the other guys.

The essence of playing as The Extras is that you aren't playing as a specific group with clearly-defined numbers and capabilities (e.g. 'the six archers Alice hired in the city'): use the regular henchmen and followers rules for those. Instead, you're playing as that bunch of guys who are milling around in the background in every scene. Every time you get in a dangerous situation, one or more of you probably dies just in order to show that things are serious; but, mysteriously, these deaths never seem to affect your overall numbers. If, for any reason, it ever becomes necessary to determine exactly how many of you there at a given moment, then roll 1d12+6; but the number rolled has no effect on how many of you there at any given time.

The Extras always go around in a single big mob. Assume that this mob of extras takes up an area 20' square whenever possible. (In a 5' wide tunnel, they'd form a single line 5' wide and 80' long.) They always move as a single mass, and can attack or be attacked by anything within 5' of the mob.

The Extras only get a single action per round, so a whole mob of Extras attacking a monster is resolved with a single attack roll, and so on.

Many Hands Make Light Work: Whenever they're performing some kind of unskilled labour - e.g. standing watches, digging ditches, carrying treasure, rowing oars, etc - The Extras can accomplish the work of ten men. Even though there are more of them than that. Probably. Most of the time. The Extras have a single HP total. Any healing or damage done to any of them affects them all. Weirdly, area-of-effect damage only damages them once rather than many times, almost as if they really were just a single creature...

Arm the Troops: For The Extras to gain mechanical benefits from new equipment, they must obtain at least ten copies of the equipment in question: so once they have ten swords they can make sword attacks, and so on. If they have less than ten, then some of them can be described as carrying the equipment in question, but they gain no mechanical benefit from it. (Oddly enough, this does not extend to consumables like rations and ammunition, which The Extras consume as though there was only one of them present.)

Too bad these Extras only have five sets of legionnaire gear! No bonuses for them!

Magic For the Masses: The Extras can collectively have any number of magic items 'equipped' at once. The guy with the magic sword steps up to take a swing, or the guy with a magic shield steps up to block a blow, and then they just fade back into the mob. If the item in question is assigned to a Named Character (see below), then its benefits also apply to any independent actions they may take.

Named Characters: At level 1, give one of the Extras a name and a personality, just as you would for a normal PC. This character (whom the other Extras will usually call 'Sarge') acts as the 'face' of the mob, and is the character who you will play during social interactions and similar roleplay-focussed scenes. (Naturally, the rest of the Extras never get any lines.)

Once per foe, as a bonus action, you may have this character take an action independently of The Extras. Next round, Sarge is assumed to have been absorbed back into the general group, and will spend the rest of the scene acting as part of the mob.

Each time you level up, you may create one more Named Character, by giving one of The Extras a name and a single distinguishing characteristic. (E.g. 'Private Wilkins, always drunk'.) Just like Sarge, each of these named characters may also take one independent action per scene, but only one named character may take such an action per round.

Example: Kat's Cutthroats (level 3) have three named members: Kat herself (their Sarge), No-Ears Jake (their musician), and Silver Fork Sarah (who claims, and may actually believe, that she is secretly a princess). When they get into a fight with some goblins, the Cutthroats may act twice on up to three rounds of the ensuing combat: the Cutthroats take one collective action per round, in one round Kat can take an action, in one round Jake can take one, and in round Sarah can take one. Once all three Named Charac-

ters have taken one action each, the Cutthroats revert to their normal single collective action per round.

Die All, Die Merrily: If The Extras are ever reduced to 0 HP, describe them all dying in some suitably tragi-comic fashion. The only survivors of this massacre will be the Named Characters. The person playing The Extras can immediately continue play as Sarge, who can be assumed to be a Fighter of one level lower than The Extras; the other Named Characters will be fighters of half the level of The Extras, rounded down, who will instantly become Sarge's henchmen (or someone else's, if this would take Sarge above their limit.) Each of these characters emerges from the general massacre with only (1d6x10)% of their maximum HP.

Example: Kat's Cutthroats (in the example above) are reduced to 0 HP by the goblins. The only survivors are Kat (who becomes a level 2 fighter, and a new PC), and Jake and Sarah (who become level 1 fighters, and Kat's henchmen).

If all the named characters survive the adventure and make it back to town, they may recruit a new band of faceless followers and regain their status as The Extras. If this happens, then the Named Characters merge happily back into the new mob. If, on the other hand, Sarge or any of the other Named Character goes on to die before a new band of Extras can be recruited, then the remaining ones decide sorrowfully that It Would Never Be The Same Without Them and remain as ordinary PCs and henchmen forever.

FIGHTER

Roll 1d12.

1. You're good at getting people out of your way. You can knock a human-sized opponent prone while attacking, even on a failed hit.
2. You're grabby as fuck. On a melee hit on a human-sized or smaller opponent you can do your ordinary damage, plus your opponent is grabbed.
3. Finally! A second attack per round.
4. You have the "I want to fight you" look in your face. +2 to checks to intimidate people.
5. Your smashingness inspires awe in lesser beings. You have an exceptionally loyal henchman, hound or horse (your choice).
6. You're totally a skullsplitter. Your crit range extends by one. On a 19 or 20, you may deal double damage, or take another action.
7. Leap 20' in any direction, then make an attack against one target.
8. Destroyer! When attacking a foe, instead of dealing damage, you may destroy their shield or piece of armour. Magic items get a Save.
9. Die hard: Heal fully and stand up from prone. Works even if dead, provided head is still attached. May only be used once.
10. Burst bonds, break chains, topple pillars, or annihilate doors. Break something. Once per day, you have 22 Strength for 3 rounds.
11. +2 to hit with all attacks.
12. +1 to all your saves. Getting wizard controlled gets odd after a while.

GARGOYLE

Made of stone, likes to perch. Roll 1d6.

1. You are capable of flying with your stone wings 1 round at a time.
 1. Like a good sentinel, you no longer need to sleep.
 4. Act as statue (this includes falling like a rock onto foes).
 5. Ward off Evil
 6. Gargle water. Once per session rainwater torrents out of your mouth for up to 6 rounds.
 5. Turn enemy to stone for a year and a day that meets your gaze. Works only once.
 6. +1 Defense and reroll on this chart.

GOLEM

You're a living statue made of clay. You have an unknown creator. Who could it be? Roll 1d6.

1. A weapon that hits you becomes deeply lodged, at no injury to yourself. The wielder must make a Dex Save to retrieve it, or it's yours.
2. No need to sleep
3. Act as statue
4. Ward off Evil
5. Create another body and transfer your soul into it. You can do this once per session.
6. +1 Str and reroll on this chart.

GHOST

As a disembodied spirit, the ethereal and material worlds overlap, and you can't really interact with the material world. You still own and can use everything that you died with so long as it hasn't been claimed by somebody else. When you die, you get to keep all of things on your body and all of the things you were buried with. So if your teammate dies, don't be so quick to pry the magic sword out of her hands; she might be fighting Death on the ethereal plane with that very sword! It doesn't make sense but new ghosts still have to eat, rest, and breathe like they did in their meat life. Learning the arts of ghostery is hard. Roll 1d12.

1. Concentrate...you can pick up and interact with physical objects you weren't buried with. This includes doors.
2. Once a day, you can possess a living creature for 1d6 rounds. Unwilling hosts get a Wisdom save each round to free themselves, and can't be possessed a second time.
3. Become a ball of light, or illuminate your body
4. Your hold on your past life allows you to take on your former corporeal appearance whenever you wish, but you are still invisible in mirrors and moonlight.
5. The material world drifts away...you can float/ fly slowly at will, 10' per round.
6. The movement of your spirit causes breezes and winds when you like, enough to extinguish candles. If you roll this again, you can cause a brief howling gale.
7. Jump inside a mirror.
8. You've finally picked up the knack of being ethereal. You take half damage from blunt weapons.
9. Walls are no longer a "thing" for you. You can walk through any wall, ceiling or floor, as long as it's not iron.
10. You really want revenge, don't you? You and your weapons can now strike foes with the zeal you had while you were living.
11. You no longer need to rest, eat, or breathe!
- 12.

GNOME

Almost never seen without a hat. Roll 1d8.

1. Can become invisible if you close your eyes, hold your breath, and don't move.
2. You can speak to any animal.
3. Once per session you can pull any one mundane item out of your hat, even a 10' pole.
4. You've got the tinker gnome thing going. You adventure with half a backpack full of gears and springs and steam-punk nonsense and a bunch of tools on your belt. Once per session you can build a contraption of some sorts to solve a problem (open a door or chest, set up a diversion for an ambush, or darn near anything that a smallish machine might be able to accomplish). It will generally do its job but there is a 1 in 6 chance that it goes horribly awry. Reroll if you get this result again.
5. Once per session if you face a creature with a gaze attack, the hat suddenly grows two sizes and falls over your eyes. You do not need to save to avoid the gaze, but you are blind and can't remove the hat until the encounter is over, at which time it returns to normal size.
6. You have built a good ol' fashioned Gnomish Battle Harness. It's like that thing Ripley fights the Alien queen with. While using it you are effectively human-sized, wearing platemail, have an 18 Str, and 5x current level additional hit points. You also halve your dexterity while wearing/using it. You can pop out of it in one round, but it takes a whole turn to strap yourself back in. The extra hitpoints cannot be healed, but you can repair d6 points with a day of work and at a cost of d100gp in materials.
7. If you find a magic item that is a gem or has a gem set in it and the provenance of the item is unknown, you may declare it to be/contain one of the Lost Gnomish Gems of Power. The item is now usable by any gnome and it has additional powers only usable by gnomes. (You can and should ask the DM if any encountered magic item has a gem set in it. If the DM doesn't know, they should give a flat 1 in 6 chance of it being so, except for potions and scrolls and other wildly inappropriate items to bejewel.) You may do this only once.

8.

8

GIANT

A starting Giant is about 8 feet tall. They can wield any normal sized weapon, but daggers, hand axes, and warhammers are difficult to use (-2 to-hit), while 2-handed weapons can be used in one hand. Weapons made to their scale do one die size more and cost 2x. Regular size folk are -2 to-hit while wielding them and fumble on a roll of 1 or 2.

1. Shrug off 1d12 damage once per day.
2. Bigger - You're 12' tall. You gain 2 points of Strength. All one-handed weapons of human size are now difficult to use (-4 to-hit). Armor now costs you 5x usual prices. You can still use human shields as bucklers, though. On a reroll, you now stand about 16' tall. Human weapons are useless toys to you. Weapons made to your size do 2 dice sizes larger and cost 5x as much. Armor costs 10x for you. Your Strength increases by an additional +2.
3. Shrinko: Once per day you can shrink yourself and your equipment to half your height/size, for up to a number of hours equal to your experience level.

INCHLING

Half HP (d4 HP)

You're the size of a thumb! Anything that requires Strength or Dexterity must pass a saving throw, with disadvantage.

1. You never suffer falling damage.
2. You have +10 Bonus on saves against Detection.
3. Roll on the Faerie or Elf class chart.

HALFLING

Roll 1d8.

1. Once per session you may gluttonously devour a week's worth of rations in one turn. You heal 3d6 hit points.
2. In melee you can spend a round to climb on any foe that is larger than man-sized. In order to buck you off, the monster must sacrifice d3 melee attacks, either all in the same round or consecutively. You will take 1d6 damage when that happens.
3. You may befriend any one monster of animal level intelligence. It must be solitary when encountered and you must have some tasty treat to offer it. No dice rolls are necessary, you simply make a new friend who will follow you and be loyal as long as you treat it well. You may only use this ability once.
4. You've gotten really good at blowing smoke rings with your pipe. Once per battle you can use this power to distract any one creature within 30' for d3 rounds by directing the smoke to its face.
5. You are an expert at parlor games, cards, board games, and other frivolous pastimes. Whenever such things come up, you have advantage when determining the winner. This does not include gambling dice, which are unseemly, but does include both poker and chess.
6. You've got it deep down where it counts. Once per session you may stay up all night, force march 24 hours, or exhibit some other feat of tremendous endurance with no ill effect. After the adventure is over you'll need a week at home with tea, good books, and fuzzy blankets.
7. You can throw small stones just as effectively (range and damage) as if you had a sling. Furthermore, if you roll max damage you can bean the foe on the forehead and stun them, knock an item from someone's hands, or some other cool trick. Reroll if you get this result again.
8. Riddle Master: You can challenge dragons, giants, and other fairy tale monsters to a riddle contest. You may not win, but you will delay them at least 1d6 rounds.

HUMAN

Mythology is filled with what it's like to be quintessentially human, much of it contradictory, but all steeped in centuries of meaning-making. Things like making fire, exploring, learning, and the contradiction between being social beings who want to be friends with everything, and kinda basically violent dickheads who trash everything.

Roll 1d6.

1. Disbelief is a powerful thing- you can roll to disbelieve & dispel magic once per day. It has to be obviously magical- if it has a plausible natural explanation you'll just believe in that

2. If you die 'offstage' there's a 50% base chance you're not actually dead. The classic is falling from a great height, but exploding fuel refineries, shipwrecks, rocks falling and everyone dying, etc, might qualify.

3. You get the 'use weird device' skill (even if your system doesn't use that skill, or doesn't use skills at all. Figure something out.) The first time you encounter some weird magic thing or technology, you get a free roll to see if you can get it to work. If you succeed, pick two: 1: you can use it immediately, 2: you know what it does, 3: you avoid any side effects.

4. Fire keeper. Invented for humans, right? Or at least some Prometheus guy stole it for our benefit. Torches last twice as long for you, and you can start and keep fires going in anything less than gale-force winds. Once per day you can gain resistance to one fire attack or effect, and if you do, your next attack deals +1d8 fire damage.

5. You may befriend any one animal, or monster of animal level intelligence. It must be solitary when encountered. No dice rolls are necessary, you simply make a new friend who will follow you and be loyal as long as you treat it well. You may only use this ability once.

6. You've got blood from so many different lineages in you, no one knows what's what. Treat yourself as being whatever creature type is most advantageous for using magic items and stuff. For hostile effects you still count as vanilla human.

KITTY CAT

Meow! You can't hold things in your paws. You can't really open doors. You do not start with any items. You can understand the words of your fellow PCs and those that your fellow PCs are talking to (via body cues and intuition), but if you are interacting with NPCs alone, you are pretty clueless. Your insane cat-scrambling grapples for survival mean you never take falling damage as long as you're falling alongside a vertical surface. Roll 1d10.

1. Lucky! Once per day, when you roll a 1 on a d20 for attacking or abilities, you can reroll the die. If you roll another 1, your failure is so comically dramatic that you might have to spend the next turn pretending like it didn't happen.

2. Purring: Purring heals any allies you're cuddling with for 1d6 per level, once per session.

3. Elder Cat: You grow another tail, can walk around on two legs (even wear boots), manipulate items with your cat-thumbs, and speak another language.

4. Epic Hiding: You can slip behind anything and disappear, reappearing from behind anything else within 1d6 rounds later. If there is nothing to hide behind, you can simply fade away, but your smile persists for 1 round after.

5. You may run up to 30' straight up a wall, and jump five times the normal distance, with focus and a rump wiggle to secure your footing.

6. Preternatural Swatting Senses! You can swat a projectile, like an arrow, out of the way as a Reaction.

7. Your cat ancestor visits you in a dream! Now once per day you can grow feathered wings and fly around at a base move of 180 feet for d6 turns.

8. Your feline mystique gains you the loving and adored attentions of a witch. In believing they're entering into a dark bargain, they will happily grant you any favor. They're fluent in Feline, of course. You can only use this once.

9. psychic whiskers: You can see invisible creatures and other forms of magical cloaking.

10.

KITSUNE

The famous fox-tailed shapeshifter! Each time a character takes another Kitsune Class Advancement, they grow another tail. Roll 1d6.

1. Advantage on performances as a bard.

2. Quiet Shapechange into one other Race, usually Human.

3. Dramatic shapechange: Startling and loud shapechange, accompanied by music, illusions, and colorful energies.

4. Hide behind object.

5.

6.

LIZARDFOLK

Cold-blooded, and fond of eggs. Roll 1d12:

1. Once per day you can transform into a crocodile for 1 turn (AC 14; HD 2; 1 Bite for 1d8 dmg).
2. Your size category increases by one increment. For example if you're Medium you are now Large.
3. Your scales evolve to blend in with your surroundings. Once per day you can cast the invisibility spell on yourself for 1 turn.
4. You can shed your tail to avoid one hit against you. It takes you 1 week to regenerate your lost tail.
5. Your Bite attack is now imbued with your own naturally produced poisons. After a successful Bite attack your foe must make a Poison save or suffer the consequences.
6. You can projectile launch streams of blood from your eyes like a horned toad at a cost of 6 hit points. Your foe must make a Poison save or be blinded.
7. Your tail grows a club, giving you a bludgeoning attack for d6 damage. Whenever you hit with this Bludgeon attack your foe must make a Paralyze save or be knocked prone.
8. You're really good at swimming. You can effectively hold your breath three times as long.
9. You're really good at running. You can move at running speed while being able to attack/interact normally. Additionally you can run over water for a distance equal to your walking speed before falling in if you get a 10 foot head start. Re-roll this result if you get it a second time.
11. Your jaw becomes larger and more alligator-like. Now any foe you hit with your Bite must make a save or be pinned between your jaws. However your foe is allowed a save at the end of each round to escape your clutches.
12. Ssssss...your forked tongue gives you a complex taste of the world. With it, you can detect living creatures and open potions within 30'.

MAD SCIENTIST

Scientists are the priests and enforcers of the cult of Science. They do not have a spell-casting abilities – but the preserved lore of the cult has taught them how to perform many marvels just the same. Roll 1d10.

1. Bioanalysis: In addition to being able to measure the pulse, blood pressure, and body temperature of a patient, the Scientist is able to use the information his enhanced senses provide to determine if someone is lying
2. Cybernetic arm: A Scientist with this ability has had one of his arms replaced by a mechanical equivalent.
3. Cybernetic legs: Both of the character's legs have been replaced with pneumatic-driven hardware. His movement rate increases by 30' (10'), and he is able to jump 10' in the air vertically and 20' horizontally (40' from a running start).
4. Hemofiltration: The character's kidneys and liver are replaced with an improved biotech filtration system. He is now immune to poison.
5. Identify Technology: The Scientist has immersed himself in ancient lore and data sheets, and is able to identify the purpose of technological artifacts found in the lost ruins of civilization.
6. Mind Transfer: This ability enables a Scientist to transfer his mind into a computer or robot.
8. Repulsor Field: A small gravitational repulsor module is implanted under the Scientist's ribcage. The field repels anything moving quickly towards the scientist.
9. Supremacy of Science: Nanomites suppressing magic within a 10' radius. No magical effects work in the sphere, and creatures normally only harmed by magic will be susceptible to normal weapons while inside it. Summoned or magical creatures within the sphere will likely have their abilities severely hampered. Once per day.
10. Targeting Reticule: One of the Scientist's eyes has been replaced with an improved targeting lens in a cylindrical black housing.

MAGIC USER

Roll 1d12.

1. I sense a great disturbance, etc., etc....You detect the presence of cast spells and magic in a given 30x30 foot area within the last day.
2. Further advancement will require you to placate obscure gods. You have to adopt a taboo, and reroll.
1) Cannot cut hair, 2) Cannot touch a dead body, 3) Cannot drink alcoholic beverages, 4) Cannot wear a specified color of cloth, 5) Cannot light a fire.
3. The constant influence of interdimensional radiation has twisted your body. Gain a random mutation and increase your MP by 1 Mana Point, and roll again.
4. Take a spell you already possess and bind it into an object. Can be used once per day. However: the spell is now bound to that object, not you. Whoever has the object can use it. Non-wizards and lower-level wizards use it as if it were cast by a wizard one level lower than you.
5. You been practicing talking slowly and lighting candles. You get one 8th level spell of your choice as a ritual.
6. All this watching people fight has actually sunk in. Immediately before rolling damage with a weapon, you can spend 1 MP to increase your next damage roll by 1d6. You may do this only once per damage roll. Increase your MP by 1 Mana Point.
8. The souls of common folk are easily read. You can read both the aspect and aura of anyone at least 2 hit dice/levels lower than you. You know if they're lying, if they are under magical influence, and if they are what they seem.
9. You have one removable limb or organ (pick: hand, eye, heart, etc). It functions as normal when separated from you and you receive any sensory information it picks up. It can travel a maximum of 100' from you before you are in trouble.
10. I had the weirdest dream...Once per session, while you sleep, you can turn into one other thing at will. The form you take can't be capable of human speech. It takes another night's rest to transform back into your previous self.
11. Let me slip into something more comfortable...You can turn into a creature with your face that's smaller than you. It can: 1) Fly with 2x Movement, 2) 3x Movement on land, 3) Breath underwater, 4) 2x Movement burrowing, 5) Squeeze through gaps 6" wide. Choose one. You can remain in this form 1 hour per Character level or until knocked unconscious.
- 12.

MUMMY

You're 1,000 years old! Your base walking speed is 25 feet. Since your return to life you still have to do crappy human stuff like breathe, eat, rest, and otherwise behave as a living adventurer.

Roll 1d6.

1. Darkvision: Accustomed to the eternal darkness of an ancient tomb, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.
2. Dreadful Glare: As an action, you can target one creature you can see within 10 feet of you. The target must succeed on a Wisdom saving throw or become frightened of you until the end of your next turn. After you use your glare, you can't use it again until you complete a short or long rest.
3. Mummy Rot: Your hands rot those they touch. When you make unarmed attacks against creatures with them, you deal necrotic damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed attack.
4. Nothing underneath the rags: Immun to damage from arrows. Not the flaming ones, though.
5. Send forth a swarm of beetles from inside your body to do your bidding
6. Past Life: You have vague memories of your prior life. Pick a random advancement class chart and roll on it right now.
7. You are now truly undead and are immune to hunger, thirst, exhaustion, poison, disease, etc. You can still smoke cigars and pipes, take hits from bongos, blow whistles, etc.

ORC

Roll 1d8.

1. You can declare one magic item to be made by the Orc Wizard-Smiths of Old, if the provenance of the item has not already been established. This item can now be used by orcs of any class and the DM must roll on Miscellaneous Magic charts to give it additional powers that are only usable by such characters. You may make such a declaration only once.
2. Once per session, when you fight a bunch of humanoids of bugbear size or less, you can recruit the sole survivor of the encounter. That dude is now your loyal henchweenie. Treat them as 1st level thieves.
3. Given an armful of old leather, scrap metal, and bits of wood, you can put together a suit of improvised armor. You need one turn to make the equivalent of standard leather armor, 6 turns for chain, and 3 days for plate. Any sort of critical hit, a blow by something of giant strength, or a fall of greater than 10' shatters the armor.
4. Once per session you can consume the flesh of any slain enemy except undead to regain d6 hit points. This horrid feast takes 1 turn and freaks out most non-orcish NPCs in the party.
5. You get some wicked sick tattoos and/or ritual scarring. Humans, demi-humans, and humanoids of bugbear size or smaller are -1 morale when facing you in melee. Orcs aren't scared, but they might dig the ink.
6. You gain the ability to fashion a cup out of the skull of an enemy you have slain. This requires a sharp tool and 8 hours of chanting. Potions drank from it are doubled in duration. Instantaneous effects like healing are not altered in any way. Poison drank from the cup gives +2 to the saving throw. The skull can be used a number of times equal to the hit dice of the creature. Half or partial hit dice don't count. You may only have one such cup at a time and the powers work for no one else save a blood relative.
7. Those fangs aren't just for show. Once per combat you may surprise a foe with a bonus bite attack. You get +2 to hit and do d4 damage (plus Str bonus, if any).
8. The orcish grows within you! Roll on a handy random mutation chart, and then reroll on the Orc sheet.

PALADIN

The paladin is a champion of order, a sword and shield for those who have neither. While they may revere or even worship various goodly deities and religions, they serve the well being of other sentient creatures. Paladins begin as squires, peasants who have long talks with angels, kids who stumble on a magic sword or something like that. Roll 1d8.

1: Piercing Gaze: Even magic cannot hide the truth from you - you can see the true form of a shape-changer, polymorph subject, or anyone else whose original form has been changed. You spot all illusions for what they are.

2: Spiritual Companion: An animal has decided to assist you as a mount, guide or partner in battle. It will answer your call once a day and will remain with you until your need for it is complete. This is usually a war-horse, but it can be anything approved by the referee, and it cannot have more hit die more than you, and cool abilities (fly, spit fire, etc) count as one more hit die per ability.

3: Weapon of Faith: You may create a weapon forged from your faith that is always in your soul. It has +1 to hit and is holy/magical. The weapon remains till dismissed and can be summoned again instantly.

4: Aura of Purity: When first encountering a cursed person, item or place, there is a 50% chance that it will be affected by a Remove Curse spell. Your body is also never dirty.

5. You cannot leave this life while those still need you. If you perish fighting for a great cause that remains undone and if even one person calls for you to return, you may stand again once more, regaining half your total hit points. You may only do this once.

6. Lay on Hands: Your touch brings comfort and succor. You may lay on hands once a day, either relieving the subject of a natural disease or healing 2 HP per your hit die total.

7. Miracle Maker: Reality itself is no match for your will to make the world better. You may once perform a great Miracle, which may only be used to save or assist others in some way. Once the miracle is performed, the Paladin is officially a saint.

8.

PANDIMENSIONAL VAGABOND

Walkers among worlds gain strange powers during their uncanny peregrinations. To roll below, the character must have participated in adventures in at least three different dimensions/planes/worlds. To use it again when you level up, you must adventure to a previously unvisited world. Roll 1d8.

1. You can see the cracks in the structures of individual universes, allowing you to dimension door once per session. You gain a random mutation when you do.

2. You learn a new language for a monster species not normally considered to be a sentient speaking race, like Green Slimish or Skeletonese, and parlay with members of this species as if they were regular people.

3. You make a lot of strange friends bumming around the cosmos. You may declare that a hostile or indifferent non-human but intelligent monster is, in fact, an old drinking buddy. Roll (or reroll) reactions at +2 on the dice. This works once.

4. You're really good at jury-rigging repairs with whatever is handy. Once per session you can fix a broken or malfunctioning device with an Intelligence check, but it may require the sacrifice of any d6 items you and your friends happen to have on them.

5. Any time you are swallowed whole by a monster they must save versus poison or puke you up.

6. Any time you would take damage from a successful save, you can take no damage instead BUT you must sacrifice either an item in your hand or something you are wearing.

7. You can sometimes see into extra dimensions. Once per session you can see invisible, ethereal, astral, etc. stuff for up to 1 turn.

8. Wanderers like hobos, nomads, refugee fleet, etc., know you as their own. They will hide you, smuggle your friends across the border, etc, but you may end up having to marry someone in the tribe to get their help.

PLANT PEOPLE

Awakened Spikefruit Tree - Pachypodium

A young tree of Large size with strong, thick branches that bear hard, spiky fruit.

Spikefruits can be thrown and have the same stats as darts

Awakened Thornberry Bush

A medium sized bush with beautiful flowers, large thorns, and poisonous berries.

1. Thorn Whip

2. Goodberry

3. Applying the Thornberry poison to thorns requires one action (like applying a normal poison from a vial). Thorn-whip will then apply the poison damage on hit. The poison only deals 1d4 damage but it also inflicts the Poisoned status if the enemy fails a CON save.

Awakened Ancient Bonsai Tree

As a seven-hundred year old, exquisite bonsai tree (any species), your great age reflects your unparalleled wisdom.

1. You can mold the earth

2. You can ensnare things and people.

3. Can use Minor Illusion to create a clay pot to stand in when hiding in plain sight.

Awakened Cactus

You're a motherfucking cactuar. 1,000 Needles!

1. your spiked Club-arms to do d8 damage, because they're like mini-morningstars.

2. Longstrider (cactuars are fast...)

3. Once per long rest you can use 1000 Needles, which does 1d4 damage per character level to all creatures (friend and foe) in a 10ft radius around you, or DEX save for half damage.

The Carven

Carven resemble people carved entirely of wood. Their faces and bodies are generally plain, and they wear clothing and shoes for protection. Complexions range from light golden pine to deep mahogany. Carven must make a saving throw against fire attacks or catch fire themselves.

1. No longer need to eat, drink, or sleep.

2. Sap soaks up the magic. +2 on saving throws against spells.

3. Among other trees, you are indistinguishable, and have advantage against being detected as long as you remain still.

RANGER

Roll 1d10.

1. You're the most hardcore beastmaster. On your adventures you're gonna meet some dangerous animals. One of them is going to be your friend. You always have a exceptionally loyal animal, up to the size of an elk.
2. Traptastic. You are good at setting snares. If you're in a verdant environment or any area with like furniture or other materials handy you can fashion a snare or trap in 10 minutes. If it deals damage, it deals 1d6 damage.
3. Hark! You are totally used to tromping around in the wilderness. You cannot be surprised and will always notice anyone coming at least 2 rounds away.
4. Your Ranger PC knows everything you, the player, do about any monsters in the game plus they can unerringly know the next action (including target if there is one) of any organic creature less than their character's intelligence in combat.
5. Scout. You have invested even more heavily in green makeup than the average ranger and are a master of camouflage. Advantage on all sneaking rolls outdoors.
6. That anthropology degree has totally paid off. You can perform this ceremony, right?
7. Mappy. If the player playing the ranger maps a wilderness area, then, the second time the ranger PC passes through that area, they will automatically notice any concealed or hidden features in that area, and also any changes since last time. They will also notice any differences between a players' map drawn by someone else and the actual landscape, and can find food or fresh water in any mapped wilderness terrain within an hour.
8. In any wilderness environment you will know whatever life has been there in the last 24 hours including all typical wandering monsters, and you know about anything that's been there in the last week on a successful Wisdom saving throw.
9. You really like animals. You have an exceptionally loyal pair of animals that love to live on your body or in a pouch. They can be ferrets, crows, turtles, etc., but no bigger than the animals described.
- 10.

RED DRAGON FIGHTING SOCIETY

You get a cool embroidered patch like the one pictured in the ad, suitable for sewing onto your denim jacket or wizard hat. Displaying the patch gets you +1 reaction rolls from fellow Society members, but -1 reactions from other monks and martial artists, who view the society as ruining the reputation of the fighting arts by half training a bunch of dangerous amateurs. Roll 1d12.

1. You know how to roll with the fall. You take no damage from falls of 10' or less, and half damage from falls less than 30'.
2. The inner machinations of your mind have been transformed into a beautiful lotus jewel, dazzling to others. Any time someone tries to read your mind or use any psionic funny stuff on you, it will fail.
3. You may run up to 30' straight up a wall and over obstacles and junk.
4. Hadoken! You can now summon and shoot blue balls of kung fu energy. The range is 60' and they do 2d6 damage to one target. It takes a full round of spellcaster-like concentration to summon one and you have to roll to-hit.
5. Now you are the sensei! You may train all your henchmen in any one other thing you have rolled on this chart. Reroll if you are rolling on this chart for the first time or otherwise have nothing to pass on.
6. Pick an object, any object that is not normally thought of as a weapon and wouldn't normally do a lot of damage. A quill, for instance. Or a spoon. That kind of object now does d8 damage in your hands.
7. Shattering strike. Once per session you can punch any single, non-magical wooden object into a gazillion splinters.
8. You may bat away normal non-magical thrown and missile attacks. If you roll a 20 for the save, you snatch the weapon out of the air and throw it back for an immediate counter-attack.
9. Once per session you may declare an attack that hit you missed you instead. It won't save you from a collapsing cave, but spells will fail, swords will miss you, and traps will fail.
10. Ghost Punch Style: Your attacks now affect forces normally immune to physical damage.
11. Yoga has REALLY opened up your joints. You're so good at stretching you can now make melee attacks from 15' away.
- 12.

ROBOT

For some reason you have to eat, sleep, breathe, and otherwise behave as a typical adventurer. Roll 1d12.

1: If you die but your head is still intact, your head can be removed and carried around and you can still talk to people. Resurrecting you just means building you a new body or repairing your old one.

2: Jet boots/pack. You can fly, but only for one turn at a time.

3: Roll out! You can transform into a vehicle that seats four and can go anywhere a horse would go. Transforming takes an hour.

4: You have an extra arm that's a utility-grasper. You can use it to hold stuff and manipulate things, but not for combat.

5: You can read & memorize a number of books equal to your Intelligence Bonus. Gain +1 on Saves related to the subject of the books memorized. Languages can be memorized this way.

6: Self repair function. You cannot move or take actions while repairing, and you gain 2 HP per round. If you reroll this, +1 HP per round.

7: You have a mini version of yourself that you can launch and send out, like a drone. It can fly, is tiny, and has half your current HP. During this time your big body is immobile and offline.

8: Insufferably Superior. Anytime one of your friends fails an intelligence check, you get a +2 to make the same check as a reaction to see if you know the answer. If it doesn't make sense why you didn't volunteer the info earlier, it's because they 'never asked'.

9: Eyebeams. Lasers fire from your eyes and deal 1d6 damage per level of character. Can be used once per rest. Goes up by one die size on a reroll.

10. You have a hidden extra arm that is a weapon of your choice, and comes in and out of your body at will. If a weapon isn't needed, it can be an electric drill or something.

11. Instead of "eating", you can now toss any living matter (leaves, water, dirt) or metal into your converter-hole and convert it to energy. On a reroll you no longer have to breathe because you're that efficient.

12.

SKELETON

You are one of the special boney people.

A 1st level Skellington is basically a crappy fighter made of bones. In fact, you are worse than other skeletons in that you need to eat, breathe, and sleep like the fleshy ones, and otherwise behave as a living adventurer. Roll 1d10.

1. You are now truly undead and are immune to hunger, thirst, exhaustion, poison, disease, etc. You can still smoke cigars and pipes, take hits from bongos, blow whistles, etc.

2. Hollow Howl: Once per day you can summon d6 one hit die skeletons to do your bidding for d6 turns before crumbling to dust.

3. Tough Bones: You now take half damage from slashing attacks, except for big beefy animal paw type claw attacks.

4. Friends from the Grave: Gain 1 MP. You can spend 1 mana and take 10 minutes to reanimate a skeleton. Upon reanimation, roll on the reaction table to find its disposition. Hostile skeletons were enemies of your empire in life, while helpful skeletons are utterly loyal to you. Those in the middle may have to be incentivized.

5. Batwings: Once per day you can grow some wicked awesome black bat wings and fly around at a base move of 180 feet for d6 turns.

6. Past Life: You have vague memories of your prior life. Pick a random advancement class chart and roll on it right now.

7. Skeletal Corruption: When you find a perfectly normal and wholesome magic item you can corrupt it with your undead essence. It becomes obviously evil, and more 'metal-looking' and gains a power usable by Undead decided by the referee. You can use this ability only once.

8. Ghoulish Laugh: Once per day you can laugh like the Spooky Space Kook from Scooby Doo. Creatures within 30' who has half your hit dice or less (rounded in your favor) must save or flee in terror.

9. Touch of Death: You can make an unarmed attack against a foe and force them to save vs Death. If they fail you yank their soul right out of their body! It dissipates like dust in the wind. A full wish is needed to bring them back. You can only do this once.

10.

TEUFLING

Roll 1d10.

1. You grow tiny horns. If you already have horns, they grow another 6 inches. +1 Charisma and reroll.

1. You grow your demonic wings. They're either bat or locust wings, and you can fly for one round. Each time you reroll this you can fly for another round.

2. Demon Tail. Your powers have grown, and now you have a demon tail. +1 Dexterity and reroll.

3. Darksight: You can see in total darkness, even magical darkness, as if it were day.

4. Demonic Attorney: You may summon one of your distant family members from the Courts of Chaos to bring a lawsuit against a foe. Time freezes outside of the involved parties and court is held to determine whether the accused is guilty or innocent. You may do this only once.

5. Lure of the Infernal: Those speaking with you may be allured by the presence of your wildy devilishness, and have a 1-in-6 chance of changing their reaction to you favorably by one step.

6. Resistant to Fire: You can't catch fire, and you take half damage from fire.

7. Cast Darkness: Once per day, you can cast darkness over a 50'x50' area.

8. Extra Face: You are only suprised on a 1-in-6, and +2 to saving throws against traps and similar hazards. This face manifests wherever you see fit, such as a complete face on the back of your head, eyes on the back of your hands and mouth on your torso, etc.. The face can see, smell, breathe, and speak.

9. You can conjure gold jewelry into existence on your body and gold coins into your hands. The gold is real, but disappears if it loses contact with you.

10. Crown of flames: For 1d6 rounds, objects you hold will burst into flames, and if they're weapons, can be used to deal 1d6 damage. Can be used once per long rest.

THIEF

Some thieves maintain a constant cover identity, like a spy, or wear brightly colored clothes made from the stolen silks of their enemies. Others simply wear whatever's handy and take as they see fit. Roll 1d12.

1. The old smack and nick...on a successful melee hit, you may immediately attempt to grab an item (other than their weapon) off a target.
2. Who knew you were going for the salt shaker? You have advantage on hitting with any suddenly improvised weapon, once per foe.
3. The gods of luck smile upon your worthless thieving hide. You may escape death or another equally awful fate exactly once. You must spend at least a round playing possum to build tension but... surprise, you jumped out of the way just in time!
4. Hah! It was me all along! You have learned the art of disguise. You roll Charisma saving throws with advantage, assuming you have a disguise put together.
5. You've been working on doing convincing squiggles. You are adept at forgery, and have advantage on rolls of deception involving paperwork.
6. The whole stop, drop, roll thing has finally sunk in. +2 to dexterity/reflex saves. If the save means you take half damage, you take none.
7. "I have pals all over..." You have one contact for each level you have (write these pals down when they appear). This ability can be triggered in any civilized area (or uncivilized areas that travelers frequent) and HEY, IT'S YOU!!! Generally low-level underclass types, these thugs, mountebanks and freakshow performers have information. They will not be adventurer material and won't help you fight things or open trapped doors (for the most part).
8. Escape artist: Once per day, you may automatically escape from a restraint such as grapples and lynchings (but not sealed coffins).
9. You're so used to walking around in the dark, you're like a bat. Night-time illumination is like an overcast day and lightless underground darkness is dimly lit.
10. Raiding has taught you about "keeping the peace". Whenever you grapple someone, you may also disarm them.
11. I Got a Good Feeling! Before you enter a dungeon or building, you may declare a single, specific thing you are looking for. When you enter the floor of the dungeon it is on, you know in your gut that you're close. When you enter the room it is in, you feel once more that you're very close.
- 12.

VAMPIRE

Likes velvet. No reflection in mirrors, finds daylight unbearable, no matter the condition. You can turn vampires, but you will never be able to read their mind, and you will always be able to find the other, no matter the distance. You can go happily without drinking blood for 3 days. Each day past that, you have a 1-in-6 chance of attacking the nearest source of blood you can find, +1 for each day. Each time you level up as a Vampire, you can go another day without drinking blood. Roll 1d10.

1. You suck: You can now regain HP by sucking blood. You gain 3 HP for sucking blood from a living being. If you reroll this, you gain +1 to HP.
2. Look deep into my eyes...if something makes eye contact with you, you can lock gazes by making a WIS Save. Neither of you will be able to do anything else except walk as long as you maintain eye contact. Once per long rest.
3. You can transform into bat, but only during the night. If the sun comes up while you're a bat, you're stuck that way until sundown.
4. You can now transform into mist for 1d6 turns. Once per long rest.
5. Live in daylight! You shine bright like a diamond.
6. You can crawl on walls on all fours. If you reroll this, then you walk on walls (not run).
7. You can read the surface thoughts of people who fail a Wisdom save. If they are sleeping, you can cause nightmares.
8. Bored with dull civilization? Make a thrall by feeding a living thing your blood. If there's nothing alive around, you can feed a dead creature your blood, and make a ghoul. You can only have one ghoul or thrall. They're treated as exceptionally loyal henchweenies.
9. Gravity eerily doesn't apply to you. You can fly, but for one turn at a time.
10. You've disciplined your insatiable hunger and longer have to drink blood to survive. If you don't, however, you'll have a drawn face, boney fingers, and sunken eyes.

WEREWOLF

Were you drinking from the same water as an animal during the full moon? Was it being bit by that wereanimal? Well, now you're a werewolf. Great! Now you're vulnerable to silver. You can transform once per long rest. Dropping to 0hp always forces an involuntary transformation. The player gains 1d6 temp hp and is under DM control (hostile to all, including former allies) Roll 1d8.

1. Keen scent. You can smell things from 30' away.
2. Regeneration: At the start of your turn if you haven't been attacked you gain 1 point of health back. You can only gain this benefit if you have at least 1 hit point.
3. You can communicate with wolves and dire wolves, but only as a werewolf.
4. Shake it Off: As an action you shake your coat to get any 1 negative condition or spell off you. You can do this once per session, and only as a werewolf.
5. Bloodlust! You have +3 to hit on opponents that are bleeding. If they've lost 10 HP, consider blood to have been drawn.
6. You've gotten used to the whole 'werewolf' thing. You can shapeshift whenever you want, and without going into a feral animal rage.
7. Once per session, you can howl, and 1d6 wolves or other kin will come to your defense. They won't attack nonhostile forces or obey your commands, but will fiercely protect you from danger.
8. The moon strengthens you! You have resistance to weapons that aren't silver or silver-plated.

