

Life Forms		
Type	Bonus 1	Bonus 2
Human	Int	Cha
Dwarf	Str	CON
Elf	Dex	Cha
Turtle	Con	Magic Effort +1
Goblin	Dex	Gun Effort +1

Basic Loot		
Item	Effect	bonus
Adv pack	Basic pack o' gear	
Miner Pack	Pick. lantern, coal, chalk, etc	
Polar Pack	fur lined, fire pot, fur mittens, snow goggles, boots, poles	
Fisher-man's bag	swim fins, pole, line, hooks, etc	
Mender's box	hammer, pliers, rivest, leather scrap, buckles, etc.	
Healer Case	bandages, serums, etc. heal 1 HP on INT or WIS roll	
climbing gear	crampons, hooks, 50' rope	

Basic Loot (cont)		
mixed armor	leather gloves, armmod, etc.	+2 Defense
heavy plate or chain armor		+4 Defense, All DEX rolls are HARD
basic shield		+2 defense, can sacrifice shield to soak all of one attack's damage
iron shield	heavy, requires one hand, 2 inventory	+3 defense
traveler garb	gives 2 extra inv spaces	+1 defense
sword and sheath		
battle axe		
spear kit	can attack NEAR targets	has reach
bow and ammo	attack rolls of nat 1 mean you run out of arrows	
crossbow	crit on 19 or 20	
warhammer	on 5+ damage roll, destroys 1 pt of enemy defense	5+ damage stuns enemy for one round
great sword	3 inv spaces	always ULT dmg
knife belt	8 daggers	

Basic Loot (cont)	
weapon kit - mace	destroys 1 pt of enemy defense on each hit
quarter staff	
maps	roll int once per location to find cool details

INT spells	
Name	effect

Starting Abilities		
Class	Name	Effect
priest	elemental	nature or weather magic is EASY to cast
priest	healer	any healing magic you cast does ultimate effort
priest	Monk	Use WIS stat when making unarmed attacks
Mage	Spell Scholar	If you find a written spell, you gain it as an extra spell
Mage	Wild Power	On a max die roll, roll it again and add it
Mage	Dark Pact	Sacrifice any amount of your HP to boost any 1 roll
hunter	Quick draw	one a ranged roll of 15+, shoot again
hunter	Dead eye	Spent full turn aiming, your next successful hit does max damage



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### Starting Abilities (cont)

hunter trap you traps damage all victims near the trap when triggered

warrior slayer if attacking enemy you already damaged, you do ultimate damage

warrior defender allies within close range can use your Defense stat

warrior pit fighter when you take damage, add that damage value to the next hit you deliver

shadow assassin if target doesn't know you're there, you do max damage

shadow thief stealth rolls are always EASY

shadow scout When using WIS to seek out details or hidden truths, roll is Easy

bard battle hymn provide music, roll CHA, reduce allies Target by 2

bard provoker insult one enemy, they can't help but duel with you

bard thespian with a CHA roll, you convince people of your wild fibs. Their belief lasts 1d4 rounds per roll

### Wis spells

Name	Effect
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### Starting Loot

Class	Item	Bonus
Warrior	Weapon Gem - one weapon	+2 to effort for weapon attached to

Warrior	Shield Glove	Shields occupy no inventory space
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Warrior	Battle Flag	Once per round, ally gets one roll as EASY
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Hunter	Crystal Scope	Attach to one range weapon. Never roll HARD to hit with that ranged weapon
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Hunter	Arcane Cartridge	All shots from one weapon do ENERGY damage
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Hunter	Trap Launcher	Roll a ranged attack to place a trap anywhere on the map
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Mage	Astral Grimoire	Gain 3 INT spells immediately
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Mage	Memory Ring	Gain 3 Int spells, on any turn not casting a spell, roll 1d6, keep that die roll for later use on one future roll. Store up to 6d6 with this
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Mage	Master's Skull	Fill with blood to gain back 10hp.
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### Starting Loot (cont)

Priest	Greenstaff	Gain any 3 Wis spells. Lost staff magically returns in 1d4 rounds
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Priest	Book of Truths	Gain 5 Wis spells. If book is lost or destroyed, you lose those spells
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Priest	Amber Beads	Gain 1 Wis spell. Spell only fails on a Natural 1
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Shadow	Dagger Kit	Three daggers that crit on 18+
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Shadow	spider claws	move normally on any surface
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Shadow	pocket cloak	two options - treat all carried gear as Equipped, or add 10 equipped slots to inventory
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Bard	Fine Instrument	Battle hymn grants each ally 1d8 boost to any one roll
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Bard	Heiloom	Also do ULT damage with your main weapon
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Bard	Reverse Cloak	Your fibs now last 2d4 rounds
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