

Here are some of the custom classes that we are using in our Willows game.

John is a Barbarian.

Vic is a Berserker.

Ricky is also a Berserker, but I should also talk to him about his character concept and if he wants to do anything different.

Kyle is an Alchemist.

Freddy is a Necromancer (standard rules).

Ron is a Rogue (standard rules)

Nicole is a Bard.

Regina is a Chain Fairy.

Cameran is a Relic Hunter

Teresa is a Noble Ghoul.

NOTE: Nothing in this document is set in stone. If you have a different character concept that you want to play, talk to me and we can come up with a class together.

Alchemist A

+4 vs Poison, Chemistry Savant

Alchemist B

Basic Extraction

Alchemist C

Loyal Minion

Alchemist D

Advanced Extraction

Chemistry Savant

Add Chemistry to your list of skills at Level 1. It always improves when tested, and can be raised to rank 7 (at level 7).

Basic Extraction

You can turn monster corpses into extracts. This process takes 10 minutes per corpse. Natural animals tend to yield red extracts, plants and insects tend to yield green extracts, and undead tend to yield blue extracts. This process destroys the corpse.

Extracts can be refined to produce basic potions, or decomposed to learn a new potion recipe. If this is a level 1 character, you begin play knowing 2 basic red, green, and blue recipes.

Loyal Minion

You can spend a day in town attempting to recruit a brutish minion. This takes 1 day and costs 100s, at the end of which, you must succeed on a Charisma check. The minion you hire is similar to other hirelings, except that they are always loyal to you and have +1d8 more HP than they would normally.

If you are riding on your minion's shoulders and would take damage from an attack, you can command your minion to take the blow for you. This has a 50% success rate (otherwise you minion fails to block the attack).

Advanced Extraction

You can now create advanced extracts and potions.

Level 0 or 1 monsters yield a basic extract with a successful Chemistry check, or nothing on a failed one.

Level 2 or 3 monsters always yield a basic extract.

Level 4+ monsters yield an advanced extract with a successful Chemistry check, or a basic extract on a failed one.

Humanoid monsters never

Starting Gear

Alchemist A dagger, vial of poison

Alchemist B 4 random potions of those known

Barbarian A

Loincloth HP +3, Head Chopper

Barbarian B

Loincloth HP +3, Stealth +1, Attack +1

Barbarian C

Loincloth HP +3, Booze Healing

Barbarian D

Loincloth HP +3, Indestructible

Loincloth HP

Increases your maximum HP, but only while you are unarmored. However, you gain 2/3 of Loincloth HP while you are wearing leather (Defense +2) or less. Shields don't affect this ability.

Head Chopper

Whenever you get a crit with a slashing weapon, you have a chance to cut their whole fucking head off, killing them instantly. This chance is equal to X-in20, where X is your level.

Booze Healing

Hard alcohol heals you as if it were a potion. Each dose of booze drank this way (~6 shots) causes you to get a cumulative -1 to initiative and attack rolls until you sleep it off.

Indestructible

You take 1 less damage from melee attacks.

Starting Gear

Barbarian A huge sword

Barbarian B bow, arrows, flask of booze

Bard A

Songs

Bard B

MP 0, Spellcasting

Bard C

MP +1, Friendly Contact

Bard D

MP +2

Songs

Bards can play songs during combat that grant their allies small boons. They begin play knowing *Song of Silence* and two other random songs. They can learn songs by finding another friendly bard and trading songs and tales. A small town has a 1-in-6 chance to have a friendly bard in it. A major city has a 100% chance. (Bards like big audiences.) This may also require a Charisma check and/or some role playing. These minor NPC bards will never know more than a single Song.

MP

You can cast spells like a wizard. Spells must be memorized from your music book before you cast them, a process that usually takes 1 hour every morning. The number of spells you can cast is limited by your Mana Points.

You have 0 Mana Points, +/- Int.

Spellcasting

Bards learn spells from the Noise Wizard spell list. They function identically to a Noise Wizard in this regard.

Friendly Contact

You have a friend in every city. Even if you've never been here before, one of your old friends has moved here, someone here has heard of your music, or you have an appropriate letter of introduction. Exact details determined by DM.

Starting Gear

Bard A lute or harp, ostentatious hat
Bard B bow, arrows, rapier

Berserker A

HP +1, Rage

Berserker B

HP +1, Movement +1, Attack +1

Berserker C

HP +1, Mighty Rage

Berserker D

HP +1, Cleave

Rage

You can choose to enter a rage at any time. While in a rage, you get Attack +1 and Damage +1. You're also immune to fear and pain effects. While raging, you cannot do anything defensive, curative, or tactical (e.g. you cannot retreat behind a doorway to take advantage of a choke point). You must pursue fleeing enemies and kill ones that have surrendered.

The rage lasts until you've killed all known enemies. You can attempt to end the rage early by making a Charisma check, but if you fail, you will attack the worst target in the room (DM's choice).

Mighty Rage

The bonuses from Rage improve to Attack +2 and Damage +2.

Cleave

Whenever you kill a creature in melee, you can make a free melee attack against another one.

Starting Gear

Berserker A huge axe
Berserker B 2 daggers

Chain Fairy A
Flight, Weak Glamour

Chain Fairy B
Speak with Lock, Fairy Key, Summon Chain 1/day

Chain Fairy C
?

Chain Fairy D
?

Weak Glamour

You are perpetually cloaked in a small, halfway-real illusion. Basically, this allows you to appear as any *version* of yourself. You can change skin, eyes, and hair. Your wings can be present or absent. And your clothing can resemble whatever you wish (armor can even be disguised as street clothing, for example).

Speak with Lock

You can speak with locks. Locks have a poor understanding of time, genders, and things that are not locks or keys. They are generally helpful. Crude locks tend to be stupid and boorish; high quality locks are erudite. Trapped locks are treacherous, and will lie to you.

Fairy Key

You possess a fairy key, a gift (or stolen memento) from your time in fairy land. It can open any non-magical lock. However, it cannot be removed until the lock has been reclosed and relocked.

Additionally, it can be used to open someone's chest, killing them instantly. This requires an attack roll to embed the key in the target's chest. The target then gets a save vs death to resist the key's turning.

The fairy key will only work for you. If it is lost or destroyed, there is no way to obtain a new one. Probably.

Summon Chain

A 20' chain appears where you designate. Each end may optionally be affixed to a solid surface. If you want to summon the chain around a creature, they get a Dex check to avoid being bound.

Starting Gear

Chain Fairy A spiked chain
Chain Fairy B fairy key

Noble Ghoul A
Undead

Noble Ghoul B
Fashionable Armor, Stitchery

Noble Ghoul C
Ghoul Claws

Noble Ghoul D
Darkvision, Stealth +1

Undead

You no longer need to breathe. You don't need to sleep, but if you don't close your eyes and zone out for 8 hours every day you risk going insane. You don't need to eat, but if you skip meals you risk becoming ravenous and attacking your companions. You are immune to diseases and most poisons.

You no longer heal naturally. Healing spells harm you, and necromantic spells heal you.

Fashionable Armor

Gentleman and lady ghouls wear fashionable clothing that protects them as well as armor (due to the magic of fashion). Like all clothing, it takes up no inventory slots. However, it is more fragile, and will be damaged by fire, acid, mud, and impalement. (Each instance of damage will reduce the Defense value by ~1.)

Stitchery

You can repair yourself with the skin and sinews of fresh corpses. A human-sized corpse can enough tissue to repair you for 1d6 HP. This takes 10 minutes, and requires a needle and thread.

Ghoul Claws

You gain a natural attack that does 1d6 damage (as a dagger). On a hit, natural creatures must save or be paralyzed for 1d6 rounds.

Darkvision

You can see in the dark.

Starting Gear

Noble Ghoul A butcher sword (1d6+Str)
Noble Ghoul B fashionable clothing (+4 AC)

Relic Hunter A
Historian, Lucky, Scroll Use

Other Class

Relic Hunter B
Team Attack 1d4, Artifact Sense

Relic Hunter C
It Belongs in a Museum, Invoke Relic

Relic Hunter D
Team Attack 1d6, Avatar of History

Historian
Add History to your list of skills at Level 1. It always improves when tested, and can be raised to rank 7 (at level 7).

Lucky
You can reroll one of your d20 rolls once per day. You must use the new result, even if it is worse than the first.

Scroll Use
You can decipher and activate scrolls with Int checks, with no chance of catastrophe.

Team Attack
Use this ability only when you and a teammate are attacking the same target. If both of your attacks hit, you deal extra damage.

Artifact Sense
By smelling the air, you can tell if there is an unrecovered relic in this dungeon/hex/city. If you are at least level 3, you can instead determine if there is an unrecovered relic in this floor of the dungeon, or this building.

It Belongs in a Museum
+2 to all d20 rolls when trying to recover a relic *directly*. The relic must be in a known place (on an altar, in the villain's hand), and there must be a real danger that it won't end up in a museum.

Invoke Relic
You can examine a relic and let its memories spill into your head. You learn the item's origin, usage, and major details of its past. You might also adopt some of the memories and mannerisms of the relic's creator or past owner.

Avatar of History
Once you've examined an artifact, you can channel the essence of history into a similar object later on, treating the proxy object as if it were the original artifact. For example, once you've examined a legendary halberd, you can treat any held halberd as if it were the original artifact halberd.

While using this ability, you actually transform into the historical person who created it or owned it (though your stats and inventory don't actually change). Your mind and personality is a blend between yours and theirs, and you must succeed on a Cha check to do anything that the historical personality would be opposed to.

Starting Gear
Relic Hunter A sword, compass
Relic Hunter B whip, 50' rope

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