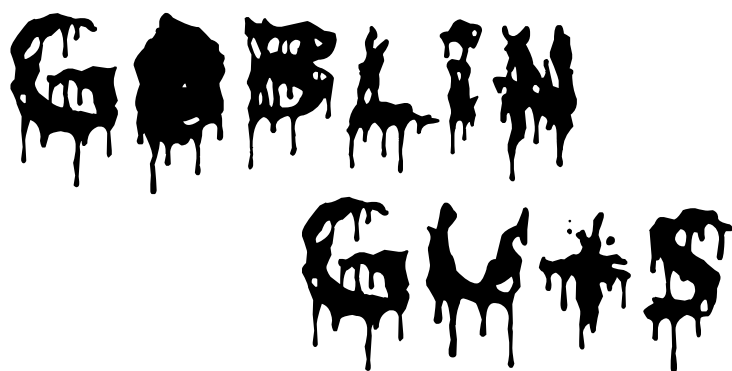




Goblin Guts: The Martial Classes
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Frequently Asked Questions

Why are there so many classes? I thought you valued simplicity?

1. Some players just want to sit down and play immediately. If they have an idea of what type of character they want to play, the DM can just give them the most appropriate class.
2. Some players love poring over the classes, because interesting classes inspire them to make interesting characters. They are well-served by having a diverse reservoir of inspiration.
3. More classes means more room to write class mechanics. More class mechanics means more ideas that you can lift for your homebrew games.
4. You can always limit the number of available classes. “Fighter, Knight, Thief” sounds great.

Why do the classes get so many abilities?

1. A big part of this game is accumulating tools and figuring out clever uses for those tools. More abilities simply equals more tools in your belt. (That's why class abilities are rarely passive.)
2. I want to give players the chance to play through the game in different ways. A party of thieves passes through a dungeon in a very different way than a party of fighters. And most classes have a unique mechanic that reflects this. Fighters track their kills. Rangers only track their *biggest* kill. Acrobats have a once-in-a-lifetime ability. Assassins can use a storygame mechanic to vanish so thoroughly that not even their player knows where they are.
3. The first few levels are a bit nerve-wracking, and the goal is often survival. Cool class abilities are the reward for that survival. Later on, mere survival is less of an accomplishment, and so your rewards must come from somewhere else (like the bottom of a dungeon).

Where are the casting classes?

I'll write that one later. Maybe. If I didn't break a big project like this into pieces I'd never finish.

Acrobat

You gain +1 Movement, Initiative, and Stealth for every Acrobat template you possess. If you are encumbered, you lose the use of your Acrobat abilities (everything on this page).

Starting Equipment: quarterstaff, 50' rope

Random Starting Skill [d3]: 1 = dancer, 2 = cat burgler, 3 = circus performer

- A Tricky, Dodge
- B Cat Feet, Great Escape
- C Acrobatics, Lucky
- D The Greatest Escape, Redirect

Acrobatics

You can jump 2x as far. If there is a stable wall, you can instead wall run 4x as far.

Tricky

You get +2 to (both) Combat Maneuver rolls. Additionally, whenever you attack and get exactly the number you needed, you may make a Dex check opposed by the target's Str or Dex (whichever is higher). If you win, you successfully execute a free Combat Maneuver.

Dodge

While unarmored, you get +1 Defense per level, up to a maximum of +6.

Cat Feet

Treat your falls as if they were 20' shorter. You get +4 Defense against attacks that you provoked by moving past/away from an enemy.

Great Escape

Once per day, you can escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, and awkward social situations, but not sealed coffins.

Lucky

Once per day, you can reroll one of your d20 rolls or a skill usage roll.

The Greatest Escape

Once per lifetime, you can literally escape death. Your DM will describe the afterlife to you, as well as the opportunity that allows you to escape (if you wish to). This ability has no effect if your body has been destroyed beyond plausibility.

Redirect

When an enemy misses you with a melee attack, you may force them to make another attack against another target within range. This attack is made with a -4 penalty against an adjacent target of your choice.

Assassin

You gain +1 Stealth for every Assassin template you possess.

Starting Equipment: leather armor, dagger, vial of poison (d6), disguise kit.

Starting Skill [d3]: 1 = Spy, 2 = Cultist, 3 = Torturer

- A Skills of a Killer, Assassinate
- B Opportunist
- C Dramatic Infiltration, Artisanal Poison
- D Deadly Opportunist

Skills of a Killer

You gain the Disguise and Poisoner skills at Rank 1. They always improve when tested.

Assassinate

Assassins collect information about their targets before closing in for the kill. For every fact that you know about your target, you deal an additional +1 damage during surprise rounds, for a max of +5 damage.

These don't have to be major facts, but they cannot be trivial. "Drinks Earl Grey tea" "Commands the fifth cavalry" "Is named Ostruchus Poncelroy" are all good facts. "Is currently inside his tent", "Is a man", "Has two arms" are not. If you could learn it by looking at a snapshot of the current scene, it's trivial.

Opportunist

Whenever you get a situational bonus on an attack roll (surprise, elevation, etc) you deal an additional +1d6 Damage.

Dramatic Infiltration

At any time, you may declare that you are walking off-screen. Later on in the session, you may reveal yourself to have been a minor NPC in the background of the scene "all along" as long as there actually are minor NPCs in the background of the scene. You can always walk back on stage at any time, even climbing in a window. This ability is limited by plausibility.

Artisanal Poison

You can tailor a poison to its intended target. Each dose requires three vials of regular poison, five facts about your target, and some piece of the target (blood, hair, etc). The final product is a deadly poison (2d6) that works even on targets normally immune to poison.

Deadly Opportunist

The damage from your Opportunist ability increases to +2d6.

Barbarian

You get +3 Loincloth HP for every Barbarian template you possess. You get +1 Stealth for every two Barbarian templates you possess.

Starting Equipment: battleaxe, olive oil, whiskey

Starting Skill [d3]: 1 = Mountaineer, 2 = Raider, 3 = Horses

- A Rage
- B Danger Sense, Firewater
- C Feat of Strength
- D Mighty Rage, Tough

Danger Sense

If you are surprised, you have a 50% chance to act on the surprise round anyway.

Loincloth HP

This increases your maximum HP, but only if you are unarmored. If you are only wearing light armor (leather), then 1/3 of your loincloth HP applies. Shields don't count as armor.

Firewater

You can consume an alcoholic drink to restore 1d6+1 HP. Consuming alcohol in this way gives you 1 point of Drunkenness. This ability even works if someone pours booze down your unconscious throat.

Rage

You can choose to enter a rage at any time. While in a rage, you have +1 Attack, +1 Damage, and are immune to pain and fear. While raging, you cannot do anything defensive, curative, tactical, or cooperate with your allies. All you can do is attempt to kill things. Spellcasting is not impossible, but all your spells must be damaging spells, which deal +2 damage (if single-target) or +1 damage (if multiple targets). You cannot stop fighting until you kill, subdue, or drive off all enemies. Alternatively, you can will yourself to stop raging with a 2-in-6 chance of success, once per round as a free action. If one of your allies has injured you this fight, they count as an enemy.

Feat of Strength

Once per day as a free action, you have 20 Strength for 1 round. (Example: bending a certain set of metal bars is a Strength -10 check.) Can also be used in combat for bonuses.

Mighty Rage

Double all the numeric bonuses from your Rage ability.

Tough

Reduce all incoming damage by 1 point.

Fighter

You gain +1 HP for every Fighter template you possess.

Starting Equipment: chainmail, sword, bow, 20 arrows

Starting Skill [d3]: 1 = Farmer, 2 = Soldier, 3 = Sailor

- A Parry, +1 Attack
- B Notches
- C Tricky, +1 Attack
- D Impress, Cleave

Parry

Once per day you can reduce incoming damage by 1d12 points. If you also choose to sunder your shield, you can reduce the damage by 12 points instead of 1d12.

Notches

Each time you attain a total of 10, 20, 30, and 50 kills with a weapon type (such as 10 kills with a dagger), you unlock a new ability for that weapon, chosen from the list below. Keep track of your kills and special abilities on the back of your character sheet.

- +1 Damage
- Expanded Critical Range (19-20)
- Passive Weapon Ability (see page XX)
- Special Attack (see page XX)

Impress

Whenever you win a fight against challenging foes, people who don't like you make a new reaction roll with a +4 bonus. This even works on people you just defeated in combat, unless you caused them undeserved or disproportionate harm.

Tricky

You get +2 to (both) Combat Maneuver rolls. Additionally, whenever you attack and get exactly the number you needed, you may make a Dex check opposed by the target's Str or Dex (whichever is higher). If you win, you successfully execute a free Combat Maneuver.

Cleave

Whenever you reduce a creature to 0 HP with an attack, you can make another attack with the same weapon.

Knight

You gain +1 HP and +1 Save vs Fear for every Knight template you possess.

Starting Equipment: chainmail, shield, sword, horse

Starting Skill: 1 = War Veteran, 2 = Questant, 3 = Aristocrat

- A Challenge
- B Determined, Bodyguard
- C Parry
- D Aura of Courage, Smite

Challenge

This ability only works on creatures that can understand you and are capable of being offended. If you challenge a creature outside of combat, they must make a Save vs Charm to resist accepting. In civilized areas, this is basically a duel, and this means that you and the other party must agree upon the time, the place, the weapons, the victory condition, and the stakes. Leaders will usually send out a champion to fight in their stead (if applicable).

In combat, you can challenge one creature each turn by yelling at it (free action), who must then Save vs Charm. If they fail, they will decide to attack you (or at least include you in an AoE attack). This ability cannot force an opponent to make major tactical errors.

Determined

You can have up to 2 points of Conviction (instead of 1).

Bodyguard

If an adjacent ally would take damage from a physical attack, you can choose to take the damage for them. This ability has a 4-in-6 chance of succeeding.

Parry

Once per day you can reduce incoming damage by 1d12 points. If you also choose to sunder your shield, you can reduce the damage by 12 points instead of 1d12.

Aura of Courage

Adjacent allies can use your Save vs Fear in place of their own. This ability has no effect if you are currently afraid.

Smite

When you spend your Conviction to attack an enemy, you deal an extra +1d8 base damage. After combat, you regain the Conviction that you spent, as long as you were victorious and the combat was relevant to a Conviction.

Noble

You gain +1 Save for every two Noble templates you possess.

Starting Equipment: leather armor, mace, butler, crippling debt

Starting Skill [d3]: 1 = Author, 2 = Alcoholic, 3 = Bureaucrat

- A Fashionable, Crumbling Mansion
- B Brag, Duelist
- C Loyal Butler, Banner Lord
- D Windfall, Connections

Fashionable

You can wear fashionable clothing instead of armor. Fashionable clothing costs the same as the equivalent armor but takes up no Inventory Slots. Fashionable clothing is Fragile, and gains a Break (-1 Def) each time you take fire damage, acid damage, get really wet, or get really dirty.

Crumbling Mansion

You own a large familial home in the nearest city. You are in debt equal to the value of the home. You have 1d4 siblings, and each of whom has a 1-in-6 chance of plotting to kill you. The average mansion is worth 25,000c.

Brag

If you recount your adventures in front of an audience, every character who participates in the retelling gets +10% of the XP they got from the adventure. Usable once per adventure.

Duelist

Each time you defeat an enemy in single combat (such as a duel), keep track of what type of weapon they were wielding. You get +1 Defense against that type of weapon. This ability cannot raise your Defense higher than 16 + Dex, as if you were wearing plate.

Banner Lord

If you are holding a banner in one of your hands, all allies that have sworn loyalty to it get +1 Attack. This cannot raise their Attack higher than yours.

Loyal Butler

If you take physical damage, you can choose for an adjacent hireling to take it instead.

Windfall

You inherit 20,000 copper. Perhaps an uncle died. 1d6 relatives will be showing up at your door to live in your mansion and ask for money, and turning them away would be deadly to your reputation. Additionally, there is a 4-in-6 chance that the Assassin's Guild has just accepted a contract to kill you.

Get-Out-of-Jail-Free Card

Once per session, you can use your family's name to get out of trouble, or to request a special favor from authority. Only works on people that might have heard of your family. Usable once per session, and has a 4-in-6 chance of working

Ranger

For gain +1 Stealth for every two Ranger templates you possess.

Starting Equipment: leather armor, sword, bow, 20 arrows, dog

Starting Skill [d3]: 1 = Game Warden, 2 = Poacher, 3 = Bounty Hunter

- A Tracking, Animal Companion
- B Advantageous Terrain, Hated Foe
- C Trophies, Traps
- D Speak With Pet, Monster Slayer

Tracking

Normally, whenever your DM rolls a 3 on a wandering monster check, you find traces of a monster (instead of the monster itself). Expand this range by one (from 3 to 3-4, for example).

You have the additional option to follow the traces. If you do, you will encounter either the monster itself (50% chance) or the monster's lair (50% chance). The lair is empty 50% of the time and usually contains loot.

Animal Companion

You can train your animal companions to perform a certain action when a condition is true. The most common one is "attack when I attack", but other ones are possible. (Normally you'd spend a round giving orders to your pet.)

Advantageous Terrain

When rolling for random encounters outdoors, your chance of surprising the enemy increases to 2-in-6. When a random encounter occurs, you can draw the terrain map of where the encounter will occur, and may decide where everyone is, as long as it's plausible. No more than 1 advantageous terrain at a time.

Hated Foe

You deal +2 Attack when attacking the monster you hate most. You can change your hated foe, but only after a new foe has done something worth making you hate them.

Trophies

You can collect trophies from fresh corpses. Each trophy counts as an armor piece (+1 Def). While wearing a trophy, you get +1 against all of that creature's special abilities; this bonus stacks.

Traps

You can manufacture and set traps. It takes 10 minutes to manufacture a trap in natural terrain. Traps can be set immediately or carried around (they take up 1 Inventory Slot). Enemies that walk into your trap must make a Dex check with a -4 penalty or suffer its effects.

You can choose a reasonable effect, such as: 1d6 damage, an immobilizing snare, or noisemakers. You can add additional effects, but each one beyond the first gives your target a +2 bonus on their Dexterity check. If you have additional resources (poisons, flammable oils) you can create more types of traps.

Speak with Pet

You can speak with your pets. Not literally, but practically. You are really good at interpreting barks, for example, and your pet is really good at interpreting you. Your animal companions can speak with other animals of the same type. For example, all dogs speak Canine.

Dragon Slayer

Once per day, you can cause one of your physical attacks to deal +X damage, where X is equal to the level of the highest level monster your party has ever killed. (You must keep track of this.) If you miss, this ability is not expended.

Really Good Dog

You gain +1 HP and +1 Initiative for every Really Good Dog template you possess.

Starting Equipment: collar, fleas

Starting Skill [d3]: 1 = Hunting Dog, 2 = Stray Dog, 3 = Show Dog

- A Dog, Best Friends, +1 Attack
- B Lick, Wag
- C Sniff, Growl, +1 Attack
- D Takedown, Epic Nose

Growl

A single enemy must Save vs Fear or be unable to attack or approach you for one turn. Doesn't work if you are non-threatening. Growling is a standard action.

Dog

Your Movement is 15, but you lack hands and cannot climb ropes. Your fur coat gives you Defense +3 as if it were armor, but takes up no Inventory Slots. You have half as many Inventory Slots as usual. Your bite deals 1d6+Str damage and is a Light Weapon. You can recognize scents. You can “talk” freely with people who have known you a long time (other PCs), but are otherwise limited to doggy communication. You are fluent in Canine.

You roll your Intelligence score normally, but be aware that this is doggy intelligence. You'll never be able to do calculus, but you can notice the seams of a trap or spot a counterfeit coin.

Takedown

Whenever you bite an opponent and get a 2 or a 3 on the Attack Roll, you may make a Str check opposed by your targets Str or Dex (whichever is higher). If you succeed, you trip your target.

Epic Nose

If you spend a minute sniffing a creature, you can learn a terrific amount of things about it. You learn the answers to 1 question about the creature's habits (e.g. “Does it work for the druid?”, “What dungeon level is it from?”). If it is possible to follow a trail by scent, you can follow that trail by scent.

Best Friends

Pick another PC to be your best friend. Whenever you are both adjacent to each other, you both get +2 on all d20 rolls that you make at the same time, against the same thing.

Lick

If your best friend is Dying, you can lick their face to restore 1 HP. If your best friend is ever out of control (paralyzed, mind-controlled, raging, etc) you can nip them to give them a new save against the effect.

Wag

When you wag your tail, humanoid children of all species must save as if vs *charm person*.

Sniff

As *detect evil* and *detect magic* except range is 3”.

Dog Quest

At some point in your career, you will attract the attention of the Dog Barons, who will give you a quest to prove your doggishness. Example quests include killing a Cat Prince (rakshasa) who is hiding in town somewhere, digging into a forgotten barrow and returning with the femur from the wight king who was buried there, or rescuing some asshole prince who fell down a well in orcish territory. (This will probably involve the other PCs chasing after you shouting "Where are you going, boy? Come back!")

If you refuse or fail this quest, you will be shunned by the Dog Clans of the cities. If you succeed, you will win allies among the Dog Clans, and can call on their help in the cities. Examples of help: gossip, relaying messages, safe houses, and/or the assistance of a pack of mangy street dogs.

Tactician

You gain +1 Initiative for every Tactician template you possess.

Starting Equipment: leather armor, warhammer, trumpet

Starting Skill [d3]: 1 = Historian, 2 = Retired Commander, 3 = Navigator.

- A Threat Assessment, Tactic
- B Spot Opportunity
- C On Watch, Rouse
- D Spot Weakness, Mentor

Threat Assessment

You learn a creature's level after watching it fight for a round.

Tactic

As a standard action, you yell advice to an ally, who then makes a free attack. This free attack must be a basic, unmodified melee or ranged attack.

Spot Opportunity

Whenever your party rolls initiative, a random PC (including yourself) gets an opportunity against a random enemy. The opportunity gives the random PC +2 Attack, +2 Damage, and +2 to overcome the target's Save (if applicable). This opportunity lasts until the end of the round. You roll all this yourself and roleplay it, because the DM has enough on her mind.

On Watch

When you are in a combat together, your allies have Initiative 12, unless they already have better Initiative.

Rouse

Once per day, as a free action, you can yell especially effective encouragement. Allies who can hear you regain 1d4 HP (but unconscious allies cannot hear anything). This is non-magical healing. If you use this ability out of combat, allies instead gain 1d6+1 HP.

Spot Weakness

As a standard action, you may observe a creature fight and then make an Intelligence check. If you succeed, the next time you deal damage to that creature, you deal +1d12 damage (once).

This ability also has a use outside of combat. If you succeed on an Int check, you can learn an NPC's weakness, secret shame, or greatest fear (DM's choice).

Mentor

Everyone has something they could learn about combat from you. At the end of each session, pick a PC who is lower level than you. They gain XP equal to 2% of your total XP.

Thief

You gain +1 Stealth for every Thief template you possess.

Starting Equipment: leather armor, lockpicks, dagger

Starting Skill [d3]: 1 = Prostitute, 2 = Smuggler, 3 = Thieves' Guild

- A Thievery, Always Prepared
- B Savant, Lucky
- C Opportunist
- D Very Lucky, Great Escape

Lucky

Once per day, you can reroll one of your d20 rolls or a skill usage roll.

Thievery

You gain the Locksmith and Pickpocket skills at Rank 1. These skills always advance when tested.

Opportunist

Whenever you get a situational bonus on an attack roll (surprise, elevation, etc) you deal an additional +1d6 Damage.

Always Prepared

When in town, you may spend any amount of money to buy an Unlabeled Package. When the package is unwrapped, you declare what it contains, as long as the contents comprise the appropriate number of Inventory Slots, doesn't cost more than you originally paid, and are available in the town you bought the Unlabeled Package. You can even put multiple items inside a large Unlabeled Package (including smaller Unlabeled Packages). This is basically retroactive shopping. You can have no more than two Unlabeled Packages at a time.

Very Lucky

You get an additional use of your Lucky ability per day. Additionally, you can give a usage of Lucky to an adjacent ally, as long as you could plausibly have assisted them.

Great Escape

Once per day, you can escape from something that is restraining you and that you could plausibly escape from. This includes grapples, lynchings, and awkward social situations, but not sealed coffins.

Savant

When you test skills to advance them, you may treat your Intelligence as if it were 16. This ability doesn't apply to knowledge abilities (e.g. History, Alchemy, or Literature).