

OLD SCHOOL

Stylish



CLASSLESS, DISCOVERY-BASED
ADVANCEMENT

DESIGNED FOR USE WITH
**OLD-SCHOOL
ESSENTIALS**

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INTRODUCTION

Old School Stylish is a supplement for *Old-School Essentials (OSE)* that replaces its class system with one that focuses on what your characters do and find in the game world. Instead of picking a class from a list and following its ability progression, your characters will find dusty manuals in time-lost libraries, petition or rescue masters in hopes of learning their secrets, or even invent their own techniques.

This book separates many of the character abilities you might find in *OSE* classes into a number of bite-sized **styles** that characters can discover. It provides basic rules for what these styles do and how they might interact with the characters' game statistics. It also provides a new, simpler magic system to make using spells from different styles easier. As the characters gain more experience, they will be able to use more of these styles at once.

Beyond that, it provides a number of optional methods of implementing the discovery and usage of styles without locking you into any single choice. Think of this book as a toolkit to help you implement the core concept in a way that makes the most sense for your campaign.

This supplement is not meant as a book of character options for your players to pick from. Instead, treat it more like a set of magic items. Pick the styles that suit your world and place them using the guidelines provided.

BASIC MECHANICS

EQUIPPING STYLES

Characters learn styles by finding them in the world. They may “unlock” any number of styles, but they may only use a style by equipping it to a **style slot**. Keep a record of what styles a character has “unlocked” somewhere on their character sheet, and circle which ones are currently equipped.

Characters start with one style slot and will acquire an additional slot at levels 2, 5 and 8. There is no expectation that a character will fill all their slots.

You should decide based on the needs of your game whether characters can swap styles in and out. This module is meant to function just as well under either choice. If you decide that styles cannot be swapped out, you should still allow a player to permanently replace a style by learning a new one. Characters are always changing!

If you allow players to swap styles, have them do this between adventures. If the party has enough downtime to do more than just rest, that is an appropriate time to change styles.

Level	Slots
1	1
2	2
3	2
4	2
5	3
6	3
7	3
8	4
9+	4

CHARACTER CREATION

Generate ability scores as you would in OSE and record all your stats, but do not pick a class.

OSE Advanced Fantasy races: Use the optional rule that ignores class and level restrictions.

Assign 1 Starting Style: Even if they replace this style later, characters keep the knowledge associated with their starting style.

A CHARACTER'S BASE ABILITIES:

- A **d6 hit die**. A character always has at least **1 hit point**, regardless of what styles are equipped.
- Attack bonus (**Z**) equal to half their **level** rounded down.
- A target number of **15** in all **saves**.
- **Maximum magic points** equal to their **level**.
- The ability to wear any armor and use any weapon unless a race ability or style prevents one from doing so.
- The following “**Thief**” skills with a **1-in-6** chance to succeed when doing so would be tricky: **Hear noise, Hide in shadows, Move Silently, Open Locks, Pick Pockets**.
- All characters use the Thief's **XP** requirements to level up.

Level	XP
1	0
2	1,200
3	2,400
4	4,800
5	9,600
6	20,000
7	40,000
8	80,000
9	160,000
10	280,000
11	400,000
12	520,000
13	640,000
14	760,000

LEVELING UP

Every time a character gains enough XP to reach the next level, they get another **hit die** of **HP (d6)** and decrease each of their Saving Throw target numbers by **1**. They may need to recalculate their attack bonus, which is equal to half their level, rounded down. Remember that characters get an additional style slot at levels **2, 5 and 8**.

EMBARK

ROLL HIT DICE BEFORE ADVENTURE

When they're ready to set out on their adventure, players must announce that they're **embarking**. This means that they must now roll their **hit dice** for this journey. After rolling **hit dice**, they add up and apply all the bonuses and penalties to their **hit points** from their equipped styles (**characters have a minimum of 1 HP**). If you allow style-swapping, players can change styles after seeing their **HP** total.

Tables uncomfortable with rerolling HP every adventure should simply give characters 6 HP for the first HD and 4 for the rest.

MAGIC SYSTEM

To simplify tracking how many spells a character may cast, this supplement replaces the concept of “spell slots” with **magic points (MP)**. They work in the following way:

- **Player characters have MP equal to their character level and expend MP equal to a spell's level when they cast it.**
- A character must have enough **MP** to cast a spell, at which point the spell's cost is deducted from their total. They can cast a spell as much as they like if they have enough **MP**. When a rest would restore any amount of **HP**, characters recover **MP** up to their maximum. Other effects that would give a character **MP** may give them more than their maximum.
- Donning armor or beginning a day in it drains **MP**. Leather drains **1 MP**, the rest drain **2**. Maximum **MP** is unaffected. Characters cannot cast spells in plate armor at all but may perform other actions that use **MP** (spells are denoted with a special symbol ✂). They may don armor even if it would cost more **MP** than they have, which just reduces them to **0**.
- For compatibility purposes, a spell's **MP** cost can be treated as its spell level if that information is required. This can also work in reverse for converting **OSE** spells to this system.
- The actual casting of a spell works as it does in **OSE**, with two small additions:
 - One must have a free hand to cast a spell.
 - Characters who each have at least one style that grants spells may hold hands to share their **MP** pool and spend it on a spell or magical ability either character knows. They both spend the requisite amount of time casting the spell together, but otherwise the casting works as normal.

The primary way a player will gain access to magic is by equipping a magical style. Some of the spells from **OSE** have been replicated as style abilities, but the more powerful ones are left to be placed in the world as their own discovery. These spells can be prepared using the procedures on the next page.

MEMORIZING SPELLS

Any player character can memorize individual spells they find in the world, no matter what styles they have equipped. Here's how it works:


- **When the party embarks, they let you know if they will memorize any individual spells.**
- Memorizing a spell temporarily lowers a character's maximum **HP**. **For each spell they prepare, subtract 1 HP x the spell's level from their hit point maximum.**
- **Characters can cast prepared spells as often as they like using their MP**, following the magic rules listed earlier.
- Characters can choose to **"cast and forget"** a prepared spell. They cast it without using **MP**, but lose access to it until they re-memorize it. They don't regain the **HP** it cost to memorize.
- Characters can prepare spells in the middle of an adventure if they carry the spell in written form. It takes an hour of memorization to prepare all their spells.

SOME ADVICE ON USING THIS MAGIC SYSTEM


- **Potions that restore MP should exist**, and should be about as rare as healing potions.
- **Treat Cleric and Magic User magic mechanically the same.** I recommend allowing Cleric spells to be found in the world just like Magic User spells, even if you keep the divine magic flavor.
- **Let characters use scrolls and spell books without Read Magic.** Further, let anyone make use of the research magic rules to create memorizable spells or scrolls.
- **The most powerful spells exist on their own.** The magic represented by styles mostly represent spell levels 1-3. More powerful spells are found as treasure.

WHAT IF I DON'T WANT LEVELS, EITHER?



Use the default starting character stats described above, with a few modifications as follows:

- **2 HD**, or **8 HP** if your table doesn't like rolling.
- **+2** 
- **13** in all **saves**
- **4 magic points**
- Everyone always has **3 style slots**. As usual, do not assume players will be able to fill all 3 slots.

Then, when a character equips a style (other than a Starting style, treat those the same), do the following:


- If the style grants any amount of **+HP**, the character gets an additional **hit die** instead, and lowers their **saving throw target numbers** against **Death**, **Paralysis** and **Breath** by **2** each. If the style gives save bonuses already, those apply too.
- If a style grants any amount of **+ **, double that amount.
- If the style applies a penalty to **HP**, they still reduce it by the listed amount.
- If the style grants them **MP**, it also lowers their **saving throw target numbers** against **Wands** and **Spells** by **2** each.

A few further suggestions for edge-case scenarios:

- Let some masters, manuals, etc. grant increases to HD, saves, and  instead of a new style.
- Whenever a mechanic uses a character's level, use  in place of level for warrior-esque things and **MP** for magical things. If unsure, use a character's number of **HD** instead.

CONVERSION & HOUSE RULE NOTES

The following are a few simple house rules which are not found in *OSE*.

- **Advantage and Disadvantage:** Means rolling the dice twice and taking the best or worst result, respectively. Sources of either cancel each other out 1:1.
- **Action:** Means doing a thing instead of a melee or missile attack.
- **Mercenaries and Retainers:** Stick with classes for these for convenience.
- **Thief Skills:** This book uses **x-in-6** odds for all Thief skills. **Climb Sheer Surfaces** ability always works. If it's really, really risky, allow a Dexterity check.
- **Attack Bonus:** If using THACo, subtract  from it instead. Low-level characters have higher to-hit than in *OSE*. This is intentional and not likely to change the core experience.

DESIGNING NEW STYLES

- Each style tends to have around 2-3 cool, qualitative abilities. Giving them ways to use **MP** is good.
- Martial styles tend to come with bonus **HP** (usually 2), reflecting that Fighters in OSE have a **d8 hit die**. Styles that grant magic or particularly powerful abilities give negative **HP**. Things in between give no bonus or penalty.
- Granting **?** is considered a very strong feature on its own.
- Situational **+?** or damage is good, but it should be structured like a goal for the player. Obvious things like being mounted, in the air or underwater are ideal.
- A style that grants **MP** shouldn't also recover it.
- **Level 3** and higher spells are best put in Secret Styles or to be found on their own.
- If your players want more **MP**, it's easiest to this with items.
- It is often easier to simply write a new spell than to invoke the *OSE* spell list.

PLACING STYLES IN THE WORLD

This supplement recommends five ways to give players access to styles:

Petitioning Masters: Players should be able to hear about the more famous masters by gathering information. They can find these masters and attempt to become their disciples. Unlocking the style in this case might involve some combination of adventure, resources spent, or downtime periods spent to learn. If adventure is involved, tying it to adventure sites will make for the smoothest play experience. See the tables on **p. 8** for some ideas on how to make masters interesting to interact with and learn from. Examples of quests they might send students on are listed on **p. 9**.

Treasure: Since treasure is already a reward, unlocking the style from it should be simple. Carrying a bulky tome around on their next adventure and studying it during rests may be enough. I recommend replacing the lowest % chance occurrence of a pile of currency on a treasure table with a source of a style. For example, **Treasure Type H** has a 25% chance of finding **3d8 × 1,000cp**. Make that a style instead.

Monsters: If a monster grants a style, it should do so via more than just killing one. The way the player characters learn from the monster should be part of play. Perhaps they track it for a week, goad it into taking a special action, etc.

Special Circumstances: This is the trickiest way to handle learning styles, but can feel rewarding and immersive if done well. A flash of inspiration or a weird sequence of events could be a way to unlock a style. Avoid unlock conditions that would require keeping hidden notes on every minor thing a player does (e.g. swinging a weapon 50 times). "One and done" unlocks that are easy to remember are best.

Learning From Another Player: A character could spend a week and a price equivalent to the haul from an early game adventure to teach a style. Try **500–1,000 GP**, or **5d20 × 100 GP** if you like it a little random. Repeating "lessons" from the original master (see **p. 9**) should halve the cost.

INITIAL PLACEMENT

When seeding styles, players should hear about a few ways to find "advanced styles" (descriptions begin on **p. 12**) at the start, giving players some early goals to pursue if they're interested in gaining new abilities. A couple should be local or nearby masters mentioned in rumors. Then place one or two at nearby adventure sites to be obtained as treasure. Finally, powerful people and groups should have access to styles that help them further their goals or which simply make sense for their descriptions, and gaining these will involve some tricky factional play. Secret styles are especially dangerous and should be the hardest to find.

STYLE PLACEMENT EXAMPLES

Each style write-up have a suggestion for how you might seed it into the world. The table below offers more generalized placement ideas you can roll for while preparing your game map.

1d20	How This Style is Found
1	Taught on initiation into a mystery cult.
2	A master is locked in an imperial dungeon. Their knowledge is too dangerous.
3	A cruel general knows it. She shares it only with close family or significant others.
4	Found in a book moved to the “restricted” section of a university library.
5	Granted by drinking and surviving irradiated water or intense poison.
6	A powerful family will teach this style to the new spouse of their current heir.
7	A book that appears to describe dance steps unlike anything seen in this region.
8	An unfathomably wealthy martial arts master holds an open tournament every five years on her hidden island. The winner gets to become her disciple.
9	Ghosts of famous warriors roam the land, seeking satisfaction for vendettas, oaths and contracts left unfulfilled in life. They will grant their styles to those who perform these in their place.
10	The knowledge is written on scattered fragments of a stone slab in dead languages.
11	In the burial grounds of an old hero, scattered statues perform the poses and steps of the art.
12	Encoded in the movements of a famous acrobatics troupe.
13	A dying regional god will grant their power to anyone who can restart their cult.
14	A battered, scorched tome held tight by a skeleton in a dragon’s hoard.
15	The inmates of a long-term, high-security prison teach it only to other prisoners in secret.
16	A sentient weapon seeks a new owner to help it kill the old master who abandoned it.
17	Learned from a warrior spirit imprisoned in a dusty old bottle held by the mage who defeated her.
18	Liquified, forbidden knowledge. Drinking this strange ichor is likely to kill someone.
19	The bottom level of an ancient king’s tomb holds a ball of light that, if absorbed, grants the style. It also turns the “usurper” into the guardian of the dungeon for a month, with full control over its monstrous denizens.
20	Imparted by the orb-shaped, fossilized corpses of minor deities. Everyone is racing to get them.

DESCRIBING MASTERS

1d20	My Master is a Bit Eccentric, They...
1	Speak only in rhyme, sometimes pausing for minutes at a time to think of one.
2	Speak only in metaphor, sometimes canceling class for the day to think of one.
3	Never speak to me directly, but rather send me letters. To my house. By mail.
4	Believe only in action, and do not speak at all.
5	Are an ascetic, and live on a mountain with their pet goats.
6	Are painfully behind the times due to their isolation. Modern culture baffles them.
7	Believe themselves to be a god, and have amassed a small cult-like following.
8	Think they are invisible, and everyone respects them too much to say anything.
9	Claim they lose the last 24 hours of memory every morning. I must demonstrate my worth as a pupil every session, as well as show where I am in the training.
10	Care far too much about fashion, but they're not good at it.
11	Are always thinking about martial or magical arts, frequently missing social cues.
12	Are triplets posing as one person, each with wildly different pedagogical theories.
13	Are pretending to be a noble or other powerful political figure that they killed.
14	Are obsessed with high society and etiquette.
15	Make students their accomplices as they commit various crimes against the nobility.
16	Have a pet bird they say is the "real" master. I'm starting to think it's true.
17	Are very into astrology. Most of their students lie about their birth dates.
18	Pretend to walk with a limp, hoping an unwitting jerk picks a fight with them.
19	Follow me on my expeditions, where they toss rocks, banana peels and darts at me to "test my vigilance." They even take a half share of the treasure.
20	Have pissed off every other master in the country with their rudeness.

1d20	To Convince My Master to Train Me, I Had To...
1	Grovel before them three times, being soundly criticized and rejected the first two.
2	Bribe them. Money wasn't good enough; I had to show them fabulous treasures hard-won with my life on the line.
3	Demonstrate my piety by some act for their community.
4	Inspire pity — they witnessed me getting beaten nearly to death and felt bad for me.
5	Catch the legendary carp who lived in the queen's private pond.
6	Take an exam. It claimed to test every one of my "abilities" and there was a written portion as well, mostly biographical questions about my master.
7	Bring them a rat pup's tail from the Duke's manor.
8	Promise to pay for their alcohol and also room and board whenever we meet. Forever.
9	Have a formal interview where I explained my strengths and weaknesses.
10	Prove my valor by defeating someone with greater fame in the jianghu scene.

1d20 To Convince My Master to Train Me, I Had To...	
11	Clear their name of a crime they probably committed.
12	Produce official papers proving I was of a warrior's bloodline.
13	Find three more students, at which point I'd get a discount on my tuition.
14	Get their favorite trashy romance novels autographed.
15	Identify the painter of their portrait hanging on their wall.
16	Find them. They traveled constantly, often to the wilderness.
17	Show my resolve through a symbolic act of self mutilation.
18	First obtain approval from their fickle, rebellious teenage child.
19	Tell them a joke that made them laugh heartily.
20	Get my name on the front page of the paper. They don't train nobodies.

1d20 To Complete My Training, My Master's Final Lesson Was...	
1	"Not to trust masters." They ran away with all the money I had on me and my shoes.
2	To prove I could inherit the school. I must walk into their rival's school and challenge them.
3	That I needed to build muscle. I must embark on an expedition wearing a large turtle shell (AC as chain , otherwise treat as plate), not removing it under any circumstance.
4	To trust my wits. I must complete an expedition without wielding any conventional weapon.
5	To appreciate the beauty and "way" of the universe. I must see the ends of the world.
6	About the cyclical nature of life. They told me that I would only truly understand the style if I found my own pupil and tutored them. Then they passed away.
7	That I must strengthen my mind as well as my fists. I must spend time improving my knowledge of the arts or sciences (if martial) or improving my body (if it's magical).
8	The importance of preserving knowledge. I must create a significant academic work and place a copy of it in a large and well-curated library.
9	Strength is nothing without effect. I must leave the world in a better place than I found it.
10	The joy of competition. I must find and defeat their other disciples one-on-one. Only after defeating all of them will I understand the style's secret.
11	To conquer my greatest fear. I must find and confront it whether or not I think I'm ready.
12	To value honesty. They admitted they were not a master of anything, and had grifted me. But somehow, the things I learned still work.
13	Endurance. I must sleep (terribly) on hot coals every night of an expedition.
14	To honor one's word. I must pay off their massive debt to a gambling ring.
15	Take a leap of faith off the highest point I can find. Did they intend for this to kill me?
16	The importance of self-reliance. I must forge my own steel armament from scratch, sourcing the materials purely from my expeditions.
17	To understand and accept who I really am. I must find a thing worth fighting for, and only by pursuing it to its completion or my own death will I fully uncover the style's secrets.
18	To see with my mind's eye. I must conduct the entirety of my next expedition blindfolded.
19	About the power of true love. I must "rescue" their lover from their rich spouse's manor.
20	Not to take life too seriously. They wished me good luck and sent me off with a bomb hidden at the bottom of my pack.

STYLE-INVENTION

SAMPLE MECHANICS

Inventing a new Style through a spark of inspiration is tough to mechanize in a way that will be useful at every table. Instead, what follows is a list of suggestions to take and make your own. Some of the style descriptions later in this book also include suggestions for “invention”-based learning.

- **Surviving damage:** A character survives a spell or attack that rolls more damage dice than a character has hit dice.
- **Sparking on ability checks:** When the GM says the stakes for a roll are high and could lead to a “spark”, a character might gain the insight necessary to invent a style if they roll... (choose one)
 - **A critical success.** They invent and equip the style right then and there, and can use one of its abilities to solve the problem in front of them. The style should be relevant to the situation.
 - **Miss a roll by 1.** They have an “Aha!” moment, and invent the style after that. They can use one of its abilities for the rest of the adventure and learn the style in full next downtime.
 - **A critical failure.** When the GM describes what happens, the player can suggest how to make it even worse and truly have their character hit rock bottom. If they do, they can reflect on this failure during downtime to invent a new style.
- **Inspired by Nature:** Every day the party spends a day lost or resting in the wilderness, someone has a 1-in-20 chance of inventing a new style. Someone new rolls every time.
- **Doing it the hard way first:** A player can write “research” in one of their style slots. During an adventure, they attempt all of the actions they would normally be able to do with this style while the stakes are significant. Resolve these actions as though they don’t have the style. For example, a character inventing Arson might use flour or home-made explosives. Takes three expeditions.
- **Player-created quest:** Players negotiate the necessary steps with the GM. Some examples:
 - Meet **three people or organizations** in the world who might hold knowledge on the techniques that comprise this style, having them answer key questions.
 - Undertake **grueling training** or “cultivation.” The character may try to “cheat” or accelerate the training depending on the tone of the game.
 - Adventure to see some **rare natural wonder** that might reveal the final secret.
 - **A final test** using the style.
- **Desperation Moves:** A character at 1 HP scores a **critical hit**.
- **Monster meat campaign:** Eating the meat of a mythical creature will grant its abilities or a spark of inspiration if a specialized monster chef prepared it. Players propose the kind of ability they want, and the GM can help them identify which monster could grant it.
- **Oaths:** A character might invent a relevant Style as a result of swearing a binding oath. It should be significant and materially affect play. The character loses access to the style if they break the oath.
- **Seeing different viewpoints:** Spending time consorting with two factions aligned strongly against each other will grant insight to some new ability that synthesizes their opposed viewpoints.
- **Death Teaches It:** A dead character restored to life will bring back some insights they could never have hoped to learn otherwise. During their period of “weakness” (see the **Raise Dead** spell in OSE), they can invent a new style based on the unfathomable truths they were exposed to. I recommend attaching an expensive component cost to casting **Raise Dead** if you do this.

STARTING STYLES

These are more like mundane professions, and should be easy to access. Even if you switch these out, remember what a character started with. They keep the knowledge from their starting style.

Style	Effects
Academic	Carrying a textbook gives access to relevant expert knowledge.
Bandit	+1 on Move Silently and Hide in Shadows .
Bureaucrat	Can use their title to access low-security restricted areas, such as jails, records rooms or a busy official's office.
Burglar	+1 chance to Open Locks and Find or Remove Treasure Traps .
Crafter	Can repair non-magical objects. A turn for a simple one, an hour in other cases.
Cook	Can turn two rations into a single meal that heals 1 HP .
Delinquent	+1 damage to enemies laying on the ground or held in place by an ally.
Detective	+1 on search rolls, can discern what killed something.
Farmer	Heal +2 hit points on rest.
Fisherman	Always succeed on hunting rolls near a body of water.
Herbalist	Brings a satchel of herbs that heal 2 HP once. Refills in downtime or wilderness.
Hunter	1-in-6 chance to turn any corpse into a ration.
Laborer	+2 HP .
Librarian	Find anything in bookshelves, desks, or similar spaces without spending time.
Lookout	+1 on Hear Noise and Move Silently .
Lumberjack	Always succeed on rolls to destroy or cut objects with an axe or similar weapon.
Mediator	+1 on reaction rolls with humanoids.
Mechanic	Can use any item to repair an object given a semi-plausible explanation.
Merchant	Recovered treasure is valued at 10% more gold (after awarding XP).
Minister	If allowed to deliver a sermon for at least 20 minutes, can put listeners to sleep.
Noble	Always departs with a retainer who does not demand payment nor test loyalty for dangerous tasks. They demand on-the-job training or similar opportunities.
Performer	Retainers and Mercenaries add +1 to Loyalty when testing it.
Sailor	Can man and repair small vessels on their own, and can book passage on bigger ones for free during an expedition.
Smuggler	Has a hiding spot on their person no one can find, even with a thorough search. Can hold an extra item smaller than a sword, which does not count toward inventory space.
Socialite	Can invite themselves to most parties, ceremonies, or similar functions.
Soldier	+1 damage when outnumbering an enemy in melee.
Speechwriter	+1 to morale of allies.
Traveler	Starts with an extra language and a regional guide to (d6): 1) temples or shrines 2) all notable taverns and bars, 3) an adventure site (contains every rumor available for it), 4) local fauna, including monsters 5) officials and nobility, including a couple scandalous secrets 6) famous masters and their tutelage requirements.

ADVANCED STYLES

These are the styles players are most likely to learn from exploring the world. Most of the lower level abilities available in OSE's class system exist in some form among these.

ACROBATICS

- **Agile:** Can climb sheer surfaces or run across them, jump twice as far and high as the average person, and can run over water or thick gas for the duration of a single round of combat at a time (must end movement on the ground). Falling damage halved.
- **Slippery:** Enemies who attack this character while they retreat from melee don't get any bonuses, and instead roll the attack with disadvantage.
- **Balanced:** Walk tightropes and similar surfaces at half movement speed without falling. Full speed is a **DEX** ability check or **1 MP**.

Suggested Learning: Walking a tightrope when death is on the line, but not simply to escape death. A traveling circus might also teach it as payment for services rendered.


ANTI-MAGIC

- **Magic Resistance:** +4 to saves against spells and wands.
- **Siphon Spirit:** When they use a melee attack to defeat a creature who is currently casting a spell or is under the effect of an on-going spell, they restore **1 MP**.
- **Dispel:** Can end an on-going spell or spell effect other than a curse with a touch.

Suggested Learning: Magical crime can attract Witchhunters. Capture one of them.

ARCHERY

+2 HP

- **Marksmanship:** +2  and +1 damage with ranged weapons
- **Volley:** Can expend **1 MP** or all remaining ammo to shoot a volley of arrows in one round. Enemies in a 20' radius **save against breath weapon** or take **d6** damage (halved on success).

Suggested Learning: A military organization likely keeps a Master Archer in their employ. A character could also spend an entire adventure calling shots and taking large penalties on attacks.

ARCANISM

-2 HP, +1 MP

- **Spell of Protection:** As long as they have at least 1 MP, their armor class is equal to chain.
- **Spells:** ✂ 1 MP: Floating Disc | ✂ 1 MP: Light | ✂ 1 MP: Read Languages | ✂ 2 MP: Levitate

Suggested Learning: Finding a tome containing the spells. Trying to copy it is useless; the spells appear to be alive and will not transfer their knowledge to those not holding the tome.

ASSASSIN'S FIST

-2 HP

- **Assassinate:** When attacking a humanoid unaware of the user's presence, roll the attack with advantage and deal damage as normal (if this character has the **Back-stab** ability, double the damage as usual). The target then makes a **save versus death** at a penalty equal to half the user's level rounded down. On a failure, they die. If the target is in combat and has seen the user recently, a **Move Silently** check is necessary.
- **Stalking:** +1 to **Hide in Shadows** and **Move Silently**.

Suggested Learning: A captured assassin may teach it in exchange for release.

BATTLE MAGIC

-2 HP

- **Spells:** ✂ 1 MP: Magic Missile | ✂ 2 MP: Mirror Image | ✂ 1 MP: Shield
- **Deduce Spell:** If a creature casts a spell, including declaring they are casting a spell before initiative is rolled in combat, someone with the Battle Magic always knows what the spell is.
- **Counter-Spell:** Can cast a spell to neutralize another mage's spell. It must be of the same level (count the MP cost as spell level if necessary) or higher, and the neutralizer explains how their Battle Mage's spell is warped to counter the other. This ability is declared at the start of a round and used even if initiative is lost; the counter-spell still goes off when the target spell is cast.

Suggested Learning: Battle Magic is powerful enough that this style would be held by a faction, its secrets used for military conquest.

BATTLE TRANCE

+2 HP

- **Foolish:** Immune to the effects of fear.
- **Reckless:** If they cause an enemy to check morale, treat the enemy's **morale** score as **2** lower.
- **Trance:** When hit by an attack in melee while unarmored, they can choose to enter a battle trance until the combat is over. During this trance, they take half damage from all sources and their attacks deal **d6** extra damage. A character who enters a battle trance suffers from violent, turbulent visions during their next rest and recovers no **hit points**.

Suggested Learning: A character who sees a close ally die might enter the trance, immediately replacing one of their styles with Battle Trance (ignore the armor requirement here).

CAVALRY

+2 HP

- **Rider:** +2 **AC** and +1 **AC** when mounted.
- **Spur Steed:** Any mount they ride moves twice as fast and can leap up to **30'** horizontally.
- **Rescue:** Instead of acting in the normal initiative, a mounted character with Cavalry can choose to move their full distance, picking up and carrying a character small enough to fit on their mount along the way. Neither character can take any other action in that round. Outside of combat, this simply happens fast enough that no obstacle or other character can stop the rider from doing this.

Suggested Learning: Common among crack troops — this style represents the culmination of a mounted soldier's training.

CHEERLEADING

-2 HP, +1 MP

- **Cheer:** Can spend **1 magic point** to give a performance or make a show of compassion that grants an ally advantage on a roll.
- **Countercharm:** Can use words, music or song to give anyone a new saving throw against charm effects and other mind-affecting magic at **+4**.
- **Fascinate:** Can spend **1 magic point** to fascinate **2HD** per level of creatures with a performance. The targets must save vs spell to resist. Targets pay attention only to this character's performance and will follow the character if they move. They regain their senses if the performance is interrupted. A performance lasting a full dungeon turn forces another save, and on a failure the creatures become charmed by this character for rounds equal to the character's level. Charmed targets will follow non-violent commands.

Suggested Learning: A hired bard might teach this in exchange for protection on a long journey, or for a full share of loot on an expedition. They will not do anything too risky.

CHEMISTRY

- **Utility Belt:** Can use potions at the end of a combat round even if they did something else. Can also choose to take their action first in a round guaranteed, but only to use an item.
- **Mix:** Can combine the effects of up to three potions using a special shaker. It encumbers the same as thieves' tools and the potions can't be unmixed once combined in the shaker. These concoctions are unstable and can only safely be consumed directly from the shaker.
- **Concoct:** When they **Embark** on an expedition with this style equipped, Chemists can say they crafted a number of potions equal to half their level, rounded up. These potions may duplicate any spell effects they can reasonably access in the settlement they embark from, and spend **200 GP** per level of spell effect (or per point of **MP** cost, whichever is cheaper). They count as any class necessary to concoct potions.

Suggested Learning: 1-in-10 chance to have a eureka moment every time a character attempts to craft a potion. This is rare enough that it should be easy to track.

DANCE

-2 HP, +1 MP

- **Footwork:** Deft movement gives base **AC** equivalent to chain when unarmored.
- **Leading:** If a character willingly dances with someone with this ability, the user may place the target in any position in any location within their encounter movement rate as part of their dance. They are unaware of any negative consequences of being moved this way until after the user has placed them there.
- **Dance Magic:** Can spend a round dancing (declare as they would if casting a spell). If they do, they may apply a single dance effect they have discovered, paying the associated **MP** cost. This style grants the following effects to start:
 - **0 MP:** All others' movement rates are doubled or halved (applies to all sides).
 - **1 MP: +1** on party's initiative roll.
 - **1 MP: +1** on party's damage and attack rolls.
 - **2 MP:** All damage dealt is halved (applies to all sides).

Suggested Learning: A Master would task the student with completing an expedition without armor to learn the right footwork. Consider allowing new dances to be learned from the master, each with an expedition requirement attached.

DRAGON DIVE


+2 HP, +1 

- **Dragon Dive:** Can make an attack against an enemy while falling from **10 ft** or higher at **+4**, and deals double damage on success.
- **Leap:** Can infuse a weapon with magic for **1 MP**. They can then magically leap to the weapon's location at no movement cost. The magic dissipates after 10 minutes.
- **Ukemi:** They take half falling damage, and can spend **1 MP** to negate it entirely.

Suggested Learning: Rolling a number of fall damage dice equal to or greater than the learner's number of hit dice and surviving. Alternatively, by closely observing a dragon or a giant bird of prey in the wild as it hunts.

DUELING

+2 HP

- **Precision:** +2  with one-handed melee weapons or fists while not using a shield.
- **Be Like Water:** At the end of each round, they may make a free counter-attack against a single enemy in melee who attempted to attack them.
- **Special Technique:** When they hit an enemy with an attack, but before they roll damage, they may opt to do no damage and instead accomplish another effect, such as temporarily blinding or stunning the enemy. The effect must make sense based on available equipment, the character's abilities relative to their enemy's, and their positioning.

Suggested Learning: A master duelist will train those who show promise and who defeat them in a duel. They will waive the duel requirements if they're rescued from an adventure site.

EIGHT DRUNKEN GODS




+2 HP, +1 

- **Restrictions:** One who practices this style cannot wear armor or use shields. They also only benefit from the abilities of this style while drunk. When drunk, they take -4 on **saves** against wands and spells, perform all Thief skills other than **Climb Sheer Surfaces** at -1, and cannot read. It takes them roughly 10 seconds to get drunk or to sober up.
- **Dead Angle Strike:** Their attacks with their body deal **d8** damage, and attacks with improvised weapons deal **d10** damage.
- **Misdirect:** If an enemy misses them in melee combat, they may have them damage another participant in the melee instead.
- **Drunken Fist:** Any effects that would apply a penalty to their melee attack rolls instead become bonuses.

Suggested Learning: Completing an entire adventure under the effects of alcohol (use the ones above). Alternatively, a character spends 2d4 periods of downtime training under Beggar So, and must finance his dangerous drinking habits during this period.

ELEMENTALISM

-2 HP, +1 MP

- **Create Flame:** The user can spend a few seconds to create a flame in the palm of their hands. It casts light that illuminates a **30'** radius. The user can hold this flame in their hands for up to 10 minutes. They can drop or throw the flame, and it will go out after impacting its target. Hitting a creature with this ability requires an attack roll and inflicts **d6+1** damage.
- **Spells:**  **1 MP:** Faerie Fire |  **2 MP:** Create Water |  **3 MP:** Call Lightning

Suggested Learning: Spending a week intentionally exposed to the elements, such as by sitting under waterfalls or wearing minimal clothing in extremely cold weather. Pushing it could result in death, but give players a chance to back out.


EXORCISM

- **Turn Undead:** Can use their action to force a morale check on undead, with the undead treated as having **7** morale. Undead with more **HD** than the character are treated as having **1** more morale per higher **HD**. Undead with less **HD** have **1** less per lower **HD**. Any undead that fail their check by **4** or more are instantly destroyed by this ability.
- **Exorcise: Turn Undead** can also be used to drive a spirit away from a possessed character, but a morale check success by **4** or more may injure or kill the afflicted person.
- **Sending:** A character who chooses to equip the **Exorcist** style for their next expedition can spend their downtime sanctifying the settlement and its surrounding area. They begin their next expedition with **0 MP**, but the sanctified area will allow no undead, malignant spirits or other forms of necromancy to come into existence for a year.

Suggested Learning: Inviting a spirit into one's own body, fighting it for control, and expelling it.

FLYING DAGGER




+2 HP

- **Flying Dagger:** Wields a small, bladed weapon on a chain as they would a whip. It deals **d6** damage and can hit enemies up to **30'** away. They attack with it or with a whip at **+2** .
- **Tether:** When they hit with their flying dagger, they can lodge it in their target. On subsequent rounds, they can pull the target toward them (up to **30'**, uses an action) or stop the target from moving away (no action required). Using either option allows the user to deal **d3** damage to their target without an attack roll. The target can pull the dagger out as an action.
- **Dagger Hand:** Can use this weapon or a whip as a grappling hook to hit distant buttons, pull levers, or knock things out of people's hands. They are proficient with it such that it feels like using their own hand, albeit without fingers or fine motor control.

Suggested Learning: Using the above-described weapon as an improvised one for multiple expeditions. Expect to be teased. Alternatively, could be learned by observing rattlesnakes.

GEOMANCY

-2 HP, +1 MP

- **Light-floated:** Can pass through overgrown foliage and other forms of movement-affecting terrain without penalty or impediment, and leaves no tracks in any natural environment.
- **Natural Form:** Can spend **1 MP** to turn into a piece of local flora they can see for up to an hour. Their gear melds into their new body and they cannot move while doing so. They still perceive things as they could with their normal senses.
- **Spells:**  **1 MP:** Entangle |  **2 MP:** Heat Metal |  **2 MP:** Growth of Nature (plants)

Suggested Learning: A mystery cult of druids guard this knowledge, but could be persuaded to teach it for eco-terrorism purposes.

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GUARDIAN

- **Warding:** Can spend **1 MP** at the start of a round to shroud themselves in a protective aura, halving damage dealt to them (rounded up). They may still take an action that round.
- **Protect:** If allies are in the same melee as this character, the Guardian can give up their action to draw all attacks to themselves instead. Declare this at the start of a round.
- **Sacrifice:** As an action, can take **d6+1** damage to cause another character to heal **d6 HP**.

Suggested Learning: Making a contract to protect a priestess on her pilgrimage. Her chosen deity will bestow this style as a gift.

HEALING

-2 HP, +1 MP

- **Heal Wounds:** Can spend **1 MP** to heal someone they can see for **1d6+1 HP**.
- **Empathic Ritual:** When resting, can perform a healing ritual, choosing a single beneficiary. All willing participants heal no **HP** that night, and the beneficiary heals the total of what the donors would have healed during the rest. It still counts as the donors resting in every other way.
- **Liberate:** Can spend **1 MP** to cure someone of paralysis. They may do this at the start of a round before rolling initiative, but may not attack or cast a spell that round.

Suggested Learning: Higher-up religious figures hold this knowledge. They may share it to protect their secrets, or in exchange for service rendered to their temple.

HUNGRY WOLF

+2 HP

- **Pounce:** Ignores the **Slow** property on weapons.
- **Cleave:** When they kill an enemy with fewer **HD** than they have, they can immediately attack another enemy within melee range.

Suggested Learning: Observe packs of dire wolves going to war.

ILLUSIONISM

-2 HP

- **Illusion:** Can create illusions the size of a **5' x 5'** cube or smaller for **1 MP**. It is insubstantial but can create either a visual or auditory effect. For **1 MP** each, can improve the illusion by adding more effects, increasing its size of by a factor of 2, or making it substantial for 1 minute.
- **Spells:** ✂ **2 MP:** Sleep | ✂ **3 MP:** Invisibility | ✂ **4 MP:** Solid Fog

Suggested Learning: A trickster mage's "proving grounds" promises its creator's secrets as its ultimate treasure.

OSMOMAGIC

-2 HP

- **Siphon Spell:** When the user is affected by a spell that threatens to harm them, regardless of whether they save successfully, they recover magic points equal to the spell level.
- **Mirror Spell:** If a spell or magical ability targets them or includes them in its area of effect, for an hour thereafter they “mirror” it and may cast that spell themselves as if they knew it for **MP** equal to its spell level. They may only mirror one spell in this way at a time, always switching to the most recent spell cast on them.
- **Drain Power:** Can drain the power from a scroll or magic item they touch, recovering **1 MP** and destroying it in the process. Some items may be too dangerous to siphon power from.

Suggested Learning: Surviving a spell that rolls more damage dice than the learner has **HD**, or making a successful save against a spell where the consequences would have been fatal.


RENDASHINKEN

+2 HP, +1 

- **Renda:** Can attack enemies with a flurry of unarmed strikes to deal **d10** damage (treat it as a single normal attack). This does not work while using a shield.
- **Steel-Cracking Fists:** When they roll a successful attack, they can opt to do no damage and instead disarm an enemy — taking an object they’re holding into their own hands — or destroy a non-magical piece of equipment on the enemy’s person other than armor.

Suggested Learning: A scroll containing the body-strengthening exercises and ointments required by this style is buried in a martial arts master’s grave. It is protected by her pet tiger, which stalks the famous gravesite in mourning.

SEARCHING SWORD

- **Blade Devotion:** +2  with a single weapon, chosen when the style is learned.
- **Block Arrow:** Can cut one missile attack down per round, negating it entirely.
- **Excellent balance:** Extraordinary balance allows them to stand on a rock floating in a river, a tree branch, or similarly unreasonable things. They never have to save to keep their balance.
- **Blind Fighting:** Can fight in complete darkness without penalty.

Suggested Learning: Winning a duel or a high stakes battle while wearing a blindfold.

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SERPENT SPEAR

+2 HP, +1 

- **Cobra Leaves Its Hole:** Can leap the distance of their encounter movement rate horizontally. If they wield a polearm and use this ability to move at least **10'**, they can attack any creature within **30'** of where they land as the air briefly extends the range of their weapon.
- **Water Snake Breaks Surface:** When the result of their attack roll with a polearm is **20** or higher, they can additionally shatter an opponent's shield or armor. If the opponent has no armor or if it is otherwise unclear what their new **AC** would be, treat them as having **3** less **AC**.

Suggested Learning: Simply observing giant snakes isn't enough — they need cunning prey to hunt long enough to demonstrate their full potential.

SPELLSINK BLADE

+2 HP

- **Catch Spell:** When they save against a spell, they can draw some of its power into their weapon. On its next hit, it deals bonus damage equal to the level of the spell it last absorbed.
- **Spellsink Blade:** Instead of attacking in combat, the user can raise their weapon and turn it into a spellsink by spending 1 magic point. They may hold it in this way for as long as they like as long as they perform no other action. If a spell the user can see is cast during this time, it will have no effect and instead be absorbed into the weapon. The weapon becomes a magic weapon with an attack roll and damage bonus equal to the level of the absorbed spell. It keeps this power for an hour.

Suggested Learning: Training to catch magic with a blade is dangerous — while a non-functioning “research” version of this style is equipped, a character's saving throw target number for Wands and Spells increases by 4. Training this way for three expeditions will reveal the style's secrets.

SPIRIT SWORD

-2 HP, +1 MP

- **Spirit Sword:** When they hit with a melee weapon, they can spend as many **magic points** as they like to add **+2** damage to their roll per **magic point** spent.
- **Invest Sword:** They can spend **1 magic point** to charge a mundane weapon with spiritual power, turning it into a magical weapon for **10 minutes**. It grants **+1** to hit and to damage rolls. It turns to dust afterward.
- **Extend Aura:** Can spend **2 MP** to extend an aura of comfort out to a radius of **20'**. Allies within this aura get **+1** to attack and damage rolls and **+1** to morale checks. Rituals of purification or consecration performed within this aura work with no other magical fuel or sacraments.

Suggested Learning: Purification of the soul, usually via a ritual that involves walking through fire. Those who practice this art are usually demon slayers, and will pass it on to those who vow to further their cause.

SPYCRAFT

-2 HP

- **Back-stab:** Doubles damage when attacking an unaware opponent. If the opponent has seen this character recently, the skills **Move Silently** or **Hide in Shadows** may be necessary depending on the circumstances.
- **Good Listener:** Expert at reading lips and hearing whispers. If a Spy would be within range of hearing a person talking at normal volume, they can hear that person's whisper.
- **Disguise:** Can spend **100 GP** to prepare a disguise. This disguise fools anyone but those familiar with what's being imitated, who have a **3-in-6** chance to see through it. Every day spent in disguise near these people grants -1 to the check, and every day spent researching in advance grants **+1 (minimum 1-in-6)**. **1 MP** can also be spent to give a maximum of **+1** to this check.

Suggested Learning: A spy may teach this to keep a character from blowing their cover. Spies prefer to permanently silence those who might one day blow their cover, however.

SQUIRREL-WHISPERING

+1 MP

- **The Whisperer:** Can speak to animals for **ten minutes** for **1 MP**, and gets **+1** on reaction rolls from animals when doing so.
- **Spells:** ✨ **1 MP:** Animal Friendship | ✨ **3 MP:** Growth of Nature (animals) | ✨ **4 MP:** Summon Animals

Suggested Learning: A wheeling-and-dealing talking squirrel will teach this to someone for an inflated price. Squirrels are crafty traders but, ironically, are themselves incredibly gullible.

SURVIVALISM

+2 HP

- **Adaptable:** Can sleep anywhere, and rolls to recover **HP** during rest with advantage.
- **Asceticism:** Can go two full days without eating at a time.
- **Pathfinding:** Chance of getting lost in the wilderness is reduced by **1**.

Suggested Learning: Adventurers tend to learn this the hard way. A party that spends 2-3x as long in the wilderness as they planned and rationed for will all figure it out on their own.

TELEKINESIS

-2 HP, +1 MP

- **Minor Telekinesis (1 MP):** Can move one object at a time the size of a weapon or smaller around with their mind for 1 minute. They can use it as a thrown weapon, but this ends the spell.
- **Spells:** ✂ 2 MP: Hold Person | ✂ 4 MP: Telekinesis

Suggested Learning: A “brain training” book, dismissed as pop science, will teach it if its instructions are taken seriously and followed exactly to the letter. It sold poorly, and so copies are more common in trash piles than libraries.

TELEPATHY

-2 HP, +1 MP

- **Telepathy:** Can communicate telepathically with those they sense using ESP. If holding an object with a strong connection to a creature, they can use ESP to reach the target from any location on the same plane.
- **Spells:** ✂ 1 MP: ESP | ✂ 1 MP: Hypnotism | ✂ 3 MP: Suggestion

Suggested Learning: Spending 8 hours under the continuous effect of the spell ESP can rewire the caster’s brain enough to enable this style. It can also cause serious stress and bodily harm, requiring a save against Death. A failure still grants the style, but it puts the learner in a weakened state similar to being resurrected.

THIEVERY

- **Spider Legs:** Can climb sheer surfaces.
- **Thievery:** +2 to **Find or Remove Treasure Traps, Hear Noise, Hide in Shadows, Move Silently, Open Locks** and **Pick Pockets**.
- **Decipher:** Has a **5 in 6** chance to read non-magical text in any language, including dead languages and basic codes. If they can’t read a piece of text, they can try again after leveling up.

Suggested Learning: A master thief will gift them into giving up larger and larger sums of money. After taking **3,000** or more GP, the master thief will take pity on them and train them. Alternatively, successfully perform a non-violent heist that nets **10,000** or more GP worth of treasure.

TREASURE HUNTING

+2 HP

- **Danger Taste:** Can tell whether an object is magical, cursed or poisonous by tasting it.
- **Danger Smell:** +2 to **Find Hidden Doors**, and +2 to **Find or Remove Treasure Traps**. Can spend 1 MP to guarantee finding any that exist in a single room or on a single chest.
- **Ear for Opportunity:** They always get one more rumor than they normally would.

Suggested Learning: Spend 2d4 days living at an adventure site that holds wandering monsters.

WIND-CUTTING BLADE

+2 HP

- **Wind Cutting Blade:** Can use any melee weapon to perform a ranged attack up to 30' away. Follow the normal rules for ranged attacks. The attack deals d8 damage.
- **Precision:** For 1 MP a character can "shoot" straight through an intervening obstacle without touching it, hitting the target on the other side and dealing their weapon's normal damage. They must be aware that the target is there and able to visualize it clearly in their head.
- **Gale Swallow Wing:** Can make a single attack roll against all enemies in melee simultaneously, dealing d6 damage to those it hits. Only works when using a melee weapon in both hands.

Suggested Learning: From a master who will test their trust using this technique. Alternatively, spend a period of downtime studying the pattern of leaves floating in the breeze. Afterward, they must attempt to cut an object with another human standing in the way. Succeeding on an attack against the object completes the lesson and grants the style; failing attack deals double damage to the human standing in the way.

SECRET STYLES

These are found in the darkest recesses, learned from heretical masters. They're secret for a reason.

ARSON

-2 HP, +1 MP

- **Self-Destruct:** The user may spend as many **MP** as they like to use this ability. It causes the user to glow for a few seconds, and then creates a **50' radius** explosion originating where they stand. The explosion deals **2d6** damage per magic point to creatures and objects in its radius, **including the user**. Creatures who see the user glowing can **save** against dragon breath to halve this damage. The explosion does not pass through walls unless it would be powerful enough to destroy them. If this explosion would reduce the user to **0** or fewer **HP**, they are completely incinerated in the explosion. If not, they fall unconscious for 10 minutes.
- **Spells:** ✂ **1 MP:** Light | ✂ **1 MP:** Produce Flame | ✂ **3 MP:** Fireball

Suggested Learning: Master currently imprisoned by a powerful political figure. Alternatively, miraculously survive what should have been a certain death by fire.

MIMICRY

- **Mimic:** Can repeat an action taken earlier in the initiative or in the last **10** seconds, including casting a spell, with the same bonuses or penalties and without needing to meet class or level requirements. Must still have and spend **MP** to cast spells, and must have objects to use them (unless the user spends additional **MP** to mime the objects).
- **Prop Work:** Can spend **1 MP** to mime having a non-magical object no larger than a table, using it as though it actually exists. Cannot be used to replicate writing or complex machinery.
- **Shadow Puppet:** Can contort themselves to cast a shadow in any shape they wish.

Suggested Learning: Being engulfed by a mimic and surviving the ordeal. Could also invent it by mimicking another character's actions as thoroughly as possible for an entire adventure.

SAINTED SWORD

-2 HP

- **The Way:** Adds half their level rounded up to the damage they inflict with melee attacks.
- **Quick Draw:** By spending **1 MP**, any attack the user makes in melee may also target up to two other creatures with fewer **HD** within the user's movement encounter movement range. Use the same attack roll for all targets. This ability may be used while unsheathing a weapon.
- **Coin Toss:** Can throw a coin or similar currency as a ranged attack up to **30'** away. It deals **1** damage for every **d6** coins they spend to do so, up to a maximum of **6** damage.

Suggested Learning: On defeating a martial artist of **8** or more **HD** in a duel.

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SEEING

-2 HP

- **Premonition:** Someone with the Seeing style knows the following before it is determined:
 - Whether the next dungeon turn will produce a wandering monster.
 - Who will win the first round's initiative should the party engage an enemy group. Pre-roll this, it remains true for a dungeon turn.
 - (Once per combat round, asked before initiative is rolled) The die roll result of a single action they might take that would require a roll.
 - (Once per dungeon turn) Whether a room has a trap, but not where it is or what it does.
- **Psychometry:** Can spend **1 magic point** and a turn holding an object to learn about it. Each turn, learn the following (**d4**):
 1. Any hidden workings or magical effects contained within the object,
 2. Facts about a previous owner,
 3. A memory that occurred while someone was grasping the object,
 4. A vision of the last time someone touched the object.
- **Spell:** ✂ **3 MP:** Clairvoyance

Suggested Learning: When the table realizes a player character made a shockingly accurate prediction about the future, given their then-current knowledge. Alternatively, a remote village's elder may be rumored to possess "the sight."

STORMCALLING

-2 HP, +1 MP

- **Channel:** The user takes half damage from electricity and may immediately (no action) redirect the electricity by shooting it from their fingertip. This requires a ranged attack roll and has a range of **60'**. The attack deals the other half of the initial damage.
- **Spells:** ✂ **1 MP:** Wall of Fog | ✂ **3 MP:** Fly | ✂ **3 MP:** Lightning Bolt

Suggested Learning: A week observing the giant, thunder-calling birds that roam a unsettled area of the map. Alternatively, being struck by lightning and surviving.

STRING MAGIC

-2 HP

- **Enforce:** Can spend **1 MP** to attach a string to anyone who explicitly promises to take an affirmative action. The string is intangible, infinitely elastic and visible only to those connected to it. If the promise is fulfilled, the string disappears. If the promise is not fulfilled within a day, the string breaks, dealing **Xd6** damage to them, where **X** is their number of **HD**.
- **Promise:** Alternatively, another person may agree to attach a string to the user in exchange for a promise. The same rules apply as above. The user gains **1 MP** for each string so attached, up to three at a time. The user must explain the magic involved to the beneficiary, and the same person can never attach more than one string to the user.

Suggested Learning: String Mages tend to want their style of magic to proliferate, and will teach this style as part of a contract with rather expensive demands.

SORCERY

-2 HP, +1 MP

- **Ego Shield +4** to **save** against Spells and Wands.
- **Occult Knowledge:** Has access to all first level **Magic User** and **Illusionist** spells. May cast them for **1 HP** each rather than using **MP**.
- **Power Trip:** Every time the user casts a spell (from any source), they must **save** against Spells. If they fail, they enter a **Power Trip**.
- During a **Power Trip**, the user must roll on the table below at the start of every round of combat (or 10 seconds) and perform the listed action, making a new save to end the **Power Trip** at the end of the round. If a spell cast during a **Power Trip** requires a creature as a target, and there are no visible enemies left, they will automatically target the closest living creature. Area of effect spells cast during a **Power Trip** always include at least one creature in their AOE if possible. The user does not move during a Power Trip.

Suggested Learning: Found in a book in a devil's library, or learned from a sorcerer sealed in an anti-magic prison with keys scattered across the world. This is dangerous knowledge, and would be locked up tight.

1d12	Actions (effects do not use MP)	Sample Demeanors
1	Cast Light on own head.	Cackling.
2	Produce and use wand or scroll. Subtract charges/expend scrolls as usual.	Convulsing, flesh occasionally pulsating on its own, Tetsuo-style.
3	Throw 2d100 coins at a creature as a ranged attack, dealing 1/10th the result in damage, rounded down.	Screaming in agony or ecstasy.
4	Spend round "powering up", creating aura of intense magical miasma in 10' radius centered on Power Tripper. Save against spells or take d6 damage from it.	Producing that loud BWARM sound from your favorite movie trailer.
5	Cast Fireball .	Manifesting after-images of limbs.
6	Shoot mouth laser; 60' line effect from mouth, dealing d6 damage per user level. Halved on successful save vs spells.	Chanting threatening but nonsensical words of power.
7	Cast Polymorph Self (random form, can still cast spells).	Monotone and rhythmic laugh.
8	Cast Fly on themselves and d6 others.	Yelling threats and expletives.
9	Magic Missile , each missile targeting a different creature.	Boasting of their immense ability.
10	Teleport ally to enemy ranks and vice versa.	Causing nearby objects to hover in place.
11	Summon 2d10 small animals (1HD each).	Thick fog emanating from eyes and mouth.
12	Make all doors, chests, containers, backpacks, clothes fastenings, and similarly secured things spring open.	Producing animal sounds from mouth as eyes roll back into head.

SUMMONING

-2 HP, +1 MP

- **Register:** Has three beads that they can give to another creature. A creature who willingly accepts one of these beads can then be summoned using the **Call** ability. The bead returns to the user after summoning a registered creature.
- **Call:** Those with Summoning grow a horn-like appendage from their forehead, which allows them to sense and communicate with ethereal beings. They can use an action to call any of the following, which appears in a spot they can see:
 - **1 MP:** Anyone they gave a bead to, who will remain for 10 minutes. If the summoonee takes strenuous actions like casting a spell or attacking, they will disappear 10 seconds later.
 - **2 MP:** A creature with equal or fewer **HD** than the summoner from the campaign's bestiary, chosen at random. It aids them in any way it can for 1 minute.
 - **3 MP:** They send out a distress signal to any being who would answer it.

Suggested Learning: Imbibing the blood of a unicorn.

Below is a sample table for deciding who answers the call and what they do. If stats are necessary, treat them as a **Lesser Djinn** or **Elemental**. Add **+1** to this roll per 2 additional **MP** spent.

1d10	Entities Answering Distress Signal
1	Vritra: A great fleshy serpent materializes, devouring the party's enemies. It then departs for the nearest d6 settlements, eating half of their population while singing the name and praises of the summoner. It will die if struck by a weapon made from the bones of a sage.
2	Kanha: An ornery trickster with beautiful long hair pretends to help the party, but disappears the next round with all of the possessions of the summoner, leaving them with two randomly selected 6th level spell scrolls and a jar of butter.
3	Agni: A flaming toddler appears for d6 rounds. He giggles with glee as he sets large swaths of the area on fire in 10' radius circles, starting with areas containing flammable objects and then moving to creatures chosen at random.
4	Bhumi: A sand woman shakes the earth in a 100' radius. Standing requires a save against death, falling to the ground and taking d6 damage on failure. Sound structures become unsound, unsound ones collapse. She dissipates in d6 rounds.
5	Vayu: Translucent figure floats in the air and casts Control Weather once every minute for 10 minutes , choosing random results and targets. Can be bribed with fine food and drink, or moving poetry.
6	Kalki: A masked warrior with sparkling black skin rides across the battlefield on a white horse. They swing an invisible sword that kills the wicked. Creatures within a 100' radius fighting for any reason other than self preservation take 4d6 damage, saving against Death to halve it. The warrior then disappears at the end of the round.
7	Narada: A sage projects a calming aura, healing all in a 50' radius for d6+1 HP and causing them to briefly lower their weapons. He offers to mediate, departing if negotiations fail.
8	Indra: Will target a "heroic" (4+ HD) enemy of the summoner's choice with Lightning Bolt cast as a 9th level character. Will depart in a huff if there are no worthy targets.
9	Hanuman: Irreverent ape man pledges to protect and aid the summoner for 2d4 hours . Treat as a Stone Giant .
10	Lakshmi: A joyful, four-armed woman made of solid gold grants her blessing to the summoner, giving them advantage on all rolls, including the party's initiative, for 1 hour .

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