

## Classes

From those who have mastered blades, polearms and bows to those who produce fantastical displays of magic to those who carve their path in-between, Heroes set themselves apart for their abilities and how they use them.

Class is the broadest outline of your hero. It's the backbone of who they are. It's not a profession or how they grow up, but what they have chosen to become. It defines what paths you have walked and where the road leads you.

Your class provides your hero with the essentials of who they are. Do they cast spells, wield a blade, a mix of the two? Your class provides abilities that determine whether these are possible. Each class has a unique

class feature to who they are as heroes. They then present several options for a Class Aspect to further specialise who your hero is. As the game progresses and your hero gains levels, your class will provide access to more aspects and spells. See more in level section.

Each Class

Thirteen classes are listed here to choose from.

Class	Description	Primary Ability	Spell Casting Source	Class Feature
Barbarian	A bruising hulk who gives as much as they get	Strength	None	Rage
Bard	An inspiring musician whose magic strikes a chord	Charisma	Old Magics	Inspiration
Druid	A devoted parson to nature and protector of it.	Charisma	Old Magics	Command
Inquisitor	A champion of faith who eliminates hearsay and moral enemies	Charisma	Divine	Proclamation
Magus	A gifted arcane practitioner that bends reality through the weapons they wield	Intelligence	Arcane	Spell Strike
Oracle	One gifted with future sight, a divine vessel with the understand of what happens next	Wisdom	Divine	Premonition
Priest	A wielder of divine power in the service of a higher power	Wisdom	Divine	Time of Need
Ranger	An ace at range with both weapons and whatever magic comes to them.	Dexterity	Arcane or Divine or Old Magics	Mark
Rogue	A scoundrel who uses trickery to achieve their goals	Dexterity	None	Precision Attack
Sorcerer	An academic of the use of arcane abilities, whether by blood or study.	Intelligence	Arcane	Identify
Warden	A protector of ancient customs and traditions through both magic and arms.	Wisdom	Old Magics	Shifting Stride
Warrior	Master of arms and wielder of them	Strength or Dexterity	None	Adrenaline
Witch	A mystic who utilises the power of the arcane to further their own ambitions.	Charisma	Arcane	Evil Eye

## Warden

Wardens are protectors, but not primarily via force. They divert, bend, and manipulate those around them to protect those who assist them and disadvantage those who oppose them. They practice old magics, steeped in traditions far older than the written records. These magics give them the power to move swiftly and to guard against threats from outside and within.

### CLASS FUNDAMENTALS

As a Warden, you gain the following class fundamentals:

#### Hit Points and Stamina Points

At Level 1, you have:

**Hit Points:** 10.

**Stamina Points:** 10 + your Constitution modifier.

Each Level, you gain:

**Hit Points:** 5.

**Stamina Points:** 5 + your Constitution modifier.

#### Base Attack Bonuses

**Melee BAB:** Primary

**Ranged BAB:** Tertiary

**Magical BAB:** Secondary

#### Saves

Select an improved save from each of the following groups:

**Save Group A:**

POWER or, REFLEX or, FORTITUDE.

**Save Group B:**

FORTITUDE or, LOGIC or, WILL.

#### Proficiencies

**Armour:** Light, Medium, and Heavy armour, and Shields.

**Wards:** Light, and Medium Wards

**Weapons:** All Simple weapons plus light, one handed, and ranged martial weapons.

#### Skills

**Class Skill Points:** 4

**Universal Skill Points:** 4

**Warden Class Skills:** *ATHLETICS, TENACITY, HISTORY, NATURE, OCCULT, LISTEN, SENSE MOTIVE, SPOT, SURVIVAL, DIPLOMACY, & INTIMIDATION.*

### CLASS FEATURES

Wardens gain access to the Shifting Stride Class Feature.

#### Shifting Stride

As a Standard Action, a Warden can move up to 10 ft. in any direction without provoking any attacks of opportunity. This is considered a pivot action, any ability that affects the pivot action also effects the Shifting Stride action.

### SPELLCASTING

Wardens are Spontaneous Spellcaster, casting Old Magic Spells. See the Magic Section for more information.

### CLASS ASPECT

As a Warden, you gain the following options for a Class Aspect and gain the first ability:

**Aegis Aspect** or,  
**Aspect 2** or,  
**Aspect 3.**

#### Quick Build

You can make a Warden Quickly by following these suggestions. First, Dexterity should be your highest ability score followed by Wisdom or Constitution. Secondly, select REFLEX and either FORTITUDE or WILL as improved saves. Select *ATHLETICS, OCCULT, SENSE MOTIVE & DIPLOMACY* for class skills. Finally select Aegis as your Wardens Class Aspect.