

HOME BREW CLASSES

— *for* —



LAMENTATIONS
of the
FLAME PRINCESS

VI.2

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Berserker



BLOODLUST. A HYPNOTIC TRANCE.

Their stories have become legend: The ancient Berserkers who charged headlong into battle, unarmored; Said to have fought in a nearly uncontrollable, trance-like fury. Though the Norse and Germanic legends speak of them as forgotten warriors and remnants of the past, they still exist in tribes on the outskirts of modern civilization.

Whether through pride or tradition, Berserkers view armor as a weakness and refuse to wear it, donning no more than animal pelts from kills in their past. At best, they will wear simple arm bracers.

Survivors and men of the wild to their core, Berserkers have an increased skill in Bushcraft, starting at 3-in-6 at level one and scaling as shown below.

Above all, Berserker legends speak of their wild, untamed and erratic ferocity in battle, whether through sorcery, alcohol, drugs or pure insanity. While most Adventurers have a steady +1 Base Attack, the Berserker rolls a d4 with every attack and forfeits all Strength and Dexterity modifiers. A successful attack roll with a 4 allows a free attack on *any other* enemy within 10'.

WMATH PNR XNRR

SAVING THROWS

LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	BUSHCRAFT
0*	–	1d8	12	10	15	11	14	3 in 6
1	0	1d10	10	8	13	9	12	3 in 6
2	2,200	+1d10	10	8	13	9	12	3 in 6
3	4,400	+1d10	10	8	13	9	12	3 in 6
4	8,800	+1d10	8	6	10	7	10	4 in 6
5	17,600	+1d10	8	6	10	7	10	4 in 6
6	35,200	+1d10	8	6	10	7	10	4 in 6
7	70,400	+1d10	6	4	7	5	8	5 in 6
8	140,800	+1d10	6	4	7	5	8	5 in 6
9	281,600	+1d10	6	4	7	5	8	5 in 6
10	422,400	+3	4	2	4	3	6	6 in 6
11	563,200	+3	4	2	4	3	6	6 in 6
12+	+140,800/lvl	+3	2	2	2	2	4	6 in 6

*NPCs only, all Player Characters begin at Level 1

Kenku



A race of crow-like, wingless Avians that communicate through their ability to flawlessly imitate most sounds they hear. These flightless people often form thieves guilds, referred to as “flocks” in major cities and quite often work as burglars, pickpockets and assassins.

Like Halflings, the Kenku is a small creature, typically no larger than 5’ tall and 75lbs. Due to their size, Kenku cannot use large weapons, and must use medium weapons two-handed. As well, their hollow bones cannot hold the weight of any armor above simple chainmail. Kenku are very quick and agile, so add one to their Dexterity modifier and receive a one point bonus to Armor Class when not surprised.

In the city, they have the uncanny ability to stay hidden among the roofs and alleyways and thus have a 5 in 6 Stealth skill. Kenku also begin with a 3 in 6 Sleight of Hand skill due to their societies being largely criminal.



SAVING THROWS

LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SLEIGHT-OF-HAND
0*	–	1d6	12	10	15	11	14	3 in 6
1	0	1d6	10	8	13	9	12	3 in 6
2	2,000	+1d6	8	6	10	7	10	3 in 6
3	4,000	+1d6	8	6	10	7	10	3 in 6
4	8,000	+1d6	6	4	7	5	8	4 in 6
5	16,000	+1d6	6	4	7	5	8	4 in 6
6	32,000	+1d6	4	2	4	3	6	4 in 6
7	64,000	+1d6	4	2	4	3	6	5 in 6
8	128,000	+1d6	2	2	2	2	4	5 in 6
9	256,000	+1d6	2	2	2	2	4	5 in 6
10+	+128,000/lvl	+2**/lvl	2	2	2	2	4	6 in 6

*NPCs only, all Player Characters begin at Level 1

** Constitution modifiers no longer apply

Marksman



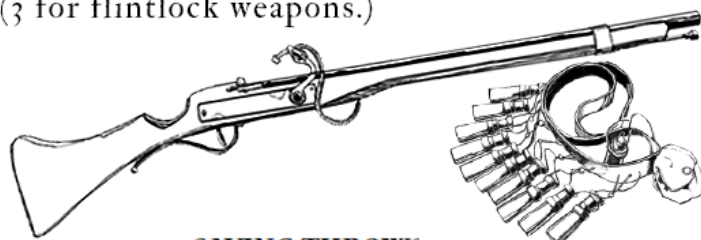
PRECISION & DEATH FROM AFAR.

While firearms have become more common and revered on the battlefield, only a few have truly mastered these powerful and destructive weapons. Whether former farmers who learned to pick off predators that threatened their way of life or soldiers chosen from the ranks for their sharp eye, the Marksman writes the next chapter in mankind's history of blood-soaked warfare.

Unlike most Fighters, all marksmen have a standard Base Attack of 1. However, they receive a Ranged Attack modifier that scales one point per level, starting at +2 at level one. DEX modifiers only apply for Short ranged attacks.

Marksmen have standard, non-firearm based penalties on any ranged attacks, meaning -2 at Medium and -4 at Long, respectively. Using a rifled barrel eliminates all ranged penalties save for Long, which sits at -2.

Familiarity, preperation and practice have improved the Marksman's reloading capabilities to exceed that of any regular Fighter. The time to reload a standard matchlock firearm drops from 8 rounds to 6 (3 for flintlock weapons.)



SAVING THROWS

LEVEL	EXPERIENCE	HIT POINTS	PARALYZE	POISON	BREATH	DEVICE	MAGIC
0*	-	1d6	16	16	16	15	18
1	0	1d8	14	12	15	13	16
2	2,000	+1d8	14	12	15	13	16
3	4,000	+1d8	14	12	15	13	16
4	8,000	+1d8	12	10	13	11	14
5	16,000	+1d8	12	10	13	11	14
6	32,000	+1d8	12	10	13	11	14
7	64,000	+1d8	10	8	9	9	12
8	128,000	+1d8	10	8	9	9	12
9	256,000	+1d8	10	8	9	9	12
10	384,000	+3**	8	6	7	7	10
11	512,000	+3**	8	6	7	7	10
12	640,000	+3**	8	6	7	7	10
13+	+128,000/lvl	+3**/lvl	6	4	5	5	8

*NPCs only, all Player Characters begin at Level 1 ** Constitution modifiers no longer apply

Ranger

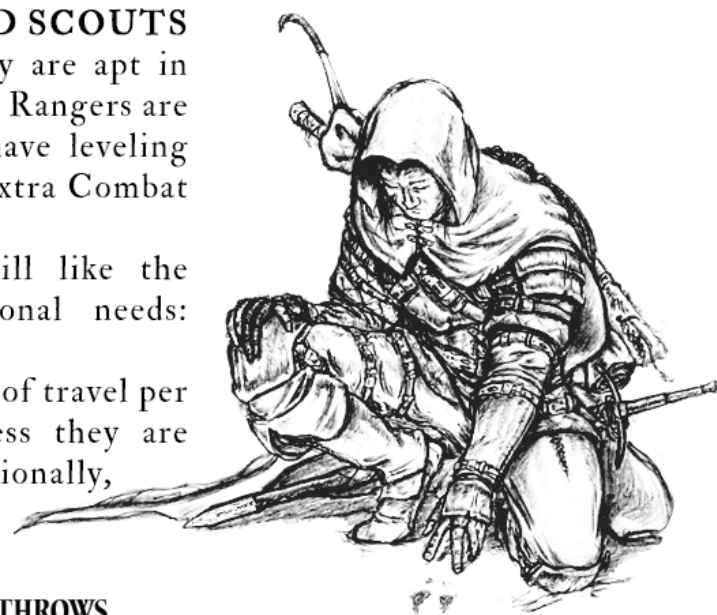


HUNTERS, TRACKERS, WOODSMEN AND SCOUTS

are the traditional professions of a Ranger. They are apt in forestry and all begin with a 2-in-6 Bushcraft skill. Rangers are also excellent in combat and like the Fighter, have leveling attack bonuses. However, they do not receive the extra Combat Options akin to the Fighter, Elf and Dwarf.

Rangers have the ability to advance in skill like the Specialist, but are limited to their professional needs: Bushcraft, Climb, Languages, Search and Stealth.

When hunting or foraging, a Ranger's distance of travel per day is never lessened by more than 25%, unless they are accompanied by others unskilled in the hunt. Additionally, a party containing a Ranger will only become lost during travel on a roll of 1 on 1d12.



SAVING THROWS

LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILL POINTS	AB
1	0	1d6	14	16	15	14	14	2	+1
2	1,750	+1d6	14	16	15	14	14	+1	+1
3	3,500	+1d6	14	16	15	14	14	+1	+2
4	7,000	+1d6	14	16	15	14	14	+1	+2
5	14,000	+1d6	11	12	14	13	12	+1	+3
6	28,000	+1d6	11	12	14	13	12	+1	+3
7	56,000	+1d6	11	12	14	13	12	+1	+4
8	112,000	+1d6	11	12	14	13	12	+1	+4
9	224,000	+1d6	9	10	12	11	10	+1	+5
10	336,000	+2*	9	10	12	11	10	+1	+5
11	448,000	+2*	9	10	12	11	10	+1	+6
12	560,000	+2*	9	10	12	11	10	+1	+6
13	672,000	+2*	7	8	10	9	8	+1	+7
14	784,000	+2*	7	8	10	9	8	+1	+7
15	896,000	+2*	7	8	10	9	8	+1	+8
16	1,008,000	+2*	7	8	10	9	8	+1	+8
17+	1,120,000	+2*/lvl	5	6	8	7	6	+1/lv	+9

* Constitution modifiers no longer apply

Rat Catcher



AMONGST THE VERMIN OF THE CITY'S underbelly, the Rat Catcher makes his living. Looked down upon, yet needed desperately in these plague-ridden times, he is unappreciated and lives a solitary life. Rat Catchers have a mutual respect for the vermin they make a living upon and many have found an uncommon kinship with the creatures. A 'Rat-Handling' skill is added to the character sheet for the Rat Catcher alone.

A Rat Catcher begins with 2d6 trained rats in his cage. These creatures can be tasked to perform reasonable undertakings within their ability, such as crawling through small spaces, biting the unsuspecting (20% chance to spread disease; Save vs Poison.) or imbibing food and drink to check for poison. On a successful skill roll, the rodents will happily oblige, though they may only be asked once per request.

Cruel men may have them forcibly used as fodder to check for traps, be set ablaze and thrown into dark rooms, used as last-resort sling ammo or simply be cooked and eaten when rations run dry.

Rat Catchers have an incredibly high tolerance for poison and disease. They have the best saving throw abilities for these deadly afflictions.



LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	RAT-HANDLING
1	0	1d6	14	6	15	14	14	2-in-6
2	1,500	+1d6	14	6	15	14	14	2-in-6
3	3,000	+1d6	14	6	15	14	14	2-in-6
4	6,000	+1d6	14	5	15	14	14	3-in-6
5	12,000	+1d6	11	5	14	13	12	3-in-6
6	24,000	+1d6	11	5	14	13	12	3-in-6
7	48,000	+1d6	11	4	14	13	12	4-in-6
8	96,000	+1d6	11	4	14	13	12	4-in-6
9	192,000	+1d6	9	2	12	11	10	5-in-6
10	288,000	+2*	9	2	12	11	10	5-in-6
11	384,000	+2*	9	2	12	11	10	6-in-6
12	480,000	+2*	9	2	12	11	10	6-in-6

* Constitution modifiers no longer apply

Trickster



DUBBED IN TALES AS SHADOWCASTERS, spellthiefs or just plain bastards, these men and women are skilled professionals with subtle knowledge in the arcane arts. Whether it be a thief using spells to aid in robbing the local nobles or a spy casting false faces upon himself, Tricksters bend the world to their often avarice fueled need.

All Tricksters begin with 2 points to spend among skills and gain an additional point every other level, starting after level 2. They also begin with a Grimoir containing only the 'Read Magic' spell. Tricksters accrue arcane abilities, albeit at a much slower and novice rate than any true Magic-User or Elf would. Without the dedication needed, Tricksters can never learn any spells beyond 6th level. Lastly, as with other Magic-Users, the Trickster may not be more than lightly encumbered and requires two free hands (one if wielding a staff) to cast.



SAVING THROWS

SPELLS PER LEVEL

LEVEL	EXPERIENCE	HP	PARALYZE	POISON	BREATH	DEVICE	MAGIC	SKILLS	1	2	3	4	5	6	7	8	9
1	0	1d6	14	16	15	14	14	2	1								
2	1,750	+1d6	14	16	15	14	14	+1	1								
3	3,500	+1d6	14	16	15	14	14	-	1	1							
4	7,000	+1d6	14	16	15	14	14	+1	1	1							
5	14,000	+1d6	11	12	14	13	12	-	2	1							
6	28,000	+1d6	11	12	14	13	12	+1	2	1							
7	56,000	+1d6	11	12	14	13	12	-	2	2							
8	112,000	+1d6	11	12	14	13	12	+1	2	2							
9	224,000	+1d6	9	10	12	11	10	-	3	2	1						
10	336,000	+2*	9	10	12	11	10	+1	3	2	1						
11	448,000	+2*	9	10	12	11	10	-	3	3	2	1					
12	560,000	+2*	9	10	12	11	10	+1	3	3	2	1					
13	672,000	+2*	7	8	10	9	8	-	4	3	2	2					
14	784,000	+2*	7	8	10	9	8	+1	4	3	2	2					
15	896,000	+2*	7	8	10	9	8	-	4	4	3	2	1				
16	1,008,000	+2*	7	8	10	9	8	+1	4	4	3	2	1				
17+	1,120,000	+2*/lvl	5	6	8	7	6	-	5	4	3	3	2	1			

* Constitution modifiers no longer apply