

Ten Foot Polemic Class Breakdown Handouts

For LotFP and Similar OSR Systems

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Cleric

Be this if

You want to be a holy warrior and worker of miracles.

Being the Cleric

A cleric is a religious warrior, someone so devout in their faith that they have drawn the eye of their god. A mighty cleric is beautiful and terrible to behold. Their prayers are truly answered, the power of their faith can devastate legions and their righteous oratory can convert entire cities.

But this is not you.

You heard the faintest whisper from your deity, and you seized at it. Through prayer, you can draw together just enough power to enact a minor miracle. Not much, but enough to persuade the foolish and easily impressed into the fold. As your legend grows, your deity will give you more and more of their power, until you are truly your god's vessel on this mortal plane.

Alignment

You detect as *Lawful*.

Spells

Every day after resting for at least 6 hours, you must spend an hour in meditation and prayer to memorise your spells. At first level you can only scrape together enough of a godly aura to use one level 1 cleric spell per day.

Unlike a magic user who has to learn their spells, you are granted your powers by your god. You have access to all the spells on the appropriate spell lists.

Some spells are reversible. You have to say what version you're memorising at the start of the day.

Spells take a round to go off. Declare that you're casting at the start of a round before initiative is rolled and the spell goes off at the end. If you're interrupted before you finish casting, pass a WIS check to retain the spell.

Switching spells

You can channel power through a holy symbol in order to swap a spell for one of an equal or lower level. Time taken to do this is based on the value of your holy symbol.

Wood means it takes a turn.

Steel means it takes a round.

Silver means it's instantaneous.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 4	14	11	16	12	15

Fighter

Be this if

You want to be the best at fighting and killing.

Being the Fighter

There is no law on the field of battle. You stab and you kill and you crush and you maim. Glory and honour are concepts conceived of by poets and idiots, you know firsthand that war is ugly and cruel. The ability to kill a man, to be able to ignore your humanity and think of a real, living, breathing person as a useless sack of meat and bone as you crush his life from him. To see a person fall before you, leaking blood and vomit and shit and tears, cursing and crying and hurting and hating. To be immersed in the worthlessness of life and remain alone.

That is your power.

That is your curse.

Alignment

You detect as *Neutral*.

Battle Skills

As a fighter, you start with +2 to hit. You are the only class to get better at fighting with every level.

You add your level to crit/fumble rolls, leading to meatier crits and less embarrassing fumbles.

Cleave

Every time you kill something you can immediately cleave through and attack something next to it with a +1 bonus to attack and damage for each enemy you cleaved through that round.

Attempting to exploit this by hacking through a line of cultists to one-shot the corpulent pus god on his armoured throne is acceptable and encouraged.

Warrior's Respect

Your martial bearing and military training gives you the respect and trust of fellow soldiers and guards. You get a +2 bonus to morale and reaction rolls when dealing with military types and law abiding citizenry.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d8 – min. 8	14	12	15	13	16

Magic-User

Be this if

You want to be a wizard and don't mind being squishy and complex.

Being the Wizard

A wizard embraces the chaos of magic, letting it infuse their very soul with the raw energy of creation and destruction. The mightiest magic users have power beyond measure, destroying and creating with abandon, too powerful to be stopped by any being, mortal or god.

But this is not you.

You have merely cracked the surface of your soul, allowing the barest eddy of chaos to bathe your mind with power. Even now it makes it hard to think unless you encase it in a spell and throw it out of your mind. Sometimes you wonder if it was a good idea to let the chaos in, but what you've done can never be fixed. As you gain experience you'll be able to handle more and more magic swirling through your mind and soul, tearing your spirit open from within.

Alignment

You detect as *Chaotic*.

Spells

Every day after resting for at least 6 hours, you must spend an hour or more with your spellbook to crystallise and reroute the chaos swirling through your brain into three dimensional glyph-forms baked onto your synapses. At first level you can use one level 1 spell per day.

You start with a spellbook containing Read Magic and four random spells from the first level spell list. Gain new spells via costly research or finding/stealing the spellbooks of other magic users.

A spell's shape remains in your head indefinitely until it's cast, even overnight.

Having two of the same spell memorised is impossible, trying it anyway makes your head explode due to cascading synaptic resonation. Or something.

Some spells are reversible (eg. *Light/Darkness*). The reversed version counts as a different spell in your head and you can flip a reversible spell as you cast it.

Declare that you're casting at the start of a round before initiative is rolled and the spell goes off at the end. Casting is obvious and loud and scares the shit out of people. If you're interrupted mid-cast you lose control of the spell, pass an INT check to prevent a Chaos Burst.

Cantrips

You can cast cantrips at will based on what spells you've got in your head. So Sleep could let you make somebody yawn and Identify could let you feel if an object is somehow magical.

The effects are minor but otherwise up to your imagination.

Familiars

If you want, choose a smallish animal to be your familiar. It can hold an extra spell for you and cast it as normal. It can't be attacked but its spellcasting can be interrupted. If you die it goes rogue.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 3	13	13	16	13	14

Specialist

Be this if

You want to be a thief, ranger, rogue, bard, healer, assassin, conman, monk, or anything else!

Being the Specialist

Fighters fight, clerics pray, wizards zap, and on it goes through time.

But this is not you.

You've got a plan. You know where you're going. At the moment you're just some guy with a bit of an edge, but you level up quicker than any other class and have access to a heap of powerful skills. You can be the ultimate thief, melting into shadows and stealing priceless artifacts with consummate skill. You can be a powerful rogue, leaping from the wall to deliver devastating backstabs. You can be a master tracker, a linguistics professor, or anything else you want to be!

Alignment

You detect as *Neutral*.

Specialties

As a specialist, the world is your oyster. Though technically one class, the Specialist covers a whole range of classic classes and more besides! There are a bunch of different skills in this system, and you're the only one who can get better at them.

You start with 4 points to add to any of the skills on your sheet and gain 2 per level.

Architecture: Detect slopes, evaluate structural integrity, notice methods and time periods of construction, find weaknesses in fortifications, work out how traps and mechanisms work, and more!

Climbing: Climb sheer and difficult surfaces, climb despite encumbrance.

Bushcraft: Find food in the wilderness, follow tracks, prevent the group from getting lost, and more!

Languages: Roll Languages on encountering a new language or dialect to see if you know it. Penalties apply depending on how old or foreign the language is.

Search: Find traps, secret doors and hidden compartments.

Sleight of Hand: Pick pockets, palm objects, ready a weapon instantly, unsheathe a knife without people noticing, and more!

Sneak Attack: Putting points in sneak attack improves your backstabs, giving you an extra +2 to hit and multiplying your damage by how many points you put in it.

Stealth: Sneak around, hide in shadows, move silently, etc. Attack from Stealth to backstab.

Tinkering: Open locks, disable small mechanisms, set traps, and more!

Sailing: Running, steering and maintaining watercraft of all shapes and sizes.

Music: Play an instrument to make small change on street corners, woo lovers, taunt enemies, and more! Generally useless in combat unless you're really clever.

First Aid: Take a turn to bind wounds and salve cuts. If successful, heals the recipient for the value shown on the die. (ie. Two points in First Aid would heal 1HP on a 1, 2HP on a 2, and nothing on a 3+) Can be used in combat to cure some Death & Dismemberment effects and stem bleeding.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 4	14	11	16	12	15

Dwarf

Be this if

You want to be a short, sturdy and tough and be really useful in dungeons.

Being a Dwarf

Dwarfs once ruled the world. Now they live underground in huge isolationist arcologies and are fiercely xenophobic. Few remember why. Their convoluted economic system denies dwarfs the ability to save for the future, forcing them to work shift after gruelling shift simply to afford to live. The average dwarf has never felt love or joy, just endless, neverending work meant to numb the mind and appease the spirit, forever jealously hoarding the wealth of the earth.

But this is not you.

You set out from your homeland, wanting not to work day after day in the infinite mines but to *live*. To experience joy and anger and sadness and everything in between! You know that you can never return to those mines, that your friends and family deny that you ever existed, but to you this world contains more emotion, more sensation and passion than you ever dreamed of.

Alignment

You detect as *Neutral*.

Dwarfiness

A dwarf can carry five more items before earning his first encumbrance point than anyone else. You gain a **+1 bonus to your CON modifier**, and start with a **3 in 6 Architecture** skill due to your intrinsic knowledge of stonework.

You instinctively know direction and notice changes in elevation but only while underground.

You can see in the dark in a grey and washed out monochrome.

You take 1 round at most to adjust to changes in brightness and your eyes reflect light like a cat's.

Natural Craftsman

Given half a day and some simple tools you can repair one Notch on a weapon or armour. For more information on Notches, check out Wear and Tear on the Weapon Funkiness sheet.

Lorebonds

At every third level you can choose a new Lorebond for your dwarf, such as the Lore of the Brew, the Lore of the Beard or the Lore of the Forge.

The higher level Lorebonds require a quest to attain and limit you with an unbreakable taboo.

Runesmith

You have an innate connection to the runes and a gift for the art of runecrafting. Distance and complexity penalties for powering glyphs are one step less severe.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d10 – min. 6	10	8	13	9	12

Elf

Be this if

You want to be a changeling slowly losing your humanity, able to both fight and cast magic.

Being an Elf

If it is true that the average man fears the Wizard, then it is also true that he is terrified by the Elf. For elves are magical beings down to their bones and blood, changeling children stolen beneath the blind eye of the new moon and bewitched by charms and bonds both gentle and vile. They are terrible, and beautiful. Dark kings in their dark courts. Half-glimpsed shapes and shifting colour. Crow-beaked shadows. Shining eyes. Fear in your throat as you stumble home in the moonless night.

But this is not you.

This is what you will become.

Alignment

You detect as *Chaotic*.

Spells

Each elf holds a spell in his heart, cut it out and you'll see. Roll a d20 and tell me the result. That is your heartspell, it defines what you are and what you will become.

You do not sleep, but every night at moonrise you must spend an hour or more cavorting and yammering in the moonlight to regain your spells. At first level you can channel one spell per day.

You can't have two of the same spell in your head at a time, but you can cast your heartspell in place of another spell at any time and you can flip a reversible spell on casting.

Your powers wax as the moon wanes.

Spells take a round to go off. Declare that you're casting at the start of a round before initiative is rolled, the spell goes off at the end. If you're interrupted mid-cast the spell goes wild and you release a Chaos Burst. Pass an INT check to wrestle it back under control and maintain casting.

Changeling

The magic inside you is transforming you from within. For every spell you have memorised you gain more and more otherworldly characteristics and abilities, you lose them as you cast the spells. An elf with no spells is human once more, at least until the next night.

The first characteristic for all elves is pointed ears, lending you a **2 in 6 Search** skill. Further markings and abilities depend on your heartspell. Further markings are harder to hide.

Cold iron is elf-bane. Its touch mitigates your magic and dulls your senses, giving you -2 to attacks and making you unable to cast spells for as many rounds as you have spells left in your head. You cannot pass thresholds warded with cold iron (such as doors hung with horseshoes).

Neither of these limitations apply if you have no spells left and as such are functionally human.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 4	13	12	15	13	15

Goblin

Be this if

You want to be a pernicious, sneaky goblin with an army of minions.

Being a Goblin

Goblins are green, sneaky, evil creatures with beady eyes and a big ugly hooked nose. They are impulsive and stupid and rude and greedy and vile. They live underground in their tribal hives, squabbling over the fungus which grows upon rotted matter. They are spiteful and verminous, and hate humanity above all else.

But this is not you.

You are what is sometimes called a Hobgoblin. Capable of rational thought and tactical thinking, you are a natural leader of goblin society. Some hobgoblins stay in their hives to lead their tribes, others like you set out into the wider world to find a place to start a hive of your very own.

You will gain the unique ability to bud off goblin buddies which will answer only to you. Plus you're tough and you're sneaky and you grow up fast, and you're great at tinkering with traps.

Alignment

You detect as *Neutral*.

Tricksiness

You are sneaky and wily and excellent at hiding in cities and dungeons, and you have a knack for locks and gadgets. You have a **5 in 6 Stealth** skill in urban or dungeon environments and a **3 in 6 Tinker** skill.

Goblins are quick and lucky. You gain a **+1 bonus to your DEX modifier** and add a **bonus +1 AC** when you are not surprised.

You're pretty small though so you can't use weapons that a human needs two hands for. You wield medium weapons two-handed.

Buddies

Starting at 3rd level you'll gain the ability to bud off one goblin buddy per night. This only requires somewhere to plant the bud. At 3rd level you can have a maximum of one goblin buddy at a time, but this increases by one every level thereafter.

Goblin buddies are the ultimate henchmen - stupid, expendable, and fiercely loyal.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 4	10	8	13	9	12

Halfling

Be this if

You want to be a marksman, a food lover, and a tamer of beasts.

Being a Halfling

Once, millennia ago, it was Halflings who ruled over humanity.

No books record the centuries of toil and torment beneath the iron-calloused foot of the Halfling empire, but burnt deep into the human genetic memory are the dark times when Halflings enslaved humanity with bonds far stronger and more insidious than iron.

But that was then, this is now.

The tallfellow rebellion and Halfling genocides pushed your race to the brink of extinction, but it survived. Now you live in tight-knit, insular farming communities far from civilisation and the Halfling talent for influencing minds has waned to a shadow of its former power.

Seen as a troublemaker by your peers, you are one of those rare few Halflings willing to leave the comfort and safety of home. Whether it be for adventure, revenge, or other reasons of your own, you have set out into a world that no longer fears your kind.

Alignment

To humans, you detect as *Lawful*.

Stay out of trouble

Halflings have long found ways to stay hidden in the deep woods and forgotten valleys of the world. You have a **5 in 6 Stealth** skill in wilderness environs and a **3 in 6 Bushcraft** skill at first level.

You are dextrous and careful and good at staying out of danger. You gain a **+1 bonus to your DEX modifier** and add a **bonus +1 AC** when you are not surprised.

You're small and so cannot wield two-handed weapons. You wield medium weapons two-handed.

Monster Tamer

The Halfling power of Domination once brought civilisations to their knees. Starting at 2nd level you'll gain the ability to dominate a creature and bring it under your control.

A Domination attempt takes one whole round (declare before initiative) and requires you to touch the creature or look deep into its eyes. You can call it Taming if you like.

All creatures can feel the violating touch on their psyche during domination attempts, failing a domination roll may fill unintelligent beasts with madness and fear and drive intelligent creatures to kill you before you can enslave their free will.

Domination is an opposed check with bonuses or penalties based on your Charisma, the creature's Wisdom, level disparity and/or how badly hurt the creature is.

One creature at a time, trying to dominate a new creature releases your hold on the old one.

A creature less than half your level can never disobey orders or willingly break free of your control. Other creatures might attempt to resist you (save vs Paralyze) if you treat them badly, are obviously vulnerable, or force them to do something drastically against their will.

If they successfully resist your orders twice in a row they break free and may turn on you.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 4	10	8	13	9	12

Muscle Wizard

Be this if

You want to punch people so hard they explode.

Being the Muscle Wizard

Not all magic users are created equal. Most wizards, by accident or by design, crack the surface of their soul and let the chaos suffuse their mind. As their knowledge grows, so too does their ability to contain and channel the chaos.

But this is not you.

You cracked the surface of your soul and instead of letting it into your mind, you let the chaos suffuse your very body. In order to contain and channel magic you realised that you needed to hone every muscle to perfection. You cast your spells not from your mind through words, but from your body... through punching things! Punch your way to the top! Muscle Wizard!

Alignment

As a muscle wizard, your body is infused with magic. You detect as *Chaotic*.

Spells

Every day after resting for at least 6 hours, you must spend an hour or more doing pushups and callisthenics to prepare your body for the rigors of channelling magic. You have a spellbook for some reason, but it's full of exercise charts and diet plans. At first level, you have enough magic stored in your muscles to punch-cast one spell per day.

At first level, you have Read Magic and four random spells from the first level spell list. The maximum casting range for any spell is 10', which is extra distance you run/jump/flash-step and punch. Unlike other wizards your spells are cast instantly and cannot be interrupted.

To get more spells, you punch a spell in a spellbook or scroll so hard that it appears in your own spellbook. You have to Read Magic first and you don't like reading, so it takes the same amount of time and money a normal magic user would need to transfer a spell or create a scroll. The money is spent on healthy snacks for procrastination purposes.

You can't have two of the same spell in your head at a time, but you can reverse a reversible spell upon casting.

Muscle Magic

Your fists deal d4 damage and can be, shall we say, dual-wielded.

You gain +1 bonus HP per spell level you have bound into your muscles but you lose this bonus HP when you cast the spell. You also gain a bonus to attack and damage based on the highest level of spell you currently have available. You can use this bonus on muscle-based things like jumping, climbing, flexing, wrestling and bashing down doors.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 3	13	13	16	13	14

Necromancer

Be this if

You want to be a master of the Dead.

Being the Necromancer

When the dead rise, some abandon all hope. Others take up arms, stand proud upon the battlements, and protect their towns and cities with sturdy arm and shining steel.

But this is not you.

You found a different way. A better way. When you first heard the rumours of the Dead not only being repelled but *controlled* by practitioners of a radical new religion, you could scarcely believe it. But whether for power or for protection you followed the rumours until you found the Dead Cult of Duvan’Ku. You are but a lowly acolyte and know but a few of the secrets of the Dead, but in time you shall command legions.

Alignment

You detect as *Chaotic*.

Spells

Every day after resting for at least 6 hours, you must spend an hour or more with your grimoire to bind the power of the ever-present souls of the dead into spells. At first level you have enough willpower to use one level 1 necromancer spell per day.

At first level you have Read Magic and four random spells from the first level necromancer spell list.

To get more spells you must research them at cost or lay Magic User spellbooks and scrolls at the feet of your dark masters who will reward you in kind.

This is Bad News for the original writer of the spellbook.

Spells take a round to go off. Declare that you’re casting at the start of a round before initiative is rolled and the spell goes off at the end.

If you’re interrupted mid-cast you lose the spell and components as if you cast it. The burst of uncontrolled death magic and vindictive spirits deals d4 per spell level damage to you and all living things within melee range unless you pass a save vs WIS.

Undead creatures are instead healed by the same amount.

Necromancy

You cast your spells by petitioning the souls of the wayward Dead to obey your commands, and the Dead will not heed you without the right offerings and rituals. As such many of your spells require time and components to cast. You must collect and keep the components yourself and most are fairly easy to acquire, although they are best hidden if you don’t want to get lynched.

Possibly the most important component of all is the Last Breath – the dying breath of a sapient being, usually stored in glass vials. This is because dead will only ever obey one who speaks with their voice. Be careful, protracted use has been known to drive men mad.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d6 – min. 3	13	13	16	13	14

Barbarian

Be this if

You want to get mad and break people.

Being the Barbarian

Barbarians are big, strong motherfuckers who hail from the savage lands beyond the north wind/across the raging seas/through the burning desert/you get the idea. They spend most of their time angry. They travel to foreign lands to seek fortune and adventure but they're kind of shit at civilisation. They're really good at booze and women though. Speaking of women there are such things as female barbarians and they are just as buff and grumpy as the men.

Hell yea this is you.

You wear a loincloth or furry shorts and maybe a big cloak made from animal pelts and some sweet tattoos. Oh, and you really hate magic. Back home all sorcerers are evil and old habits die hard.

Alignment

Somewhat surprisingly, you detect as *Lawful*.

Barbarianism

At first level, and every level thereafter, roll a d100 on the super secret and cool Barbarian Level Up table to see what you get.

Barbarians don't wear armour (it's for pussies) but luckily they have luck on their side and/or have crazy protective tattoos and/or are marked by the gods, so they have a natural armour class of 14. Despite wearing only a loin cloth you are immune to the effects of extreme weather.

You party really fucking hard so you the party rolls double for carousing when you're around.

Fuck Magic

Barbarians don't like magic (it's for pussies). You save vs any spell, especially the ones that don't usually give a save. Roll a 20 on a save vs magic and you temporarily "eat" the spell. This negates the spell completely, makes your tattoos and eyes glow a cool thematic colour, and lets you unleash the spell on the next person you hit in combat. Not that you'll always know what the spell is. The only exception is clerical magic which affects you as normal.

Your fists count as magic against enemies immune to mundane weapons.

Barbarian Rage

Barbarians don't feel pain (it's for pussies). Once per day you can go berserk for one round/level. During this time you have +3 strength, -3 AC, add your strength bonus to damage, and cannot die. If you go below 0hp you take Death Crits as normal, but pain fuels your anger and you do not feel any negative effects until the rage ends. If there are no enemies around while you're raging you'll attack people (even your friends) at random until it runs out.

Gameplay Stuff

Hp	Paralyze	Poison	Breath	Device	Magic
1d8 – min. 7	16	16	16	15	18