

Fighter
 Fighters are the big damage givers and takers. Generally, they should have the best defensive gear so they can walk right into the fray.
 Also, they should maybe have access to bigger weapons.
 Fighters get

- +1 to Def attribute
- Bigger weapons
- Can Shield other chars nearby.
- Can't cast spells...

Rogue
 Rogues are quick, stealthy, and great at dealing damage. They are thieves, swashbucklers, and brigands, in the best way.
 Rogues get

- +1 to Atk attribute.
- 2 Attacks
- Better Chances at Stealth
- Can't cast spells...

Class options
 This zine explains the classes and suggests some options for them. You are, as always, free to use or ignore all of them.

Cleric
 Clerics are fighters who head with divine power. They can be in the fray and heal their allies.
 Clerics get

- Spellcasting with Con
- Can cast in armor
- Only one-handed weapons
- Can heal and attack in one turn.

ZINE A
 Role Playing Game

Wizard
 Wizards dedicated their lives to the study of magic. They use their smarts to control the field.
 Wizards get

- Spellcasting with SMA
- 2 spells per turn
- Can only wield Staffs
- Better Chances to Perceive environmental threats

ZINE
 Role Playing Game
EXPANSION
 Requires the core rules to play

Bard
 Bards inspire their allies to achieve with their music and prose. They can do a little of everything.
 Bards get

- Spellcasting with CMA
- Can use most weapons
- Can't wear armor
- Can give allies +1 on rolls, every 6 turns.