

## The Cultist

**Hit Dice:** 1d6 per level

**Luck Die:** d8

**Prime Attributes:** Intelligence and Willpower.

### Special Abilities:

- **Blessing of the Gods:** Each day the Cultist recovers one die step of their Luck die (up to the normal maximum of d8) as long as they have not **Angered the Gods**.
- **Spells Known:** At first level, the Cultist is granted access to two spells. Each even level after that the character gains access to another spell. Each day, The Cultist may pray to their god to change one of the spells, the character has access to (a successful Willpower check).
- **Sacrifice:** The Cultists may offer a ritual blood sacrifice to their god of a sentient being. The Cultist regains one Luck die step (up to a temporary maximum of d12) for each HD of the sacrifice.
- **Spell Casting:** A Cultist's spells are powered at the whim of the gods. In order to cast a spell, the character must pass a Luck check. On a roll of 1 or 2, the Luck Die downgrades as normal and that casting attempt fails. If granted the power by the gods, The Cultist then must succeed an Intelligence check modified by the Power Level of the spell. On a roll of a Natural 20, the Cultist has **Angered The Gods**. The character will not regain any Luck until the Cultist has appeased the Gods (See below.)

### You Have Angered The Gods!

1	The Cultist must perform a long ritual lasting 2d4 hours and perform a sacrifice to his god. (Roll 1d6. 1-Sentient Being; 2 to 6 Animal).	7	The character must either (choose one) drink the blood of another sentient being or convince someone to willingly drink his blood in an elaborate ritual that lasts 1d6 hours.
2	Perform an expensive ritual with rare incense and oils costing 3d6×10 GP and lasts 2d6 hours.	8	The Cultist must perform a vision quest. The Cultist enters a trance like state for 3d6 hours at the end of that time, he loses 1d3 Willpower.
3	Spend a day in prayer and fasting. No work. No adventuring.	9	The Cultist must perform an act of self flagellation. As a result, he is reduced to 0 Hit Points (which return normally) and permanently loses one point from a random ability score.
4	Self Inflicted Blood Sacrifice causing 1d4 damage/character level.	10	The Cultist must parent a child.
5	The Cultist must perform an act of cannibalism.	11	The Cultist must build an elaborate shrine in honor to his god.
6	Defeat an opponent sent by the god in single ritual combat. This divine opponent has the same statistics as the Cultist.	12	The Cultist must defile a temple to another god.

## WHO'S YOUR TENTACLE DADDY?

1	YOG	OTH	DEMON	LORD
2	RA	ZUL	DARK	LADY
3	SET	TEPH	TENTACLED	QUEEN
4	NOZ	TOG	IMMORTAL	KING
5	CTHUL	TUHL	FLAYED	MASTER
6	QUOZ	OTL	SCREAMING	MISTRESS

OF

1	DISEASE
2	INSANITY
3	UNDEAD
4	CORRUPTION
5	NIGHTMARES
6	LUST
7	CANNIBALISM
8	DEATH
9	WAR
10	GREED
11	ILLUSION
12	PROPHECY

## HOW DO YOU PROVE YOUR FAITH?

1	The Cultist must pray and chant loudly at dawn, midday, dusk and midnight.	11	The Cultist has a ritualistic brand, scar or tattoo. This mark must always be plainly visible.
2	The Cultist is forbidden from wearing, touching or eating anything of a particular common color.	12	The Cultist may not lie. Doesn't mean he has to tell the truth. Just can't lie.
3	The Cultist has taken a Vow of Silence and may not speak.	13	The Cultist must contemplate the Void using a specially prepared black scrying mirror at each sundown for an hour.
4	The Cultist must be fully clothed from head to toe at all times. No one may see the Cultist "unclothed". Doing so is an act of heresy for the Cultist and the viewer.	14	The Cultist must commune with the dead using a set of prayer bones each midnight. These bones must be from graves that he has personally exhumed.
5	The Cultist may not bathe.	15	The Cultist must perform an animal sacrifice weekly.
6	The Cultist must wear as few clothes as possible and never armor.	16	The Cultist must sleep on the bare ground.
7	The Cultist may only eat raw meat.	17	The Cultist must remove all body hair.
8	The Cultist must walk every where. He cannot ride a mount, use a cart or wagon or travel by ship or boat.	18	The Cultist must partake is some form of physical pleasure daily.
9	The Cultist cannot sleep on the ground or floor. He must sleep in a bed or hammock.	19	The Cultist must (1 to 3) only drink water/(4 to 6) never drink water.
10	The Cultist must perform an act of self flagellation with a ritualistic scourge which is for that sole purpose daily.	20	Roll twice. Ignore this result if rolled again. Re-roll if one tenant contradicts the other.

## The Barbarian

**Hit Dice:** 1d10 per level

**Luck Die:** d6

**Prime Attributes:** Physique and Willpower.

### Special Abilities:

- **Death Dealer:** When a Barbarian successfully hits with a melee attack, roll damage twice and take the better result.
- **Will to Survive:** Barbarians do not fall unconscious at 0 HP but does take a Negative Die to all actions. Instead the character must succeed on a Willpower check at the start of each of their turns to stay conscious. Additionally, the character must make another Willpower check when the character takes any damage with a penalty equal to the amount of damage taken.
- **Impractical Armor:** While not wearing armor reduce damage to the Barbarian by one die step (as if wearing Medium Armor).
- **Blood for Crom!** During any combat that the Barbarian kills at least one opponent and does not wear armor, the character regains one die step of Luck.
- **Fearless:** Barbarians gain a Positive Die to resist Fear.