

Roll Dwarf subclass

1	Hammer-Brother – Nat 20 with a hammer stuns foe one round
2	Troll-Hunter – +1 to hit and damage against ogres & trolls
3	Phalanx – +1 AC from shields
4	ShieldBreaker – Ignore up to 3 points of enemy AC from armour or shields
5	Deep Sentinel – Double infravision range
6	Tunnel Shooter – +1 to hit and damage with crossbows, can wield a crossbow in melee
7	Iron-Born – d10 hit die (d12 if using advanced hit dice)
8	Rune Binder – Cast 1 cleric spell per day, max spell level = 1/2 class level
9	Rune-Bound – Additional +1 on all saves
10	Battle Rager – +2 to hit and damage on the first round of combat, -1 penalty to AC at all times
11	Focused – +10% to earned XP
12	Choose one or make up a new one

Roll Fighter subclass

1	Hunter – Can track in the wilderness
2	Swashbuckler – +1 AC in chain or lighter armour
3	Hulk – +2 melee damage, -1 initiative
4	Berzerker – Can frenzy in battle 1/day: +2 to hit and damage
5	Archer – +1 to hit and damage with bows
6	Militia – +1 to hit and damage with crossbows and polearms
7	Marine – +1 AC in leather armour, +1 to hit and damage with club and cutlass
8	Horseman – +1 to hit and damage from horseback, good judge of horseflesh (roll mount hit points twice, take the better)
9	Pit Fighter – Can treat off-hand weapon as a shield
10	Sentinel – -1 chance to be surprised
11	Focused – +10% to earned XP
12	Choose one or make up a new one

Roll Elf subclass

1	Guardian – Can track in the wilderness
2	Eagle-Eye – +2 to hit with bows
3	Woodland Ghost – 66% chance to be unseen and unheard in the wilderness
4	Arcane Mercenary – +1 to hit and damage with swords
5	ManHunter – +1 to hit and damage against humans and orcs
6	Blessed Visionary – Cannot wear armour, cast Augury 1/day per 3 levels, Cure Light Wounds 1/day per level
7	Dragon Knight – +1 to hit, damage and AC while mounted
8	Arcane Archer – 1/day/level can cast spells on arrows and then shoot the arrow the next round, spell effect centres on the arrow when it hit the target, or is lost if the arrow misses the target
9	Eldritch Swordsman – As the arcane archer, above, but using a sword instead of arrows
10	Kale Nobility – +1 reaction roll bonus
11	Focused – +10% to earned XP
12	Choose one or make up a new one

Roll Halfling Subclass

1	Burglar – Can pick locks as a thief
2	Featherweight – Climb walls like a thief, takes half damage from falls
3	TallFellow – Can wield larger one-handed weapons like long swords

4	Underfoot – +4 AC vs large opponents
5	Traveller – +1 hear noise, can travel 25% further per day overland than normal
6	Brewmaster – Can make a copy of a potion for 1/2 the normal cost & time to make one
7	HoleWarden – -1 chance to be surprised
8	Barbarian – +2 melee damage, cannot wear armour heavier than leather
9	Stalwart – +2 on saves versus fear and mind control, grants 1 companion the same bonus (companion is chosen once per day and remains in effect for the rest of the day)
10	Outrider – +1 to hit and damage from horseback, good judge of horseflesh (roll mount hit points twice, take the better)
11	Focused – +10% to earned XP
12	Choose one or make up a new one

Roll *Cleric subclass*

1	Paladin – Can wield weapons with sharp and pointy bits
2	Heretic – At each spell level replace one cleric spell with a spell from the same level magic user spell
3	Elementalist – Can also turn elementals as undead
4	Dragon-Priest – Can Tell and Dominate dragons, drakes, wyverns and other associated creatures (and potentially kobolds) as an evil cleric controls undead
5	Dervish – Can frenzy in battle 1/day: +2 AC, +1 to hit and damage
6	Divine Light – Turn undead at +2 levels
7	Healer – +1 hp / die on all healing spells
8	Priest – +2 caster levels, cannot wear armour, can only wield clubs, staves and daggers
9	Penitent – d8 hit die (d10 if using advanced hit dice)
10	Zealot – +1 to hit & damage opposite alignment (Chaos / Law -or- Chaos/Evil, choose one)
11	Focused – +10% to earned XP
12	Choose one or make up a new one

Roll *Magic-user subclass*

1	Warlock – 1d3 damage, 60' range magic blast at will
2	Sensitive – Detect magic by touch
3	Savant – Identify magic items – takes 1 hour and 100 gp
4	Scribe – Can copy a scroll for 1/2 the normal cost & time to make one
5	Alchemist – Can make a copy of a potion for 1/2 the normal cost & time to make one
6	Seer – Cast Augury 1/day per 3 levels
7	Witch-Hunter – +2 on saves versus spells
8	Two-Fisted Sorcerer – Can cast two spells in one round 1/day
9	God-Touched – At each spell level replace one magic user spell with a spell from the same level cleric spell list
10	Guardmage – Can wear leather armour
11	Focused – +10% to earned XP
12	Choose one or make up a new one

Roll *Thief subclass*

1	Bounty Hunter – +1 to hit and damage against his own race
2	Dungeoneer – +20% chance to detect traps
3	Butcher – Increase backstab multiplier by 1
4	Scout – +1 initiative, +1 hear noise
5	Fence – +2 on reaction rolls to buy and sell goods
6	Guild Thief – +10% to open locks and pick pockets

7	Thug – d6 hit die (d8 if using advanced hit dice)
8	Knife Artist – +1 to hit and damage with daggers
9	Outcast – -1 on reaction checks, +1 weapon damage
10	Arcanist – Cast magic user spells as a magic user of 1/3 level. Cannot wear armour
11	Focused – +10% to earned XP
12	Choose one or make up a new one