

CLASS LIST

When you finally reach 9000 Memory Points you will determine your Class (this will not happen in this book, but perhaps in future adventures). Each Class has associated with it, special attributes you can add to your Hero Sheet.

To determine your Class, review your 5 Memories from your Hero Sheet. Each Memory has a Class associated with it (Warrior, Mage, Paladin, and Rogue). It is probable that you have accumulated Memories from multiple Classes. Whatever Memories you have the majority of, determines your overall Class. For example, if you have 3 Warrior Memories, 1 Rogue, and 1 Mage, your overall class will be a Warrior. If it is tied between 2 Memories, you may choose either one of them. For example: if you have 1 Warrior, 2 Rogue, 2 Paladin Memories, you may choose between the Rogue or Paladin Class.

The Mage: The pages of a thousand tomes fly before your eyes in an instant. You stand atop a great tower, staff in hand as the words of the incantation flow effortlessly from your mouth. The heat from the enormous ball of flame warms your face as it travels away. Your memories of study and craft return. You are the Mage. *Magic +3. Once per Combat, you may automatically cast any one of your Spell Scrolls.*

The Paladin: The low ring of bells echo through the hills as you trudge up the mountain road. To the side of the path another pilgrim has fallen. His breaths are labored and his soul will soon leave this world. As you move to kneel by his side you whisper prayers over the exhausted traveler. Your memories of piety and service return. You are the Paladin. *Attack +1. Defense +1. Magic +2. At the end of each Combat round, you may gain 3 Health. (You may not exceed your starting Health number.)*

The Rogue: A tall, slender man walks through a dimly lit ally. Nervously he turns his head checking behind his shoulders for some unseen threat. As he passes, you step from the dark that had been your hiding place and expertly snatch the purse from his belt. You snicker silently as you slink back into the inky darkness from whence you came. Your memories of living outside the law's constraints have returned. You are the Rogue. *Speed +3. During Combat, if you are able to cut your enemy's Health in half, you may choose to flee Combat. If you flee, turn to the appropriate page as if you had defeated your enemy. You may gain half of the Memory points you would be rewarded, but may not select any equipment from the encounter.*

The Warrior: The fog covering your memory burns away with the rising of the morning sun. The dawn rays spill over the hill lighting a blood stained field where you stand. The ruined bodies of a hundred men lay before you as you bring your sword down across the chest of the last of your foes. Your memories of battle's past return. You are the Warrior. *Attack +2. Defense +1. Speed +1. Once per Combat, you may damage your enemy ignoring their Defense.*