

Chapter 3 – Base Classes

Academic

Game Rule Information

Hit Die: d4.

Class Skills

Skill Points at First Level: (8 + Int mod) x 4.

Skill Points at Each Additional Level: 8 + Int mod.

The academic's class skills (and the key abilities for each) are Appraise (Int), Craft (bookbinding) (Int), Craft (calligraphy) (Int), Decipher Script (Int), Forgery (Int), Knowledge (all types, taken individually) (Int), Profession (bookkeeper) (Wis), Profession (scribe) (Wis), Research (Int), Speak Language (None), and Valor (Wis).

Class Features

Starting Proficiencies: The academic starts with the Weapon Proficiency (Simple) feat.

Knowledgeable (Ex): The academic gains two additional skill points per level to spend on Knowledge skills. The academic can also use all Knowledge skills untrained.

Bonus Feat: The academic gains a bonus feat of his choice from the following list: Closed Mind, Diligent, Focus, Force of Will, Great Intelligence, Heroic Will, Iron Will, Jack of All Trades, Light Talent, Magic Hole, Mental Resistance, Open Minded, Polyglot, Scholarly, and Swift Learner.

Obscure Lore (Ex): When presented with a question on some extremely obscure lore, or when attempting to piece together fragments of knowledge or lore, the academic may make an Intelligence check and add half his academic levels in order to see if he knows anything about

the specific subject.

Focused Learning (Ex): The academic gains the listed bonus to the skill points gained per level for any class that he takes.

Lateral Thinking (Ex): The academic may ask the GM for a hint to solve a particular problem or dilemma. The GM is not required to give the academic the solution, just a hint of how to proceed, or where to look for clues. The GM must be careful in giving hints and clues with this power. Any hints or clues must be alluded to in game, thus preventing the GM or the player from giving or receiving meta-game information. For example, an academic and his two wilderfolk companions are lost in an enormous underground cavern with no idea of where their adversary has fled. The academic could ask the GM for a clue, and the GM could give information as to the whereabouts of the adversary, how to exit the cavern, where to find water or food, etc. The academic cannot ask for more than one hint per situation, and the GM can refuse to give the Academic a hint should he feel the situation has not changed enough to warrant one.

Scholar (Ex): The academic can take 10 with any Knowledge check, even when under stress.

Sage (Ex): The academic can add half his academic levels to any Intelligence check or to any Intelligence-based skill check. This bonus stacks with Obscure Lore.

Seer (Ex): The academic to add half his academic level to any Wisdom check, or Wisdom-based skill check.

Table 3-1: Academic Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+0	+0	+1	+2	+0	1	Starting Proficiencies, Knowledgeable
2	+1	+0	+2	+3	+0	2	Bonus Feat
3	+1	+1	+2	+3	+1	3	Obscure Lore
4	+2	+1	+2	+4	+1	5	Focused Learning +1
5	+2	+1	+3	+4	+1	6	Lateral Thinking (1/day)
6	+3	+2	+3	+5	+2	8	Bonus Feat
7	+3	+2	+4	+5	+2	10	Scholar
8	+4	+2	+4	+6	+2	12	Bonus Feat
9	+4	+3	+4	+6	+3	14	Focused Learning +2
10	+5	+3	+5	+7	+3	16	Lateral Thinking (2/day)
11	+5	+3	+5	+7	+3	19	Bonus Feat
12	+6	+4	+6	+8	+4	22	Sage
13	+6	+4	+6	+8	+4	25	Bonus Feat
14	+7	+4	+6	+9	+4	28	Focused Learning +3
15	+7	+5	+7	+9	+5	32	Lateral Thinking (3/day)
16	+8	+5	+7	+10	+5	36	Bonus Feat
17	+8	+5	+8	+10	+5	40	Seer
18	+9	+6	+8	+11	+6	44	Bonus Feat
19	+9	+6	+8	+11	+6	49	Focused Learning +4
20	+10	+6	+9	+12	+6	54	Lateral Thinking (4/day)

Table 3-2: Artisan Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+0	+2	+0	+1	+1	1	Starting Proficiencies, Armor Use, Master Craftsman
2	+1	+3	+0	+2	+2	2	Specialty +1
3	+1	+3	+1	+2	+2	3	Bonus Feat
4	+2	+4	+1	+2	+2	5	Bonus Feat
5	+2	+4	+1	+3	+3	6	Determine Weakness
6	+3	+5	+2	+3	+3	8	Specialty +2
7	+3	+5	+2	+4	+4	10	Fast Creation (3/4 time)
8	+4	+6	+2	+4	+4	12	Bonus Feat
9	+4	+6	+3	+4	+4	14	Weapon Familiarity
10	+5	+7	+3	+5	+5	16	Specialty +3
11	+5	+7	+3	+5	+5	19	Fast Creation (1/2 time)
12	+6	+8	+4	+6	+6	22	Bonus Feat
13	+6	+8	+4	+6	+6	25	Determine Use
14	+7	+9	+4	+6	+6	28	Specialty +4
15	+7	+9	+5	+7	+7	32	Fast Creation (1/4 time)
16	+8	+10	+5	+7	+7	36	Bonus Feat
17	+8	+10	+5	+8	+8	40	Bonus Feat
18	+9	+11	+6	+8	+8	44	Specialty +5
19	+9	+11	+6	+8	+8	49	Magic Infusion
20	+10	+12	+6	+9	+9	54	Bonus Feat

Artisan

Game Rule Information

Hit Die: d6.

Class Skills

Skill Points at First Level: (8 + Int mod) x 4.

Skill Points at Each Additional Level: 8 + Int mod.

The artisan's class skills (and the key abilities for each) are Appraise (Int), Construction (Int), Craft (all types, taken individually) (Int), Demolition (Int), Disable Device (Int), Knowledge (architecture and engineering) (Int), Knowledge (science) (Int), Open Locks (Dex), Profession (Apothecary) (Wis), Profession (armorer) (Wis), Profession (inventor) (Wis), Profession (siege engineer) (Wis), Profession (smith) (Wis), Use Rope (Dex), and Use Technological Device (Int).

Class Features

Starting Proficiencies: An artisan starts with the Armor Proficiency (Light), Weapon Proficiency (Gunpowder), Weapon Proficiency (Simple), and Weapon Proficiency (Technical) feats.

Armor Use (Ex): The artisan adds half his class bonus to defense while wearing armor he is proficient with.

Master Craftsman (Ex): The artisan gains two additional skill points per level to spend on Construction, Craft, and Use Technological Device skills. The artisan can also use the Construction and Use Technological Device skills untrained.

Specialty (Ex): The artisan gains the listed bonus to one skill of his choice from the following: Construction, any single Craft skill, or Use Technological Device.

Bonus Feat: The artisan gains a bonus feat of his choice from the following: Additional Magic Item Space, Armour Proficiency (Heavy), Armour Proficiency (Medium), Augmented Alchemy, Instant Reload, Penetrate Damage Reduction, Quick Draw, Rapid Reload, Shield Proficiency, Tinkerer, Tower Shield Proficiency, Trap Sense, Water Talent, Weapon Focus, Weapon Proficiency (Exotic), and Weapon Proficiency (Martial).

Determine Weakness (Ex): By spending a full round in study and taking no actions except the total defense action, the artisan may make a Craft (armorsmithing) check (DC 15 + creature's CR) to ignore the damage reduction of target creature, or any armor it is wearing.

Fast Creation (Ex): The artisan reduces the time it takes to create items to the listed fraction of the total time.

Weapon Familiarity (Ex): The artisan is not only a creator and inventor of items and weapons; he is a user of them as well. Starting at 2nd level, an artisan suffers only a -2 penalty when wielding weapons he is not proficient with.

Determine Use (Ex): The artisan may use the Use Technological Device skill to determine the use of any item he finds. The DC is increased by 5 if the item is a magical device.

Magic Infusion (Sp): The artisan may spend any number of MP per day to temporarily enchant a weapon of their choice. The weapon gains an enhancement bonus of +5. This enhancement bonus lasts for 1 hour per 5 MP spent (round down), or until 24 hours passes, depending upon whichever is sooner.

Table 3-3: Grifter Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+0	+0	+2	+1	+2	0	Starting Proficiencies, Informers (1/day)
2	+1	+0	+3	+2	+3	1	Sneak Attack +1d6
3	+2	+1	+3	+2	+3	1	Dealmaker +1 (0%)
4	+3	+1	+4	+2	+4	2	Bonus Feat
5	+3	+1	+4	+3	+4	2	Safe House (1/day)
6	+4	+2	+5	+3	+5	3	Sneak Attack +2d6
7	+5	+2	+5	+4	+5	4	Dealmaker +2 (10%)
8	+6	+2	+6	+4	+6	5	Bonus Feat
9	+6	+3	+6	+4	+6	5	Informers (2/day)
10	+7	+3	+7	+5	+7	6	Sneak Attack +3d6
11	+8	+3	+7	+5	+7	7	Dealmaker +3 (30%)
12	+9	+4	+8	+6	+8	8	Bonus Feat
13	+9	+4	+8	+6	+8	9	Safe House (1/day)
14	+10	+4	+9	+6	+9	10	Sneak Attack +4d6
15	+11	+5	+9	+7	+9	11	Dealmaker +4 (40%)
16	+12	+5	+10	+7	+10	12	Bonus Feat
17	+12	+5	+10	+8	+10	13	Informers (3/day)
18	+13	+6	+11	+8	+11	14	Sneak Attack +5d6
19	+14	+6	+11	+8	+11	15	Dealmaker +5 (50%)
20	+15	+6	+12	+9	+12	16	Bonus Feat

Grifter

Game Rule Information

Hit Die: d6.

Class Skills

Skill Points at First level: (8 + Int mod) x 4.

Skill Points at Each Additional Level: 8 + Int mod.

The grifter's class skills (and the key abilities for each) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Open Locks (Int), Profession (assassin) (Wis), Profession (brewer) (Wis), Profession (cook) (Wis), Profession (innkeeper) (Wis), Profession (jailor) (Wis), Profession (postman) (Wis), Profession (spy) (Wis), Profession (thug) (Wis), Profession (tomb robber) (Wis), Profession (urchin) (Wis), Profession (watchman) (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), and Spot (Wis).

Class Features

Starting Proficiencies: Grifters start with the Armor Proficiency (Light), Weapon Proficiency (Simple), and Weapon Proficiency (Technical) feats.

Informers (Ex): The grifter may take 20 with a Gather Information skill check without the normal time increase.

Sneak Attack (Ex): Any time a grifter's target would be denied his Dexterity bonus to Defense (whether or not the target actually has a Dexterity bonus to Defense), or when the grifter flanks the target, the grifter's attack deals an additional damage. This damage is not multiplied

on a successful critical hit. Ranged attacks may count as sneak attacks as long as the target is within 30 feet. With an unarmed attack (or a weapon meant to deal subdual damage or knock opponents unconscious), the grifter may attempt a sneak attack that deals subdual damage rather than lethal damage. However, the grifter cannot use a weapon that deals subdual damage to deal lethal damage in a sneak attack, even with the standard -4 penalty. In order to use the sneak attack, the grifter must be attacking something with a discernible anatomy. The grifter must be able to find and pinpoint a vital biological weakness and strike at it. Therefore, if a creature's vitals are out of range for a grifter's sneak attack, the grifter cannot sneak attack. Undead, plants, oozes, constructs, and incorporeal creatures are immune to sneak attacks.

Dealmaker (Ex): When the grifter is attempting to buy or sell something, the grifter receives a competency bonus to any rolls needed to complete the transaction, and if successful, may buy or sell the merchandise with a percentage modifier favoring the grifter.

Bonus Feat: The grifter gains a bonus feat of his choice from the following list: Deadly Precision, Deceitful, Deft Hands, Dextrous Fortitude, Dextrous Will, Dodge, Eyes in the Back of Your Head, Great Dexterity, Heroic Dodge, Heroic Reflexes, Improved Initiative, Improved Sneak Attack, Lightning Reflexes, Lingering Damage, Mobility, Persuasive, Saboteur, Self-Concealment, Shadow Talent, Sidestep Charge, Sneak Attack of Opportunity, Spring Attack, Stealthy, Superior Initiative, and Twilight Secrecy.

Safe House (Ex): The grifter finds a nearby safe place to hide himself and his allies. While in the

Table 3-4: Noble Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+0	+0	+1	+2	+1	0	Starting Proficiencies, Armor Use, Natural Diplomat +1
2	+1	+0	+2	+3	+2	1	Regal Bearing (skills)
3	+2	+1	+2	+3	+2	1	Synergy +1
4	+3	+1	+2	+4	+2	2	Bonus Feat
5	+3	+1	+3	+4	+3	2	Natural Diplomat +2
6	+4	+2	+3	+5	+3	3	Regal Bearing (saves)
7	+5	+2	+4	+5	+4	4	Synergy +2
8	+6	+2	+4	+6	+4	5	Bonus Feat
9	+6	+3	+4	+6	+4	5	Natural Diplomat +3
10	+7	+3	+5	+7	+5	6	Magical Command
11	+8	+3	+5	+7	+5	7	Synergy +3
12	+9	+4	+6	+8	+6	8	Bonus Feat
13	+9	+4	+6	+8	+6	9	Natural Diplomat +4
14	+10	+4	+6	+9	+6	10	Regal Bearing (defense)
15	+11	+5	+7	+9	+7	11	Synergy +4
16	+12	+5	+7	+10	+7	12	Bonus Feat
17	+12	+5	+8	+10	+8	13	Natural Diplomat +5
18	+13	+6	+8	+11	+8	14	Regal Bearing (attacks)
19	+14	+6	+8	+11	+8	15	Synergy +5
20	+15	+6	+9	+12	+9	16	Bonus Feat

safe house, the grifter and his allies cannot be detected until they leave, or until 8 hours have passed, whichever is sooner. Once either the grifter or his allies leave the safe house, the safe house loses all of these abilities. Alternatively, the grifter can use this ability to find an ideal ambush position, which automatically gives the grifter and his allies surprise. A safe house used to create an ambush cannot also be used to hide or ambush someone else, although additional uses of this ability can do so.

Noble

Game Rule Information

Hit Die: d8.

Class Skills

Skill Points at First Level: (6 + Int mod) x 6.

Skill Points at Each Additional Level: 6 + Int mod.

The noble's class skills (and the key abilities for each) are Diplomacy (Cha), Gather Information (Cha), Heroism (Wis), Intimidate (Cha), Knowledge (nobility and royalty) (Int), Perform (oratory) (Cha), Profession (foreman) (Wis), Profession (hero) (Wis), Profession (mayor) (Wis), Ride (Dex), Sense Motive (Wis), and Valor (Wis).

Class Features

Starting Proficiencies: The noble starts with the Armor Proficiency (Light), Armor Proficiency (Medium), Armor Proficiency (Shield), Weapon Proficiency (Simple), Weapon Proficiency (Martial), and Weapon Proficiency (Technical) feats.

Armor Use (Ex): The noble adds half his class bonus to defense while wearing armor he is proficient with.

Natural Diplomat (Ex): Nobles receive a competence bonus to any Diplomacy checks.

Regal Bearing (Su): At 2nd level, the noble may substitute his Charisma bonus for any other ability score bonus on a skill check. Thus, a noble attempting to make a Climb check may use his Charisma bonus instead of his Strength bonus. At 6th level, the noble may substitute his Charisma bonus for his Constitution, Dexterity, or Wisdom bonus on saving throws. At 14th level, the noble may substitute his Charisma bonus for his Dexterity modifier for Defense. At 18th level, the noble may substitute his Charisma bonus for his Strength or Dexterity modifier for melee and ranged attack rolls. The noble may use this ability a number of times per day equal to half his current noble level, with each use as a free action.

Synergy (Ex): While he is using the Aid Another action, the Noble adds the noted bonus to the normal +2 bonus to an ally's check.

Bonus Feat: The noble gains a bonus feat of his choice from the following: Arrowhead Formation, Beyond Ability, Box Formation, Circle Formation, Combat Expertise, Commander, Coordinate Action, Determined, Din's Charisma, Divine Empathy, Encouraging Aid, Formation Leader, Great Charisma, Heroic Inspiration, Heroic Reputation, Hostile Mind, Improved Feint, Improved Shield Bash, Inquisitor, Inspire Greatness, Leadership, Marching Formation, Master Strategist, Negotiator, Noble Inspiration, Pike Formation, Quick Draw, Ranged Inspiration, Shell Formation, Skilled Inspiration, Spirit Talent, Team Leader, and Virtuous Aid

Table 3-5: Performer Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+0	+0	+2	+1	+2	1	Starting Proficiencies, Performance Feat
2	+1	+0	+3	+2	+3	2	Conscious Demeanor (1/day)
3	+2	+1	+3	+2	+3	3	Bonus Feat
4	+3	+1	+4	+2	+4	5	Performer's Grace (1/day)
5	+3	+1	+4	+3	+4	6	Bonus Feat
6	+4	+2	+5	+3	+5	8	Conscious Demeanor (2/day)
7	+5	+2	+5	+4	+5	10	Bonus Feat
8	+6	+2	+6	+4	+6	12	Bonus Feat
9	+6	+3	+6	+4	+6	14	Bonus Feat
10	+7	+3	+7	+5	+7	16	Conscious Demeanor (3/day)
11	+8	+3	+7	+5	+7	19	Bonus Feat
12	+9	+4	+8	+6	+8	22	Performer's Grace (2/day)
13	+9	+4	+8	+6	+8	25	Bonus Feat
14	+10	+4	+9	+6	+9	28	Conscious Demeanor (4/day)
15	+11	+5	+9	+7	+9	32	Magical Appeal
16	+12	+5	+10	+7	+10	36	Bonus Feat
17	+12	+5	+10	+8	+10	40	Bonus Feat
18	+13	+6	+11	+8	+11	44	Conscious Demeanor (5/day)
19	+14	+6	+11	+8	+11	49	Bonus Feat
20	+15	+6	+12	+9	+12	54	Performer's Grace (3/day)

Magical Command (Su): As a free action, the noble may spend any number of magic points to add to any Charisma based skill check or action. This ability does not stack with his Regal Bearing ability.

Performer

Game Rule Information

Hit Die: d6.

Class Skills

Skill Points at First Level: (6 + Int mod) x 4.

Skill Points at Each Additional Level: 6 + Int mod.

The performer's class skills (and the key abilities for each) are Balance (Dex), Bluff (Cha), Disguise (Cha), Escape Artist (Dex), Jump (Str), Perform (all type, taken individually) (Cha), Profession (dancer) (Wis), Profession (entertainer) (Wis), Profession (storyteller) (Wis), Sleight of Hand (Dex), Tumble (Dex), and Use Rope (Dex).

Class Features

Starting Proficiencies: A performer starts with the Weapon Proficiency (Martial) and Weapon Proficiency (Simple) feats.

Performance Feat: The performer gains a bonus performance feat.

Conscious Demeanor (Ex): The performer may add half his performer level as a competence bonus to a single Bluff, Disguise, and Performance check.

Bonus Feat: The performer gains a bonus feat of his choice from the following: Acrobatic, Agile, Armour of the Triforce, Ballad of Gales, Battle Mourning, Battle Prelude, Beyond Ability, Bolero of Fire, Call to War, Cloak Dance, Command Melody, Compose Performance, Countersong, Defensive Euphony, Din's Charisma, Din's Fury,

Din's Strength, Earth God's Lyric, Elegy of Emptiness, Encouraging Aid, Epona's Song, Eyes Asunder, Farewell to Gibdo, Farore's Constitution, Farore's Courage, Farore's Dexterity, Flowing Acrobatics, Forest Innuendo, Fortitude of the Triforce, Fortitude's Lament, Gale Force, Gerudo Luck, Glorious Charge, Goron Lullaby, Graceful Deflection, Group Performance, Haste of the Shiekah, Heroic Inspiration, Hindering Song, Inspire Greatness, Lasting Performance, Legendary Leaper, Manbo's Mambo, Minuet of Forest, Music of the Goddesses, Nayru's Intelligence, Nayru's Judgement, Nayru's Wisdom, Noble Inspiration, Nocturne of Shadow, Oath to Order, Prelude of Light, Ranged Inspiration, Rapid Performance, Reactive Countersong, Reflex's Lament, Reflexes of the Triforce, Requiem of Spirit, Saria's Song, Scarecrow Shuffle, Scarecrow's Song, Serenade of Water, Shield Concerto, Shield of Acid, Shield of Fire, Shield of Ice, Shield of Lightning, Shield of Silence, Sight of the Far Prey, Sight of the Nether Reaches, Skilled Inspiration, Sonata of Awakening, Song of Double Time, Song of Freedom, Song of Healing, Song of Inverted Time, Song of Passing, Song of Soaring, Song of Soul, Song of Storms, Song of Time, Suggestion, Sun's Song, The Ballad of the Wind Fish, The Fall of Invincibility, Thunderous Cacophony, Time, Torrent of Sorrow, Tune of Ages, Tune of Currents, Tune of Echoes, Virtuous Aid, Waltz of Acid, Waltz of Fire, Waltz of Ice, Waltz of Lightning, Waltz of Thunder, Will of the Triforce, Will's Lament, Wind Concerto, Wind God's Aria, Wind's Requiem, Zelda's Lullaby, and Zoran Charm.

Performer's Grace (Ex): The performer may choose any single saving throw he is forced to make that would ordinarily not allow a saving

Table 3-6: Wanderer Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+0	+1	+2	+0	+2	0	Starting Proficiencies, Versatility (3 skills)
2	+1	+2	+3	+0	+3	1	Bonus Feat
3	+2	+2	+3	+1	+3	1	Versatility (4 skills)
4	+3	+2	+4	+1	+4	2	Wanderer's Luck
5	+3	+3	+4	+1	+4	2	Versatility (5 skills)
6	+4	+3	+5	+2	+5	3	Bonus Feat
7	+5	+4	+5	+2	+5	4	Versatility (6 skills)
8	+6	+4	+6	+2	+6	5	Bonus Feat
9	+6	+4	+6	+3	+6	5	Versatility (7 skills)
10	+7	+5	+7	+3	+7	6	Last Resort (1/day)
11	+8	+5	+7	+3	+7	7	Versatility (8 skills)
12	+9	+6	+8	+4	+8	8	Bonus Feat
13	+9	+6	+8	+4	+8	9	Versatility (9 skills)
14	+10	+6	+9	+4	+9	10	Bonus Feat
15	+11	+7	+9	+5	+9	11	Last Resort (2/day), Versatility (10 skills)
16	+12	+7	+10	+5	+10	12	Bonus Feat
17	+12	+8	+10	+5	+10	13	Versatility (11 skills)
18	+13	+8	+11	+6	+11	14	Bonus Feat
19	+14	+8	+11	+6	+11	15	Versatility (12 skills)
20	+15	+9	+12	+6	+12	16	Last Resort (3/day)

throw for half damage or effect. If he succeeds at the saving throw, he takes only half damage or effect.

Magical Appeal (Su): The performer may spend any number of magic points and add them to any single Performance skill check. He may do this as a free action.

Wanderer

Game Rule Information

Hit Die: d8.

Class Skills

Skill Points at First level: (6 + Int mod) x 4.

Skill Points at Each Additional Level: 6 + Int mod.

The wanderer's class skills (and the key abilities for each) are Climb (Str), Gather Information (Cha), Jump (Str), Listen (Wis), Ride (Dex), Speak Language (None), Spot (Wis), Survival (Wis), and Swim (Str).

Class Features

Starting Proficiencies: Wanderers start with the Armor Proficiency (Light) and the Weapon Proficiency (Simple) feats.

Versatility (Ex): The Wanderer can choose a number of cross-class skills to become class skills for his Wanderer class. The Wanderer may pick the Craft, Knowledge, Perform, or Profession skills multiple times with this ability, each time choosing a different subcategory to become a class skill.

Bonus Feat: The Wanderer gains a bonus feat of his choice from the following list: Acrobatic, Agile, Alertness, Animal Affinity, Armour Proficiency (Heavy), Armour Proficiency (Medium), Athletic, Deceitful, Deft Hands, Determined, Diligent, Dungeoneer, Endurance,

Fire Talent, Forest Talent, Great Charisma, Great Constitution, Great Dexterity, Great Fortitude, Great Intelligence, Great Strength, Great Wisdom, Heroic Skill Focus, Iron Will, Jack of All Trades, Light Talent, Lightning Reflexes, Magical Aptitude, Negotiator, Open Minded, Persuasive, Polyglot, Run, Saboteur, Scholarly, Self-Sufficient, Shadow Talent, Shield Proficiency, Skill Focus, Spirit Talent, Stealthy, Swift Learner, Tinkerer, Toughness, Tower Shield Proficiency, Water Talent, Weapon Focus, Weapon Proficiency (Exotic), Weapon Proficiency (Gunpowder), Weapon Proficiency (Martial), Weapon Proficiency (Technical), and Weapon Specialization.

Wanderer's Luck (Su): The Wanderer may spend any number of magic points to add as a luck bonus to any single roll he makes as an immediate action.

Last Resort (Ex): The Wanderer may add his class Defense bonus to any single saving throw.

Warrior

Game Rule Information

Hit Die: d12.

Class Skills

Skill Points at First Level: (2 + Int mod) x 4.

Skill Points at Each Additional Level: 2 + Int mod.

The warrior's class skills (and the key abilities for each) are Craft (armorsmithing) (Int), Craft (bowmaking) (Int), Craft (weaponsmithing) (Int), Heroism (Wis), Intimidate (Cha), Profession (adventurer) (Wis), Profession (armorers) (Wis), Profession (archer) (Wis), Profession (mercenary) (Wis), and Ride (Dex).

Table 3-7: Warrior Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+1	+2	+1	+0	+1	0	Starting Proficiencies, Armor Use, Bonus Feat
2	+2	+3	+2	+0	+2	1	Bonus Feat
3	+3	+3	+2	+1	+2	1	Bonus Feat
4	+4	+4	+2	+1	+2	2	Battle Focus (damage)
5	+5	+4	+3	+1	+3	2	Bonus Feat
6	+6	+5	+3	+2	+3	3	Bonus Feat
7	+7	+5	+4	+2	+4	4	Battle Focus (attacks)
8	+8	+6	+4	+2	+4	5	Bonus Feat
9	+9	+6	+4	+3	+4	5	Bonus Feat
10	+10	+7	+5	+3	+5	6	Battle Focus (saves)
11	+11	+7	+5	+3	+5	7	Bonus Feat
12	+12	+8	+6	+4	+6	8	Bonus Feat
13	+13	+8	+6	+4	+6	9	Battle Focus (defense)
14	+14	+9	+6	+4	+6	10	Bonus Feat
15	+15	+9	+7	+5	+7	11	Bonus Feat
16	+16	+10	+7	+5	+7	12	Battle Focus (hp)
17	+17	+10	+8	+5	+8	13	Bonus Feat
18	+18	+11	+8	+6	+8	14	Bonus Feat
19	+19	+11	+8	+6	+8	15	Combat Mastery
20	+20	+12	+9	+6	+9	16	Bonus Feat

Class Features

Starting Proficiencies: A warrior starts with the Armor Proficiency (Heavy), Armor Proficiency (Light), Armor Proficiency (Medium), Weapon Proficiency (Martial), and Weapon Proficiency (Exotic) feats.

Armor Use (Ex): The warrior adds half his class bonus to defense while wearing armor he is proficient with.

Bonus Feat: The warrior gains a bonus feat of his choice from the following: Blind-Fight, Blind-Fight 5-ft. Radius, Cleave, Combat Archery, Combat Expertise, Combat Reflexes, Deflect Arrows, Devastating Critical, Diehard, Dire Charge, Distant Shot, Dodge, Exceptional Deflection, Far Shot, Fire Talent, Focused Sunder, Great Cleave, Great Strength, Greater Manyshot, Greater Two-Weapon Fighting, Greater Weapon Focus, Greater Weapon Specialization, Heroic Prowess, Heroic Toughness, Heroic Weapon Focus, Heroic Weapon Specialization, Hold the Line, Improved Bull Rush, Improved Combat Reflexes, Improved Critical, Improved Disarm, Improved Grapple, Improved Manyshot, Improved Overrun, Improved Precise Shot, Improved Shield Bash, Improved Stunning Fist, Improved Sunder, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Improved Whirlwind Attack, Infinite Deflection, Keen Strike, Legendary Wrestler, Manyshot, Mobility, Mounted Archery, Mounted Combat, Overwhelming Critical, Penetrate Damage Reduction, Perfect Two-Weapon Fighting, Point Blank Shot, Power Attack, Power Critical, Precise Shot, Quick Draw, Rapid Metabolism, Rapid Shot, Reckless Offence, Reflect Arrows, Return Shot, Ride-By Attack, Sharp-Shooting, Shattering Strike, Shield Proficiency, Shot on the Run, Sidestep Charge,

Snatch Arrows, Spellcasting Harrier, Spring Attack, Storm of Throws, Stunning Fist, Superior Expertise, Swarm of Arrows, Toughness, Tower Shield Proficiency, Trample, Two-Weapon Defence, Two-Weapon Fighting, Two-Weapon Rend, Uncanny Accuracy, Vorpal Strike, Weapon Finesse, Weapon Focus, Weapon Proficiency (Exotic), Weapon Proficiency (Gunpowder), Weapon Proficiency (Technical), Weapon Specialization, and Whirlwind Attack.

Battle Focus (Ex): At 4th level, a warrior may choose to spend any number of magic points to add as a bonus to a single damage roll. At 7th level, a warrior may choose to spend any number of magic points to add as a bonus to a single attack roll. At 10th level, a warrior may choose to spend any number of magic points to add as a bonus to a single saving throw. At 11th level, a warrior may choose to spend any number of magic points to add as a bonus to his Defense for a single round. At 16th level, a warrior may choose to spend any number of magic points and gains an equal bonus to his hp for 1 hour, after which he loses that bonus, reducing his hp by the same amount. This is treated as bonus hp from a high Constitution score.

Combat Mastery (Ex): The warrior must declare that he is using this ability at the start of his round. For that round, any attack actions the warrior makes receive automatic maximum damage on the rolls, including critical hits. After the round in which the warrior uses this ability, he is considered fatigued (-2 to Str and Dex, can't charge or run) for a number of rounds equal to 10 - Constitution bonus. The warrior may use this ability only once per day.

Table 3-8: Wilderfolk Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Point	Special
1	+1	+1	+2	+0	+2	0	Starting Proficiencies, Homeland (basic)
2	+2	+2	+3	+0	+3	1	Instinct +1
3	+3	+2	+3	+1	+3	1	Bonus Feat
4	+4	+2	+4	+1	+4	2	Homeland (speed +5)
5	+5	+3	+4	+1	+4	2	Instinct +2
6	+6	+3	+5	+2	+5	3	Bonus Feat
7	+7	+4	+5	+2	+5	4	Homeland (saves)
8	+8	+4	+6	+2	+6	5	Instinct +3
9	+9	+4	+6	+3	+6	5	Bonus Feat
10	+10	+5	+7	+3	+7	6	Homeland (speed +10)
11	+11	+5	+7	+3	+7	7	Instinct +4
12	+12	+6	+8	+4	+8	8	Bonus Feat
13	+13	+6	+8	+4	+8	9	Homeland (defense)
14	+14	+6	+9	+4	+9	10	Instinct +5
15	+15	+7	+9	+5	+9	11	Bonus Feat
16	+16	+7	+10	+5	+10	12	Homeland (speed +15)
17	+17	+8	+10	+5	+10	13	Instinct +6
18	+18	+8	+11	+6	+11	14	Bonus Feat
19	+19	+8	+11	+6	+11	15	Homeland (magic)
20	+20	+9	+12	+6	+12	16	Instinct +7

Wilderfolk

Game Rule Information

Hit Die: d10.

Class Skills

Skill Points at First Level: (4 + Int mod) x 4.

Skill Points at Each Additional Level: 4 + Int mod.

The wilderfolk's class skills (and the key abilities for each) are Climb (Str), Craft (leatherworking) (Int), Craft (herbalism) (Int), Handle Animal (Cha), Heal (Wis), Heroism (Wis), Hide (Dex), Jump (Str), Knowledge (dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (athlete) (Wis), Profession (boater) (Wis), Profession (driver) (Wis), Profession (farmer) (Wis), Profession (fisher) (Wis), Profession (guide) (Wis), Profession (herbalist) (Wis), Profession (herder) (Wis), Profession (hunter) (Wis), Profession (lumberjack) (Wis), Profession (rancher) (Wis), Profession (sailor) (Wis), Profession (stablehand) (Wis), Profession (teamster) (Wis), Profession (woodcutter) (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex), and Wild Empathy (Cha).

Class Features

Starting Proficiencies: A wilderfolk starts with the Armor Proficiency (Light), Weapon Proficiency (Exotic), Weapon Proficiency (Martial), and Weapon Proficiency (Simple) feats.

Homeland (Ex): At 1st level, the wilderfolk chooses a homeland from the following list: Arcadia, Calatia, Golden Realm, Great Sea, Holodrum, Ikanna, Kingdom of Hyrule, Koholint Island, Koradai, Labryнна, Navel of the Winds,

North Hyrule, Sea of Storms, Termina, Tolemac, and Underworld. The Knowledge skill for that homeland becomes a class skill for the wilderfolk, and he gains a competence bonus to that Knowledge skill equal to half his class level. In addition, he gains a competence bonus to Handle Animal and Wild Empathy checks when dealing with animals native to his chosen homeland equal to half of his class level. He also gains a competence bonus on Knowledge (geography), Knowledge (nature), and Survival checks about his chosen homeland equal to half of his class level. At 4th level, he gains +5 feet to his base speed while moving in the wilderness of his chosen homeland. This speed bonus increases to +10 feet at 10th level, and +15 feet at 16th level. At 7th level, the wilderfolk gets a +2 competence bonus to his saving throws when in the wilderness of his chosen homeland. At 13th level, the wilderfolk gets a +2 competence bonus to his Defense when in the wilderness of his chosen homeland. At 19th level, a wilderfolk may spend any number of magic points to add to any of these competence bonuses when in the wilderness of his chosen homeland.

Instinct (Ex): The wilderfolk gains a competence bonus to Initiative checks.

Bonus Feat: The wilderfolk gains a bonus feat of his choice from the following: Alertness, Animal Affinity, Athletic, Bestial Connection, Endurance, Forest Talent, Great Constitution, Great Fortitude, Heroic Endurance, Heroic Fortitude, Heroic Speed, Legendary Climber, Legendary Rider, Perfect Health, Power Athletics, Radiant Awareness, Run, Self-Concealment, Self-Sufficient, Skilled Rider, Stealthy, and Track.

Table 3-9: Wizzrobe Class Features

Level	Base Attack	Fort Save	Ref Save	Will Save	Def Bonus	Magic Points	Special
1	+0	+1	+0	+2	+0	2	Spellcasting, Starting Proficiencies, Triforce Feat
2	+1	+2	+0	+3	+0	5	Bonus Feat
3	+1	+2	+1	+3	+1	8	Triforce Feat
4	+2	+2	+1	+4	+1	12	Bonus Feat
5	+2	+3	+1	+4	+1	16	Triforce Feat
6	+3	+3	+2	+5	+2	22	Bonus Feat
7	+3	+4	+2	+5	+2	28	Triforce Feat
8	+4	+4	+2	+6	+2	36	Bonus Feat
9	+4	+4	+3	+6	+3	44	Triforce Feat
10	+5	+5	+3	+7	+3	54	Bonus Feat
11	+5	+5	+3	+7	+3	64	Triforce Feat
12	+6	+6	+4	+8	+4	76	Bonus Feat
13	+6	+6	+4	+8	+4	88	Triforce Feat
14	+7	+6	+4	+9	+4	100	Bonus Feat
15	+7	+7	+5	+9	+5	114	Triforce Feat
16	+8	+7	+5	+10	+5	128	Bonus Feat
17	+8	+8	+5	+10	+5	142	Triforce Feat
18	+9	+8	+6	+11	+6	158	Bonus Feat
19	+9	+8	+6	+11	+6	174	Bonus Feat
20	+10	+9	+6	+12	+6	190	Bonus Feat

Wizzrobe

Game Rule Information

Hit Die: d4.

Class Skills

Skill points at First level: (4 + Int mod) x 4.

Skill points at Each Additional Level: 4 + Int mod.

The wizzrobe's class skills (and the key abilities for each) are Appraise (Int), Concentration (Con), Craft (alchemy) (Int), Heal (Wis), Knowledge (Triforce) (Int), Profession (monk) (Wis), Profession (witch hunter) (Wis), Profession (wizard) (Wis), Research (Int), Spellcraft (Int), Use Magic Device (Cha), and Valor (Wis).

Class Features

Spellcasting: At 1st level, the wizzrobe gains access to Triforce feats, and may take any Triforce feat that he meets the requirements for whenever he could take a feat.

Starting Proficiencies: The wizzrobe does not start with any proficiency feats.

Triforce Feat: The wizzrobe gains a bonus Triforce feat.

Bonus Feat: The wizzrobe gains a bonus feat of his choice from the following: Anti-Fire Magic, Anti-Forest Magic, Anti-Light Magic, Anti-Shadow Magic, Anti-Spirit Magic, Anti-Water Magic, Automatic Quicken Spell, Automatic Silent Spell, Automatic Still Spell, Body Fuel, Burrowing Spell, Chain Spell, Combat Casting, Custom Spell, Cycle of Courage, Cycle of Power, Cycle of Wisdom, Delay Spell, Empower Magic, Empower Spell, Enhance Spell, Enlarge Magic, Enlarge Spell, Extend Magic, Extend Spell, Fire Aspect Focus, Fire Aspect I, Fire Aspect II, Fire Aspect III, Fire

Aspect IV, Fire Aspect IX, Fire Aspect V, Fire Aspect VI, Fire Aspect VII, Fire Aspect VIII, Fire Meditation, Fire Meditation Master, Forest Aspect I, Forest Aspect II, Forest Aspect III, Forest Aspect IV, Forest Aspect IX, Forest Aspect V, Forest Aspect VI, Forest Aspect VII, Forest Aspect VIII, Forest Focus, Forest Meditation, Forest Meditation Master, Greater Fire Meditation, Greater Forest Mediation, Greater Light Meditation, Greater Shadow Meditation, Greater Spell Focus, Greater Spell Penetration, Greater Spell Specialization, Greater Spirit Meditation, Greater Water Meditation, Heighten Spell, Heroic Magical Focus, Heroic Spell Focus, Heroic Spell Penetration, Ignore Material Components, Improved Combat Casting, Improved Counterspell, Improved Heighten Spell, Improved Metamagic, Improved Spell Capacity, Intensify Spell, Light Aspect I, Light Aspect II, Light Aspect III, Light Aspect IV, Light Aspect IX, Light Aspect V, Light Aspect VI, Light Aspect VII, Light Aspect VIII, Light Focus, Light Meditation, Light Meditation Master, Magic Body, Magic Meditation, Magic Talent, Magical Aptitude, Magical Training, Maximize Magic, Maximize Spell, Mind Over Body, Multispell, Narrow Mind, Opportunity Spell, Overchannel, Permanent Emanation, Persistent Spell, Quicken Magic, Quicken Spell, Reach Spell, Repeat Spell, Shadow Aspect I, Shadow Aspect II, Shadow Aspect III, Shadow Aspect IV, Shadow Aspect IX, Shadow Aspect V, Shadow Aspect VI, Shadow Aspect VII, Shadow Aspect VIII, Shadow Focus, Shadow Mediation, Shadow Meditation Master, Share Focus, Silent Spell, Spell Focus, Spell Knowledge, Spell Opportunity, Spell Penetration, Spell Specialization, Spell Stowaway, Spirit Aspect I, Spirit Aspect II, Spirit Aspect III, Spirit Aspect

IV, Spirit Aspect IX, Spirit Aspect V, Spirit Aspect VI, Spirit Aspect VII, Spirit Aspect VIII, Spirit Focus, Spirit Meditation, Spirit Meditation Master, Split Magical Ray, Still Spell, Talented, Tenacious Magic, Twin Spell, Unconditional Spell, Vast Spell Knowledge, Water Aspect I, Water Aspect II, Water Aspect III, Water Aspect IV, Water Aspect IX, Water Aspect V, Water Aspect VI, Water Aspect VII, Water Aspect VIII, Water Focus, Water Meditation, Water Meditation Master, Widen Magic, and Widen Spell.