

Table 1.10: The Keeper

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+0	+0	+2	+2	+0	+2	+1	Man of reason, <i>teacher</i>
2	+1	+0	+0	+3	+3	+0	+3	+2	Trade secrets (1 skill)
3	+1	+1	+1	+3	+3	+1	+3	+3	Bright idea 1/session
4	+2	+1	+1	+4	+4	+1	+4	+3	Bonus feat
5	+2	+1	+1	+4	+5	+1	+4	+4	The right tools
6	+3	+2	+2	+5	+6	+2	+5	+5	Brilliant +1
7	+3	+2	+2	+5	+6	+2	+5	+6	Bright idea 2/session
8	+4	+2	+2	+6	+7	+2	+6	+6	Bonus feat
9	+4	+3	+3	+6	+8	+3	+6	+7	Brilliant +2, the right tools
10	+5	+3	+3	+7	+9	+3	+7	+8	Know it all 1/adventure
11	+5	+3	+3	+7	+9	+3	+7	+9	Bright idea 3/session, trade secrets (2 skills)
12	+6	+4	+4	+8	+10	+4	+8	+9	Bonus feat, brilliant +3
13	+6	+4	+4	+8	+11	+4	+8	+10	The right tools
14	+7	+4	+4	+9	+12	+4	+9	+11	Instant solution 1/session
15	+7	+5	+5	+9	+12	+5	+9	+12	Bright idea 4/session, brilliant +4
16	+8	+5	+5	+10	+13	+5	+10	+12	Bonus feat
17	+8	+5	+5	+10	+14	+5	+10	+13	The right tools
18	+9	+6	+6	+11	+15	+6	+11	+14	Brilliant +1
19	+9	+6	+6	+11	+15	+6	+11	+15	Bright idea 5/session, trade secrets (3 skills)
20	+10	+6	+6	+12	+16	+6	+12	+15	Bonus feat, know it all 1/scene

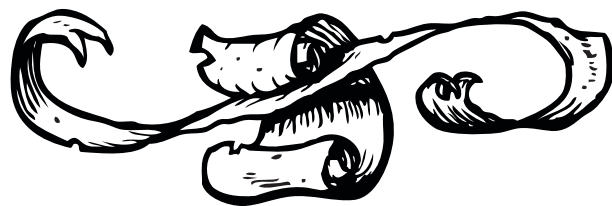
- *Stash it:* As a free action, you may make a Stash check to hide 1 object weighing up to 1 lb. Inspection fails to find the object unless a threat or critical success is scored.

**Brilliant:** At Levels 6, 9, 12, 15, and 18, your Intelligence score rises by 1.

**Know It All:** At Level 10, once per adventure as a free action, you may gain any 2 temporary Skill feats that last until the end of the adventure.

At Level 20, you may use this ability once per scene and its benefits last until the end of the scene.

**Instant Solution:** People rely on you for last-moment solutions... that *work*. At Level 14, once per session, you may make 1 Intelligence-based skill check, automatically scoring a natural 20. This roll is a threat and may be activated as a critical success. You may not be forced to re-roll this natural 20. Also, if the check normally takes 5 minutes or less, you accomplish it as a free action. Otherwise, the time required is reduced to 1/2 normal (rounded up).



## LANCER

Since man first rode, cavalry has decided the course of history. The Lancer exemplifies this, lording over the open battlefield and brutally trampling opponents. At the reins he's an unbridled terror, able to push his mount to incredible, some might say "impossible" acts, but even on his feet he manages to give enemies pause. None are fiercer, more disciplined, or more ready to face death.

Depending on your campaign, a Lancer could be...

- A prosperous nomad scouting dangerous territory for his people, leading them from oasis to oasis
- A chivalrous knight errant for whom right makes might, and vice-versa
- A samurai warrior as comfortable on the battlefield as in the imperial court
- A bold tribesman taming mighty mammoths and unleashing their herds upon his enemies
- A wyrm-rider delivering news from village to village in a land overrun by evil

**Party Role:** Combatant/Talker. Your focus is mounted combat, blending your steed's strengths with personal training in the art of war. Yet your skills aren't limited to the battlefield — your martial techniques translate well to social confrontations, especially when you need to get someone to see things your way.



a second time later, as your character options allow. Your mount is replaced at no cost if lost or killed. Also, you receive a 20% discount with mounts and mount-related gear.

## CLASS ABILITIES

**Born in the Saddle:** It takes tremendous ego to command nature, especially when it's prone to bucking and crushing the meek; fortunately, these traits help with two-legged beasts as well. At Level 1, each time you fail an Intimidate or Ride check and don't suffer an error, you still succeed as long as the check DC (or your opponent's check result) is equal to or less than your Class Level + 20. If several grades of success are possible, you achieve only the lowest possible positive result.

If you gain this ability for either skill from two or more classes, add together your levels in all classes granting the ability when determining its effect.

**Mettle I:** At Level 2, you gain the Armor Basics feat and your maximum Resolve rank increases to your Career Level + 6.

**Mettle II:** At Level 11, you gain the Armor Mastery feat and your maximum Resolve rank increases to your Career Level + 7.

**Mettle III:** At Level 19, you gain the Armor Supremacy feat and your maximum Resolve rank increases to your Career Level + 8.

**Bonus Feat:** The art of war extends well beyond the battlefield. At Levels 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Melee Combat or Style feat.

**Bred for War:** At Level 4, you gain a +2 bonus with Refresh rolls. When mounted, this bonus increases to +4 and your mount also benefits from the action.

At Levels 8, 12, 16, and 20, this bonus increases by an additional +2.

**Promotion:** At Levels 6, 12, and 18, you gain 1 Renown rank of your choice.

**Excellence:** At Levels 9 and 15, your highest attribute rises by 1.

**Master Rider:** Together, you and your steed can accomplish the impossible! At Levels 10 and 20, once per adventure when riding a mount, you automatically succeed with 1 Ride check (DC up to 50).

**Last Stand:** At Level 14, once per adventure as a full action, you may declare a last stand. For a number of rounds equal to your Class Level, you and each hero within 10 ft. suffer only 1/2 damage after Damage Reduction and Damage Resistance are applied (rounded down).

Also, you — but *not* affected heroes — may continue to act normally even if your wounds drop below 0. At the end of the last stand you become *fatigued*. You still die if you have less than –9 wounds.

## CLASS FEATURES

**Favored Attributes:** Strength, Charisma, Constitution

**Class Skills:** Athletics, Impress, Intimidate, Notice, Resolve, Ride, Survival, Tactics

**Skill Points:** 4 + Int modifier per level

**Vitality:** 12 + Con modifier per level

**Starting Proficiencies:** 6

## CORE ABILITY

**Lifetime Companion:** You gain a mount per the Animal Partner feat (see page 108). You may gain the Animal Partner feat

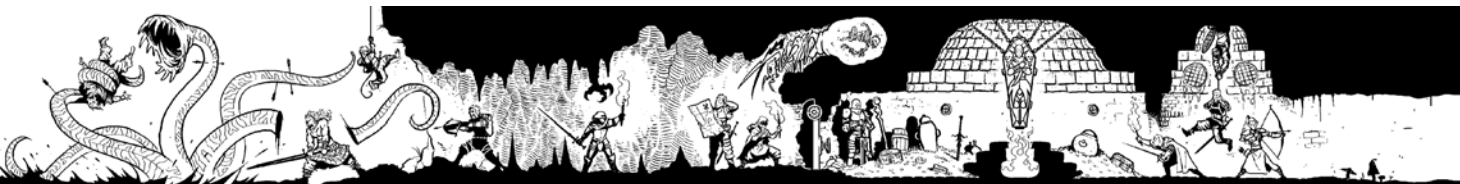


Table 1.11: The Lancer

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+0	+1	+0	+2	+2	+0	Born in the saddle, <i>lifetime companion</i>
2	+2	+2	+0	+2	+1	+3	+3	+1	Mettle I
3	+3	+2	+1	+2	+1	+4	+3	+1	Bonus feat
4	+4	+2	+1	+2	+2	+5	+4	+1	Bred for war
5	+5	+3	+1	+3	+2	+5	+4	+1	Bonus feat
6	+6	+3	+2	+3	+2	+6	+5	+2	Promotion
7	+7	+4	+2	+4	+3	+7	+5	+2	Bonus feat
8	+8	+4	+2	+4	+3	+8	+6	+2	Bred for war
9	+9	+4	+3	+4	+4	+9	+6	+2	Bonus feat, excellence
10	+10	+5	+3	+5	+4	+10	+7	+3	Master rider 1/mission
11	+11	+5	+3	+5	+4	+10	+7	+3	Bonus feat, mettle II
12	+12	+6	+4	+6	+5	+11	+8	+3	Bred for war, promotion
13	+13	+6	+4	+6	+5	+12	+8	+3	Bonus feat
14	+14	+6	+4	+6	+6	+13	+9	+4	Last stand 1/session
15	+15	+7	+5	+7	+6	+14	+9	+4	Bonus feat, excellence
16	+16	+7	+5	+7	+6	+15	+10	+4	Bred for war
17	+17	+8	+5	+8	+7	+15	+10	+4	Bonus feat
18	+18	+8	+6	+8	+7	+16	+11	+5	Promotion
19	+19	+8	+6	+8	+8	+17	+11	+5	Bonus feat, mettle III
20	+20	+9	+6	+9	+8	+18	+12	+5	Bred for war, master rider 2/mission

## MAGE

The mysterious figure in robes decorated with symbols of power, the studious scholar of lost secrets, the master of magical forces great and small, the Mage is all these things and more. His comprehension and control of the arcane grant him dominion of all creation but they also set him apart and compel him to research fearsome truths that shake the very pillars of heaven. Even fellow spellcasters cannot see his path for each Mage is unique, viewing the world through alien eyes.

Depending on your campaign, a Mage could be...

- A hardened war-mage casting destruction across enemy lines
- A wizened necromancer trading the souls of his victims for unholy might
- A traditional robe-and-staff wizard
- A primitive mystic, struggling to harness the power of creation
- A Magister policing the next generation of up and coming spellcasters

**Party Role:** Wildcard. Your role is determined by your choice of spells and how you use them.

## CLASS FEATURES

**Requirements:** *Sorcery* campaign quality

**Favored Attributes:** Intelligence, Wisdom, Charisma

**Caster:** Each level in this class increases your Casting Level by 1.

**Class Skills:** Bluff, Crafting, Impress, Intimidate, Investigate, Medicine, Notice, Prestidigitation, Resolve, Ride, Search, Sense Motive

**Skill Points:** 8 + Int modifier per level

**Vitality:** 6 + Con modifier per level

**Starting Proficiencies:** 2

## CORE ABILITY

**Arcane Adept:** You learn 4 additional Level 0 spells from any School. Also, once per scene as a free action, you may spend and roll up to 3 action dice to gain a number of spell points equal to the result. These action dice cannot explode.

## CLASS ABILITIES

**Subtle and Quick to Anger:** At Level 1, you may purchase ranks in the Spellcasting skill, learn spells from any School, and cast Level 0 spells you know.

**Arcane Might:** At Levels 2, 11, and 19, the highest of your Intelligence, Wisdom, or Charisma scores rises by 1. Also, you may choose up to 3 spells you know, gaining a +2 bonus with Spellcasting checks to cast them.

**Circle of Power I:** At Level 3, you may cast Level 1 and lower spells you know.

**Circle of Power II:** At Level 5, you may cast Level 2 and lower spells you know.

**Circle of Power III:** At Level 7, you may cast Level 3 and lower spells you know.

**Circle of Power IV:** At Level 9, you may cast Level 4 and lower spells you know.





Table 1.15: The Scout

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+2	+2	+0	+1	+2	+0	+0	Stalker, <i>trailblazer</i>
2	+1	+3	+3	+0	+1	+3	+0	+1	Rough living +2
3	+2	+3	+3	+1	+2	+4	+1	+1	Bonus feat
4	+3	+4	+4	+1	+2	+5	+1	+1	Sneak attack +1d6
5	+3	+4	+4	+1	+3	+5	+1	+1	Bonus feat
6	+4	+5	+5	+2	+4	+6	+2	+2	Huntsman
7	+5	+5	+5	+2	+4	+7	+2	+2	Bonus feat
8	+6	+6	+6	+2	+5	+8	+2	+2	Sneak attack +2d6
9	+6	+6	+6	+3	+5	+9	+3	+2	Bonus feat, huntsman
10	+7	+7	+7	+3	+6	+10	+3	+3	Master tracker 1/session
11	+8	+7	+7	+3	+7	+10	+3	+3	Bonus feat, rough living +4
12	+9	+8	+8	+4	+7	+11	+4	+3	Huntsman, sneak attack +3d6
13	+9	+8	+8	+4	+8	+12	+4	+3	Bonus feat
14	+10	+9	+9	+4	+8	+13	+4	+4	Overrun 1/session
15	+11	+9	+9	+5	+9	+14	+5	+4	Bonus feat, huntsman
16	+12	+10	+10	+5	+10	+15	+5	+4	Sneak attack +4d6
17	+12	+10	+10	+5	+10	+15	+5	+4	Bonus feat
18	+13	+11	+11	+6	+11	+16	+6	+5	Huntsman
19	+14	+11	+11	+6	+11	+17	+6	+5	Bonus feat, rough living +6
20	+15	+12	+12	+6	+12	+18	+6	+5	Master tracker 2/session, sneak attack +5d6

- *Rough Riding*: Your vehicle or mount ignores Speed penalties from terrain (see page 371).
- *Sprint*: In combat, your Speed increases by 10 ft.
- *Trail Signs*: You suffer no penalties for Speed when making Track checks.
- *Trophy Hunter*: You can drop even the biggest game with a single attack. When you attack an animal, your threat range increases by 3.
- *Turning*: Your pleasant relationship with the natural world is... discretionary. Choose a Type from the following list: animal, elemental, fey, ooze, or plant. Once per combat you may Turn characters of this Type (see page 223).

**Master Tracker**: You frequently have uncanny insight about your prey. At Level 10, once per session when you make a successful Track check, you also gain 1 clue about the target (see page 335).

At Level 20, you may use this ability twice per session.

**Overrun**: You know the first few seconds of any fight are critical. At Level 14, once per session at the start of combat, you may declare that you're "overrunning." While overrunning, if one of your attacks or a teammate's kills an opponent or knocks them unconscious, the attacker may immediately make an additional attack with the same weapon against another opponent. This continues until you and your teammates gain a combined number of additional attacks equal to your Class Level.

## SOLDIER

The Soldier inhabits a bloody twilight realm of endless warfare, slashing and crushing his way from one bitter struggle to the next. Even when at relative "peace" he's always preparing, always on the lookout for the next fight, and this vigilance is part of what makes him such a godsend to fellow adventurers. Nothing levels the field of battle like a well-honed Soldier, except perhaps two Soldiers.

Depending on your campaign, a Soldier could be...

- A veteran legionnaire bearing decades of war scars
- A plucky young squire seeking to prove himself through feats of arms and daring
- A martial arts master committed to enlightenment through the perfection of his fighting technique
- A tribal warrior defending his people from ancient foes
- A gladiatorial champion, calling for any and all takers

**Party Role**: Combatant. You're the ultimate general warrior. With strong fighting stats and abilities, you're the perfect complement to any party that regularly brawls. You're not initially the best at any particular aspect of battle (though you can easily reach that goal); rather, you're strong in all categories.



## CLASS FEATURES

**Favored Attributes:** Strength, Dexterity, Constitution (though not always in that order)

**Class Skills:** Athletics, Crafting, Intimidate, Notice, Resolve, Search, Survival, Tactics

**Skill Points:** 4 + Int modifier per level

**Vitality:** 12 + Con modifier per level

**Starting Proficiencies:** 6

## CORE ABILITY

**Accurate:** Your finely honed physique is your deadliest weapon. Each time you spend 1 action die to boost an attack check, you roll and add the results of 2 dice (e.g. at Career Level 1, 1d4 becomes 2d4).

## CLASS ABILITIES

**Fight On:** At Levels 1, 3, 5, 7, 9, 11, 13, 15, 17, and 19, you gain 1 additional Basic, Melee, Ranged, or Unarmed Combat feat or 2 additional proficiencies.

**Fortunes of War I:** You stand fast in battle, especially when the pressure's on. At Level 2, you gain Damage Reduction 1. During dramatic scenes, this DR increases to 2.

**Fortunes of War II:** At Level 11, your Damage Reduction increases to 2 (4 during dramatic scenes).

**Fortunes of War III:** At Level 19, your Damage Reduction increases to 3 (6 during dramatic scenes).

**Armor Use I:** At Level 4, you gain a +1 bonus to Defense while wearing armor and receive a 20% discount when purchasing armor.

**Armor Use II:** At Level 8, this Defense bonus increases to +2 and this discount increases to 25%.

**Armor Use III:** At Level 12, this Defense bonus increases to +3 and this discount increases to 30%.

**Armor Use IV:** At Level 16, this Defense bonus increases to +4 and this discount increases to 35%.

**Armor Use V:** At Level 20, this Defense bonus increases to +5 and this discount increases to 40%.

**Weapon Specialist:** Your knowledge of weapons in which you're trained is expansive and precise. At Levels 6, 9, 12, 15, and 18, you may choose 1 of the following abilities. Each of these abilities may be chosen only once.

- **Certainty:** Your error range with proficient attacks decreases by 2 (minimum 0).
- **Decisive Attack:** Once per round when holding a weapon in which you're proficient, you may make 1 free attack against a standard character.
- **Killer Instinct:** You inflict 2 additional damage with proficient attacks.
- **Master Weaponsmith:** You're considered to have 5 additional ranks in Crafting when building, improving, or repairing weapons in which you're proficient. This may cause you to exceed your maximum skill rank for these activities.



- **Most Deadly:** It costs you 1 fewer action dice to activate critical hits with proficient attacks (minimum 0).
- **One Step Ahead:** You gain a +1 dodge bonus to Defense and DR 1 against attacks with weapons in which you're proficient.
- **Rugged Weapons:** When you're holding a weapon in which you're proficient and it must make a Damage save, you may roll twice, keeping the result you prefer.
- **Shrewd Buyer:** You receive a 20% discount when purchasing weapons in which you're proficient.

**Portable Cover:** You make the most of terrain, even improvising cover from objects kicked, knocked, or thrown into the path of incoming attacks. At Level 10, you and each ally within 10 ft. is considered to have 1/4 cover at all times, even when standing in the open. This benefit is lost while you're *flat-footed*.

At Level 20, this ability grants 1/2 cover and affects allies within 15 ft.



**Table 1.16: The Soldier**

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+0	+2	+1	+1	+0	+1	<i>Accurate</i> , fight on
2	+2	+2	+0	+3	+1	+1	+0	+1	Fortunes of war I
3	+3	+2	+1	+3	+2	+2	+1	+2	Fight on
4	+4	+2	+1	+4	+2	+2	+1	+2	Armor use I
5	+5	+3	+1	+4	+3	+3	+1	+3	Fight on
6	+6	+3	+2	+5	+4	+4	+2	+3	Weapon specialist
7	+7	+4	+2	+5	+4	+4	+2	+4	Fight on
8	+8	+4	+2	+6	+5	+5	+2	+4	Armor use II
9	+9	+4	+3	+6	+5	+5	+3	+5	Fight on, weapon specialist
10	+10	+5	+3	+7	+6	+6	+3	+5	Portable cover (1/4 cover)
11	+11	+5	+3	+7	+7	+7	+3	+6	Fight on, fortunes of war II
12	+12	+6	+4	+8	+7	+7	+4	+6	Armor use III, weapon specialist
13	+13	+6	+4	+8	+8	+8	+4	+7	Fight on
14	+14	+6	+4	+9	+8	+8	+4	+7	One in a million 1/session
15	+15	+7	+5	+9	+9	+9	+5	+8	Fight on, weapon specialist
16	+16	+7	+5	+10	+10	+10	+5	+8	Armor use IV
17	+17	+8	+5	+10	+10	+10	+5	+9	Fight on
18	+18	+8	+6	+11	+11	+11	+6	+9	Weapon specialist
19	+19	+8	+6	+11	+11	+11	+6	+10	Fight on, fortunes of war III
20	+20	+9	+6	+12	+12	+12	+6	+10	Armor use V, portable cover (1/2 cover)

**One in a Million:** You turn nearly any battlefield opportunity into savage amounts of pain. At Level 14, once per session, you may make 1 attack check, Fortitude save, or Strength- or Constitution-based skill check, automatically scoring a natural 20. This roll is a threat and may be activated as a critical success. You may not be forced to re-roll this natural 20.

## ALCHEMIST (EXPERT)

Philosopher of the world, the body, and the soul, the Alchemist applies scientific methods and magical energy to transform, purify, and empower simple materials. The height of his art is to turn this knowledge inward so he might rise above his mortal imperfections.

Depending on your campaign, an Alchemist could be...

- A prosperous magician scouring the wild for rare ingredients
- A military researcher whose efforts empower whole armies
- A traveling monk retracing the footsteps of ancient immortals
- A secretive medicine-man whose concoctions spell life or death for the braves of his tribe
- A sun-priest gathering the blessings of open sky and sacred waters

**Party Role:** Backer. With ready access to high-quality elixirs and a modest selection of support spells and effects, you thrive in the company of others.

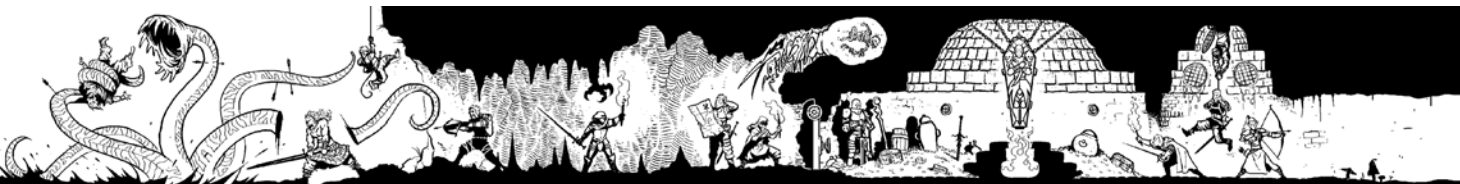




Table 1.18: The Beastmaster

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+1	+1	+0	+1	+2	+0	+1	<i>Beast kin</i> , exotic partner I
2	+2	+2	+2	+0	+1	+3	+0	+1	Man and beast 1/session
3	+3	+2	+2	+1	+2	+4	+1	+2	Bonus feat
4	+4	+2	+2	+1	+2	+5	+1	+2	Pack alpha (half action), sic 'em, boy (1 feat)
5	+5	+3	+3	+1	+3	+5	+1	+3	Exotic partner II
6	+6	+3	+3	+2	+4	+6	+2	+3	Life bond
7	+7	+4	+4	+2	+4	+7	+2	+4	Bonus feat, man and beast 2/session
8	+8	+4	+4	+2	+5	+8	+2	+4	Red in fang and claw, sic 'em, boy (2 feats)
9	+9	+4	+4	+3	+5	+9	+3	+5	Exotic partner III
10	+10	+5	+5	+3	+6	+10	+3	+5	Pack Alpha (2 half actions/1 full action)

## EDGEMASTER (EXPERT)

The Edgemaster indulges the art of death, painting in blood and sculpting the fear of his enemies. His instrument is his weapon, an extension of his very being, and together they accomplish the impossible and bring down the undefeatable.

Depending on your campaign, an Edgemaster could be...

- A burly berserker often felling his foes with a single overwhelming blow
- A grizzled master seeking a pupil to learn the lethal secrets of his arsenal
- A graceful sword dancer amazing crowds with death-defying performances
- A warrior prodigy respected as the greatest duelist of his tribe
- An elite blade-weaver converting precise rhythm into devastating attacks

**Party Role:** Combatant/Backer. You view combat as a performance, every swing and thrust a calculated step toward ultimate victory. It isn't enough to merely win the day, however — not when others can learn from your decisions.

## CLASS FEATURES

**Requirements:** Charisma 13+, All-Out Attack feat, Wrestling Basics feat

**Favored Attributes:** Strength (melee) or Dexterity (ranged), Charisma

**Class Skills:** Acrobatics, Athletics, Bluff, Intimidate, Notice, Prestidigitation, Sense Motive, Survival

**Skill Points:** 4 + Int modifier per level

**Vitality:** 12 + Con modifier per level

## CORE ABILITY

**Swordplay:** Once per round, you may spend an action die to make a free melee attack.

## CLASS ABILITIES

**Carve:** At Level 1, when you Anticipate, Disarm, Distract, Feint, Taunt, or Tire an adjacent opponent, you may also inflict lethal damage equal to your Charisma modifier (minimum 1).

**Display of Arms I:** At Level 2, you may substitute Prestidigitation in place of Impress when making Perform checks. You also gain the Cheap Shot trick (see page 221).

**Display of Arms II:** At Level 7, you may substitute Prestidigitation in place of Resolve when attempting to Tire. You also suffer no penalty with attack checks when making a Cheap Shot.

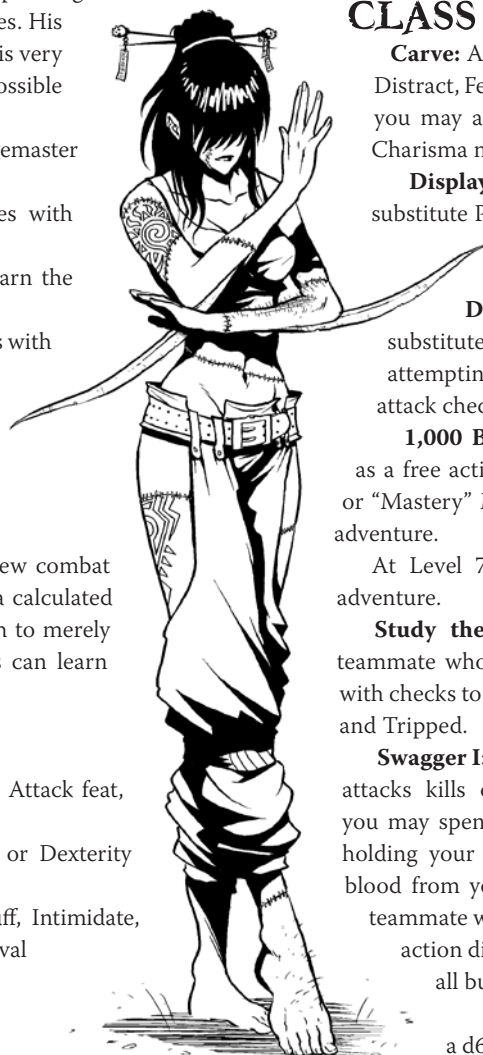
**1,000 Blades:** At Level 3, once per adventure as a free action, you may gain 1 temporary "Basics" or "Mastery" Melee Combat feat until the end of the adventure.

At Level 7, you may use this ability twice per adventure.

**Study the Stance:** At Level 4, you and each teammate who can see or hear you gain a +2 bonus with checks to resist being Feinted, Grappled, Taunted, and Tripped.

**Swagger I:** At Level 4, each time one of your melee attacks kills or knocks an opponent unconscious, you may spend your next half action posturing (e.g. holding your axe menacingly overhead, flicking the blood from your blade, etc.). Thereafter, you or one teammate who can see or hear you gains a bonus d4 action die. Unless used by the end of the combat, all but 1 of these dice are lost.

**Swagger II:** At Level 8, posturing grants a d6 action die and all but 2 of these dice are lost at the end of the combat.





**Table 1.19: The Edgemaster**

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+1	+0	+1	+0	+1	+1	+1	+1	Carve, swordplay
2	+2	+0	+2	+0	+1	+1	+2	+2	Display of arms I
3	+3	+1	+2	+1	+2	+2	+2	+3	1,000 blades 1/adventure
4	+4	+1	+2	+1	+2	+2	+2	+3	Study the stance, swagger I
5	+5	+1	+3	+1	+3	+3	+3	+4	Blade dance I
6	+6	+2	+3	+2	+4	+4	+3	+5	Deadly blow
7	+7	+2	+4	+2	+4	+4	+4	+6	Display of arms I, 1,000 blades 2/adventure
8	+8	+2	+4	+2	+5	+5	+4	+6	Master's touch I, swagger II
9	+9	+3	+4	+3	+5	+5	+4	+7	Blade dance II
10	+10	+3	+5	+3	+6	+6	+5	+8	Effortless cut

**Blade Dance I:** At Level 5, you gain a +1 morale bonus with skill checks against opponents who've suffered damage from your melee attacks in the current combat.

**Blade Dance II:** At Level 9, this bonus increases to +2.

**Deadly Blow:** At Level 6, you may spend 1 round to prepare a deadly blow. During your next melee Standard Attack your opponent is considered *flat-footed*, your weapon's threat range increases by 4, and the weapon automatically inflicts its maximum possible damage (sneak attack damage, action dice, and other variable bonuses are still rolled). Your deadly blow is lost if you move before using it.

**Master's Touch I:** At Level 8, you may add 2 tricks to each attack. Also, you may apply unarmed tricks to melee attacks and vice-versa.

**Effortless Cut:** At Level 10, once per round when making a melee attack, you may roll twice, keeping the result you prefer.

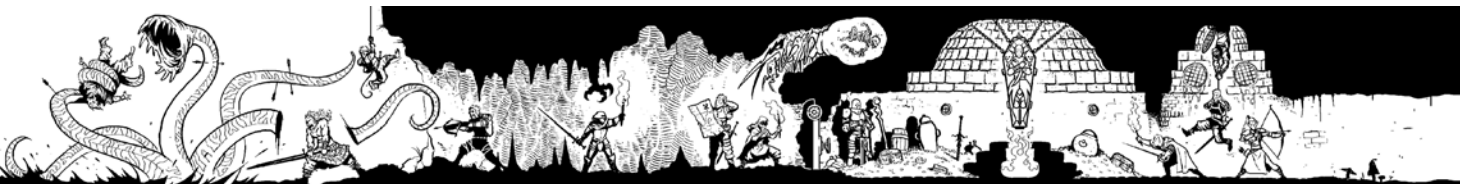
## PALADIN (EXPERT)

More than a holy warrior, the Paladin is a recognized symbol of his faith or a chosen champion of a great power. He's revered as a hero for much more than slaying great evils and saving the day, though he frequently enjoys a little admiration for those triumphs as well.

Depending on your campaign, a Paladin could be...

- A generous champion whose good humor and kindness bring comfort to all around him
- A black-hearted fiend spreading misery and despair for his own twisted pleasure
- A thoughtful judge whose steady hand upholds the law of the land
- A free spirit inspiring others to greatness
- A mysterious wanderer who lifts the yoke of oppression and vanishes as unexpectedly as he arrived

**Party Role:** Wildcard/Combatant. Your role is shaped by your beliefs, though your willingness to fight for them always shines through.





## CLASS FEATURES

**Requirements:** *Miracles* campaign quality, Alignment, Charisma 15+, Bandage feat

**Favored Attributes:** Strength, Charisma

**Caster:** Each level in this class increases your Casting Level by 1.

**Class Skills:** Impress, Intimidate, Medicine, Notice, Resolve, Sense Motive, Alignment skills

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

## CORE ABILITY

**Lay on Hands:** Your rousing presence helps others stay in the fight. You may Mend a character one additional time per day (or 2 additional times per day if they share your Alignment).

## CLASS ABILITIES

**Smite the Indifferent:** At Level 1, when you spend and roll an action die to boost damage against an opponent with a lower Charisma score, you may replace the action die's result with 1/2 your Career Level (rounded up). This may not cause the die to explode.

**Stand in Judgment I:** The meek shall inherit your faith. At Level 2, you may spend a full action passing judgment on a single adversary within line of sight. Choose Fortitude, Reflex, or Will saves. The opponent suffers a morale penalty with saves of the chosen type equal to your Strength modifier (minimum 1). This penalty lasts until the end of the scene or until you pass judgment on a different adversary. You may use this ability a number of times per scene equal to your starting action dice.

**Stand in Judgment II:** At Level 7, if you kill or knock a judged adversary unconscious, you recover vitality equal to your Class Level.

**Path of the Crusader:** At Levels 3, 5, 7, and 9, you take a Step along any 1 of your Alignment's Paths. All Steps from this ability must be taken along a single Path until you complete it, at which point future Steps from this ability may only be taken along a single new Path.

**Heritage Revealed:** You're a powerful icon to your people. At Level 4, you gain a Heritage Species feat, ignoring "Level 1 only" prerequisites.

**Battle Planning I:** At Level 4, you gain 2 of the following battle plans. You may begin each combat with 1 battle plan already in effect and may enact a new one as a full action. Each plan's benefits last until the end of the current combat or until you enact a different battle plan. A battle plan grants you and each teammate who can see or hear you a +2 morale bonus with the following rolls and values.

- *Crush Them!:* Melee and unarmed attack checks
- *Fire at Will!:* Ranged attack checks
- *Guard Yourselves!:* Defense
- *I Want Them Alive!:* Subdual damage rolls
- *No Prisoners!:* Lethal damage rolls
- *Press On!:* Base Speed (morale bonus  $\times$  5 ft.)
- *Stand Fast!:* Vitality (morale bonus  $\times$  target's Career Level)
- *Steady Now!:* Saves

**Battle Planning II:** At Level 8, you gain 2 additional battle plans (total 4).

**Gallantry:** At Levels 6 and 10, your Strength and Charisma scores each rise by 1.

**Take Heart:** In times of greatest need it falls to you to inspire your companions to greatness. At Level 8, once per dramatic scene, you may spend a full action in powerful speech. You and each teammate who can see or hear you immediately recovers to 1/2 their maximum vitality (rounded up).

**State of Grace:** You rise to every occasion like a true hero. At Level 10, during dramatic scenes, you gain a bonus with saves equal to your Charisma modifier and Damage Reduction equal to your Strength modifier (minimum 1).

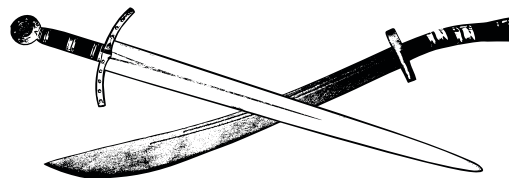


Table 1.20: The Paladin

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+2	+0	+2	+1	+1	+0	+1	<i>Lay on hands</i> , smite the indifferent
2	+1	+3	+0	+3	+1	+1	+0	+1	Stand in judgment I
3	+2	+3	+1	+3	+2	+2	+1	+2	Path of the crusader
4	+3	+4	+1	+4	+2	+2	+1	+2	Battle planning I, heritage revealed
5	+3	+4	+1	+4	+3	+3	+1	+3	Path of the crusader
6	+4	+5	+2	+5	+4	+4	+2	+3	Gallantry +1
7	+5	+5	+2	+5	+4	+4	+2	+4	Path of the crusader, stand in judgment II
8	+6	+6	+2	+6	+5	+5	+2	+4	Battle planning II, take heart! 1/dramatic scene
9	+6	+6	+3	+6	+5	+5	+3	+5	Path of the crusader
10	+7	+7	+3	+7	+6	+6	+3	+5	Gallantry +2, state of grace



## RUNE KNIGHT (EXPERT)

A martial mage of the first order, the Rune Knight inscribes weapons with rare forms of arcane script, imbuing them with mystical powers. Though many of his kind favor melee weapons, particularly blades, he can inscribe anything: bows, hurled weapons, even pistols and other exotic armaments.

Depending on your campaign, a Rune Knight could be...

- A war wizard using spells in the first onslaught, then wading in with rune-carved blades

- A pistoleer using enchanted guns to launch devastating blasts off the bow of his pirate ship
- A student of secrets blending the arcane and martial arts, recently bestowed the arms of his faith
- A hunter of the occult crafting his enemies' sorcerous blood into his weapons
- A Bowman and monstrous student of dark arts whose blood-magic drips from every arrow

**Party Role:** Combatant. Your enhanced arsenal, unique fighting abilities, and a moderate complement of spells, make you a powerful addition to any adventuring party.

## CLASS FEATURES

**Requirements:** *Sorcery* campaign quality, Spellcasting 4+ ranks, Resolve 6+ ranks, Favored Gear (any 1 weapon) feat

**Favored Attributes:** Intelligence, Strength (melee) or Dexterity (ranged), Charisma

**Caster:** Each level in this class increases your Casting Level by 1.

**Class Skills:** Acrobatics, Athletics, Crafting, Intimidate, Notice, Resolve, Ride, Sneak

**Skill Points:** 4 + Int modifier per level

**Vitality:** 12 + Con modifier per level

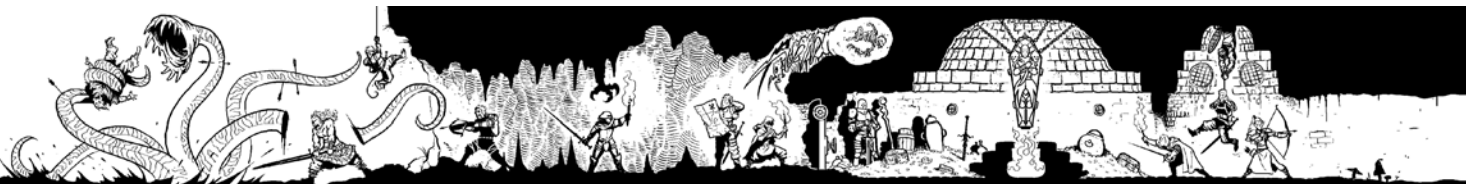
## CORE ABILITY

**Battle Mage:** When you spend an action die to boost a Spellcasting check or an attack check with a Favored Weapon, you gain the same boost with your next check of the other type. Unless used by the end of your next Initiative Count, this bonus is lost.

## CLASS ABILITIES

**Rune-Carved:** At Levels 1, 5 and 9, you may inscribe a Favored Weapon with 2 runes. Thereafter, as a free action when you hit with an inscribed Favored Weapon but before rolling damage, you may spend a spell point to apply 1 inscribed rune's benefit to the attack.

- *Flaming Rune:* The attack inflicts fire damage instead of its normal damage.
- *Flying Rune:* The attack gains the *keen* quality equal to your Class Level.
- *Gouging Rune:* The action die cost to activate a critical hit decreases by 1 (minimum 0).
- *Leeching Rune:* You gain vitality equal to 1/2 the attack's damage (rounded up).
- *Lightning Rune:* The attack inflicts electrical damage instead of its normal damage.
- *Seeking Rune:* Roll the damage twice, keeping the result you prefer.
- *Slicing Rune:* The attack gains the *armor-piercing* quality equal to your Class Level.



- *Smashing Rune*: The attack inflicts force damage instead of its normal damage.
- *Thundering Rune*: The attack inflicts sonic damage instead of its normal damage.
- *Weeping Rune*: The attack inflicts acid damage instead of its normal damage.

**Warcasting I:** At Level 2, a Favored Weapon counts as a mage's pouch for you.

**Warcasting II:** At Level 7, your Spellcasting threat range increases by 2 while wielding a Favored Weapon.

**Circle of Power I:** At Level 3, you may cast Level 1 and lower spells you know.

**Circle of Power II:** At Level 7, you may cast Level 2 and lower spells you know.

**Signature Weapon:** At Level 4, you gain the Signature Gear feat (see page 98).

**Spell Breach:** Your attacks leave targets vulnerable to deadly magical blows. At Level 4, once per opponent per scene when you hit with a Favored Weapon, the target suffers a penalty equal to your Class Level with his next save against a spell effect. This penalty lasts until the end of the scene.

**Spell Parry:** You dodge spells with the fluid grace of a master swordsman. At Level 6, once per round while wielding a Favored Weapon and not *flat-footed*, you may substitute your Reflex save bonus when making a Fortitude or Will save against a spell. This does not change the type of save being made.

**Bleeding Rune:** Your weapon saps life force from your enemies and converts it to raw magical power. At Level 8, each time you score a critical hit against an adversary with a Favored Weapon, you gain 2 spell points. Unless used by the end of the combat, these spell points are lost.

**Trademark Weapon:** At Level 8, you gain the Trademark Gear feat (see page 98).

**Spell Strike:** At Level 10, once per round when you hit with a Favored Weapon, you may immediately attempt a Spellcasting check with a Casting Time of up to 1 full action as a free action. This does not increase the number of spells you may normally cast per round.

## SWASHBUCKLER

### (EXPERT)

Dashing, daring, and dangerous, the Swashbuckler embodies style on and off the battlefield. His high-flying, death-defying displays of swordsmanship and bravery regularly carry the day (and night), commanding the admiration of friends, the ire of enemies, and the hearts of swooning fans. Though the Swashbuckler exhibits preternatural skill with light blades, he isn't simply a fighter — he's the original action hero, cutting down foes with a sharp tongue as often as a flashing blade.

Depending on your campaign, a Swashbuckler could be...

- A debonair masked avenger with a lustful passion for life
- A courageous musketeer risking it all for honor and love
- A dread pirate battling rodents of unusual size
- A chieftain's son forgiven his excesses in light of his ready charm and trusted blade
- A riverboat captain swinging through riggings and maidens' windows with equal ease

**Party Role:** Talker/Combatant. While your fighting skills are excellent, you really stand out when you can parley — especially with those you've amazed with your exploits!

## CLASS FEATURES

**Requirements:** Charisma 13+, Acrobatics 6+ ranks, Fencing Basics feat

**Favored Attributes:** Charisma, Dexterity

**Class Skills:** Acrobatics, Athletics, Bluff, Disguise, Impress, Notice, Prestidigitation, Resolve, Ride, Tactics

**Skill Points:** 6 + Int modifier per level

**Vitality:** 9 + Con modifier per level

## CORE ABILITY

**Show-Off:** At Level 1 and for each Class Level thereafter, you gain 1 additional skill point that must be spent on Acrobatics or Impress. Also, your Panache increases by 1.

Table 1.21: The Rune Knight

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	SP	Abilities
1	+0	+1	+2	+0	+2	+0	+0	+1	1	<i>Battle mage</i> , rune-carved (2 runes)
2	+1	+2	+3	+0	+3	+0	+0	+1	2	Warcasting I
3	+2	+2	+3	+1	+3	+1	+1	+2	3	Circle of power I
4	+3	+2	+4	+1	+4	+1	+1	+2	4	Signature weapon, spell breach
5	+3	+3	+4	+1	+5	+1	+1	+3	5	Rune-carved (4 runes)
6	+4	+3	+5	+2	+6	+2	+2	+3	6	Spell parry
7	+5	+4	+5	+2	+6	+2	+2	+4	7	Circle of power II, warcasting II
8	+6	+4	+6	+2	+7	+2	+2	+4	8	Bleeding rune, trademark weapon
9	+6	+4	+6	+3	+8	+3	+3	+5	9	Rune-carved (6 runes)
10	+7	+5	+7	+3	+9	+3	+3	+5	10	Spell strike





Table 1.22: The Swashbuckler

Level	BAB	Fort	Ref	Will	Def	Init	Lifestyle	Legend	Special
1	+0	+0	+1	+1	+2	+1	+0	+1	Rapier wit, <i>show-off</i>
2	+1	+0	+2	+2	+3	+1	+0	+2	Legendary swordsman I
3	+2	+1	+2	+2	+3	+2	+1	+3	Bonus feat
4	+3	+1	+2	+2	+4	+2	+1	+3	"All for one...", perfect form
5	+3	+1	+3	+3	+5	+3	+1	+4	Bonus feat
6	+4	+2	+3	+3	+6	+4	+2	+5	Tally ho!
7	+5	+2	+4	+4	+6	+4	+2	+6	Bonus feat, legendary swordsman II
8	+6	+2	+4	+4	+7	+5	+2	+6	Letter of marque, only mostly dead
9	+6	+3	+4	+4	+8	+5	+3	+7	Bonus feat
10	+7	+3	+5	+5	+9	+6	+3	+8	"...And one for all!"



## CLASS ABILITIES

**Rapier Wit:** Your raucous displays aren't only designed to win battles but hearts as well. At Level 1, when you kill or knock an adversary unconscious, you may improve the Disposition of each character within line of sight by 4 for this scene. You may target each character no more than twice per scene with this ability.

**Legendary Swordsman I:** At Level 2, you gain the Fencing Mastery feat (see page 88). Also, your Heroic Renown increases by 1.

**Legendary Swordsman II:** At Level 7, you gain the Fencing Supremacy feat. Also, your Heroic Renown increases by an additional 1 (total increase 2).

**Bonus Feat:** At Levels 3, 5, 7, and 9, you gain an additional Chance or Style feat.

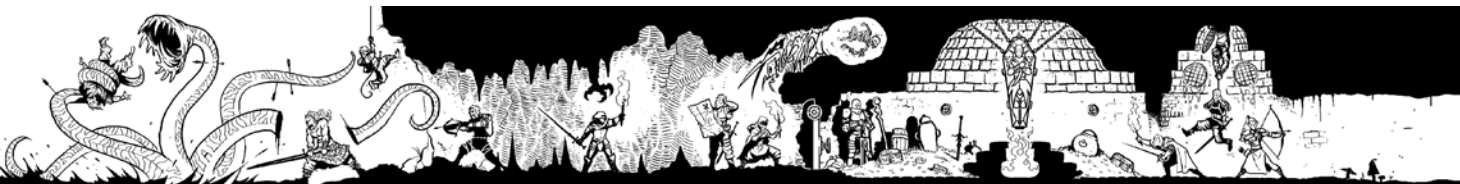
**"All for One...":** When in need, you can exploit a diverse network of romantic conquests, toadies, and fawning admirers. At Level 4, once per adventure as a full action, you may produce a free Support Favor with a Reputation value equal to your Career Level (see page 191).

**Perfect Form:** Pizzazz and luck are integral to a "gentleman's war." At Level 4, your Chance and Style feats count as Melee Combat feats when fulfilling prerequisites and requirements or determining the effects of any ability.

**Tally Ho!** Your incredible acrobatic skill supplements your extraordinary swordsmanship. At Level 6, after you make a successful Acrobatics check, you may immediately make a free attack with a 1-handed weapon.

**Letter of Marque:** You're so charming you can get away with murder — *literally*. At Level 8, once per adventure as a full action, you may produce a free Pardon (Major Crime) Favor for yourself only (see page 190).

**Only Mostly Dead:** You have a handy way of surviving life-or-death situations in improbable ways: washing up on a deserted island after your ship sinks, landing on a conveniently placed cliff at the edge of a bottomless pit, being mistaken for a cannibal tribe's god rather than its dinner... At Level 8, each time you die outside of combat, you may instead sacrifice 1 rank of Heroic Renown to Cheat Death with a Petty fate (see page 384). The loss



of Renown represents damage to your reputation as rumors of your death spread and jealous rivals and enemies take advantage of your absence.

**“...And One for All!”:** At Level 10, during dramatic scenes, your threat range with attack and skill checks and that of each teammate increase by 2. No character's threat range may increase by more than 5 as a result of this ability, no matter how many Swashbucklers are involved.

## STEP 7: INTERESTS

Your character is more than a collection of numbers. He's a person with opinions, quirks, and... interests. Interests let you round out your character with hobbies, regional curiosity, job experience, pastimes, and other personal pursuits, forming a background you can draw upon and expand when roleplaying.

*Fantasy Craft* features three types of Interests: **Alignment**, **Languages**, and **Studies**.

**Alignment:** If your campaign features Alignments, you may use an Interest to gain one (*see page 308*). You may have only 1 Alignment at a time, though it may consist of multiple choices. Your choice of Alignment might represent a belief (e.g. in a god), a philosophy (e.g. animism), a moral outlook (e.g. Chaotic Good), kinship with a powerful force (e.g. born under an auspicious star), or a combination of these things. The particular Alignment choices and the effects they have in play available in your game depend on the setting. Check with your GM for a list of the available options.

**Languages:** Each additional Language counts as 1 Interest. You can read and write any language you know unless you intentionally choose not to, perhaps as a way of expanding your character's background.

**Studies:** Each Interest not defined as an Alignment or a Language is a Study — something your character takes time to learn about. A Study can focus on a nation or region, a culture, a celebrated adventurer, a religion, a monster, an adversary, or anything else you and the GM feel is appropriate.

Each Study should be broad enough to find periodic use in the setting and story but narrow enough not to enter every conversation. Because of their flexibility, you and the GM must agree on all your Studies before they enter play.

Studies have a number of effects in play.

- When you and the GM agree that a Study relates to a skill check, you gain a +1 bonus with that check.
- When you and the GM agree that a Study relates to a Knowledge check (*see page 66*), you gain 1 additional hint about the topic after making the check.
- When you and an NPC share a Study, you gain a +1 bonus with skill checks made to improve the NPC's Disposition.

No combination of Studies may grant a character more than a +2 bonus or 2 extra hints with any check.

## STARTING INTERESTS

You start out with your native Language, a Study in your native culture or homeland, and 2 additional Interests of your choice. You gain additional Interests as shown on Table 1.4: Career Level (*see page 27*). You may give up an Interest at any time, though you permanently lose the 'slot' — the interest is *not* replaced.



## STEP 8: CHARACTER SHEET

Now it's time to fill in all the other blanks on your character sheet!

**Melee/Unarmed Attack Bonus:** Add this to unarmed and melee attack rolls. It's equal to your base attack bonus + Strength modifier and may be negative.

**Ranged Attack Bonus:** Add this to ranged attack rolls. It's equal to your base attack bonus + Dexterity modifier and may be negative.

**Fortitude Save Bonus:** Add this to saving throws to resist physical attacks and threats. It's equal to your base Fortitude bonus + Constitution modifier and may be negative.

**Reflex Save Bonus:** Add this to saving throws to evade explosions and certain traps, and when you react to unexpected events. It's equal to your base Reflex bonus + Dexterity modifier and may be negative.

**Will Save Bonus:** Add this to saving throws to resist mental attack and threats. It's equal to your base Will bonus + Wisdom modifier and may be negative.

**Defense:** This gauges how difficult it is for others to hit you. It's equal to 10 + your base Defense bonus + Dexterity modifier.

**Initiative Bonus:** Add this to Initiative rolls. It's equal to your base Initiative bonus + Dexterity modifier and may be negative.

**Reputation:** This represents your standing in the world. You begin play with Reputation equal to your Career Level × 10 and gain more from each adventure you complete. You may spend Reputation to gain Prizes and other benefits (*see page 186*).

