

Base Classes

Class	Characteristics	Skills	Feats	Class Completion Bonus
Ratcatcher	Dexterity, Composure, Wisdom	Crafts, Animal Ken, Common Lore, Perception, Larceny, Stealth, Deceive, Performer, Disguise	Common Sense Blind Fighting Light Sleeper Obtain Familiar Weapon Prof (Basic) *Fast Reflexes	+2 to maximum Hit Points
Scholar	Intelligence, Willpower, Wisdom	Arcana, Academic Lore, Common Lore, Forbidden Lore, Politics, Tech-Use	Eidetic Memory Speak Language (Any) Skill Focus (Any Lore) Peer (School) Expanded Knowledge	Gain one specialty in any skill
Initiate	Wisdom, Fellowship, Intelligence	Academic Lore, Forbidden Lore, Medicae, Crafts	Divine Ministration Hatred (Heretics) Minor Magic Peer (Religious Organization) *Weapon Prof (Basic)	Gain one specialty in any skill
Mercenary	Strength, Constitution, Wisdom	Command, Scrutiny, Common Lore, Athletics, Ballistic, Weaponry, Perception, Brawl	Armor Prof (Light) Speak Language (Any) Sound Constitution Weapon Prof (Basic) *Armor Prof (Medium) *Peer (Mercenary Organization)	+2 to maximum Hit Points
Peasant	Any	Crafts, Common Lore, Animal Ken, Scrutiny, Performer	Luck Common Sense Unremarkable *Skill Focus (any) *Sound Constitution	---

Chief of Engineering

Characteristics:	Intelligence, Wisdom, Willpower
Skills:	Academic Lore, Command, Common Lore, Crafts, Pilot, Tech-Use
Level Completion:	+1 to Shield Regen for any ship on which they serve as Chief of Engineering

Level	Title	Prerequisites	Class Feats
2	Operations Officer	Tech-Use 2, Crafts 1	Miracle Worker Bodge Together Hardy Jack of All Trades *Skill Focus (Any)
3	Chief of Engineering	Tech-Use 4, Crafts 3, Miracle Worker	Jerry Rig Engineering Team Leade Sound Constitution Skill Focus (Any) *Skill Focus (Any)

Chief Arcana Officer

Characteristics:	Intelligence, Willpower, Composure
Skills:	Academic Lore, Arcana, Animal Ken, Command, Forbidden Lore, Medicae, Tech-Use
Level Completion:	+1 to Sensors for any ship on which they serve as Chief Arcana Officer

Level	Title	Prerequisites	Class Feats
2	Science Officer	Arcana 2, Forbidden Lore 1, Academic Lore 2	Detailed Analysis Gain Access Eidetic Memory *Speak Language *Skill Focus (Any)
3	Chief Arcana Officer	Arcana 4, Forbidden Lore 3, Academic Lore 3, Detailed Analysis	Tachyon Beam Rotate Shield Frequency Minor Magic *Speak Language *Foresight

Chief of Security

Characteristics:	Strength, Constitution, Composure
Skills:	Athletics, Ballistics, Brawl, Command, Pilot, Weaponry
Level Completion:	+1 to Crew Quality for resisting Boarding Actions for any ship on which you serve as Tactical Officer

Level	Title	Prerequisites	Class Feats
2	Tactical Officer	Weaponry 1, Ballistics 1	Master of Bombardment Worf Barrage Unremarkable Armor Proficiency (Light) *Weapon Proficiency (Any)
3	Chief of Security	Weaponry 3, Ballistics 3, Worf Barrage	Worf Effect Match Frequency Guardian Weapon Focus (Any) *Armor Proficiency (Medium) *Weapon Proficiency (Any)

Captain

Characteristics:	Fellowship, Charisma, Composure
Skills:	Scrutiny, Politics, Persuasion, Perception, Pilot, Intimidation, Command, Charm
Level Completion:	Get a free Specialty in any Social Skill

Level	Title	Prerequisites	Class Feats
3	Captain	Command 3, Politics 2, Persuasion 2	Acceptable Losses Lend Expertise Luck Strong Minded *Common Sense
4	Commodore	Command 4, Politics 3, Persuasion 2	Hailing Frequencies Redshirt Shield Peer (Any) Virgil's Guidance *Skill Focus (Any)

Assassin

Characteristics:	Dexterity, Intelligence, Fellowship
Skills:	Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Athletics, Pilot, Disguise, Brawl
Sword Schools:	Setting Sun Shadow Hand
Level Completion:	+1 to all Initiative rolls

Level	Title	Prerequisites	Class Feats
1	Sell-Steel	(Weaponry or Ballistics) 2, Stealth 2	Fast Reflexes Blind Fighting Improved Feint Catfall Two Weapon Fighting Weapon Prof (Basic) *Weapon Prof (Any)
2	Nighthawk	(Weaponry or Ballistics) 2, Stealth 3, Improved Feint	Sneak Attack Armor Prof (Light) Catfall Far Shot OR Furious Assault Skill Focus (any) *Skill Focus (any) *Weapon Prof (Any)
3	Assassin	(Weaponry or Ballistics) 3, Stealth 3, Sneak Attack	Fleet of Foot Quick Draw Swift Attack OR Deadeye Shot Back Stab Weapon Focus (Any) Skill Focus (any) *Skill Focus (any) *Weapon Prof (Any)
4	Freeblade	(Weaponry or Ballistics) 4, Stealth 4, Back Stab, Quick Draw	Crack Shot OR Crushing Blow Hard Target Luck Jaded Skill Focus (any) *Skill Focus (any) *Weapon Prof (Any)
5	Nihilator	Weaponry or Ballistics) 5, Stealth 5, Back Stab, Quick Draw, Luck, Jaded	Step Aside Assassin Strike Counter Attack Improved Back Stab Devastating Critical Skill Focus (any) *Skill Focus (any) *Weapon Prof (Any)

Barbarian

Characteristics:	Strength, Charisma, Constitution
Skills:	Crafts, Athletics, Drive, Weaponry, Intimidation, Animal Ken, Brawl, Acrobatics
Sword Schools:	Desert Wind Stone Dragon Tiger Claw
Level Completion:	+1 to all melee damage

Level	Title	Prerequisites	Class Feats
1	Feral	Weaponry 2, Athletics 1	Frenzy Danger Sense Armor Proficiency (light) Power Attack Weapon Proficiency (Any) *Weapon Proficiency (Any)
2	Savage	Weaponry 3, Athletics 2, Frenzy	Jaded Quick Draw Light Sleeper Powerful Charge Weapon Focus (Any) *Weapon Proficiency (Any)
3	Rager	Weaponry 4, Athletics 3, Powerful Charge, Frenzy	Crushing Blow Furious Assault Swift Attack Armor Proficiency (Medium) *Weapon Proficiency (Any)
4	Barbarian	Weaponry 5, Athletics 4, Crushing Blow, Frenzy	Battle Rage Fearless Iron Jaw Cleave *Weapon Proficiency (any) *Weapon Focus (any)
5	Berserker	Weaponry 5, Athletics 5, Battle Rage, Frenzy	Devastating Critical True Grit Lightning Attack Armor Proficiency (Heavy) *Weapon Proficiency (any)

Bard

Characteristics:	Charisma, Fellowship, Dexterity
Skills:	Academic Lore, Common Lore, Medicae, Politics, Arcana, Acrobatics, Larceny, Performer, Persuasion, Charm, Deceive, Disguise, Tech-Use, Scrutiny, Command
Sword Schools:	Diamond Mind White Raven
Magic Schools:	Enchantment Illusion
Level Completion:	+1 dot to a skill with a rank lower than your Level

Level	Title	Prerequisites	Class Feats
1	Minstrel	Charisma 3, Common Lore 3, Performer 1	Speak Language (Any) Luck Jack of All Trades Peer (Any) Weapon Prof (Melee 2)
2	Bard	Charisma 3, Common Lore 4, Performer 2, Enchantment or Illusion at 1	Speak Language Peer (Any) Catfall Armor Prof (Light) Skill Focus (Any)
3	Skald	Charisma 4, Common Lore 4, Performer 3, Enchantment or Illusion at 2	Speak Language Peer (Any) Weapon Focus (Fencing) Decadence Skill Focus (Any)
4	Swashbuckler	Charisma 4, Common Lore 4, Performer 4, Enchantment or Illusion at 2, Decadence, Speak 5+ languages	Speak Language Fearless Good Reputation (Any) Spell Focus (Enchantment or Illusion) Skill Focus (Any)
5	Master Bard	Charisma 5, Common Lore 5, Performer 5, Enchantment or Illusion at 3, Fearless, Decadence, Good Reputation	Expanded Knowledge Heightened Senses (Hearing) Sound Constitution Speak Language Skill Focus (Any)

Cleric

Characteristics:	Willpower, Wisdom, Composure
Skills:	Medicines, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command
Magic Schools:	Abjuration Divination Healing Necromancy Transmutation
Level Completion:	+1 to maximum Hit Points

Level	Title	Prerequisites	Class Feats
1	Priest	Academic Lore 2, Forbidden Lore 2	Pure Faith Powerful Charge Hatred (Heretics) Armor Prof (Light) Tested Weapon Prof (Basic) *Weapon Prof (Melee 1)
2	Preacher	Academic Lore 2, Forbidden Lore 3, Healing or Abjuration at rank 1	Peer (Religious Order) Spell Focus (Any) Sound Constitution Armor Prof (Medium) Virgil's Guidance *Weapon Prof (Any)
3	Cleric	Academic Lore 3, Forbidden Lore 4, Healing or Abjuration at rank 2	Divine Ministration True Grit Spell Focus (Any) Channel Energy *Weapon Focus (Any)
4	Zealot	Academic Lore 4, Forbidden Lore 4, Healing or Abjuration at rank 3	Armor Prof (Heavy) Absolution Good Reputation (Religious Order) Sound Constitution Greater Spell Focus *Skill Focus (Any)
5	Bishop	Academic Lore 5, Forbidden Lore 5, Healing or Abjuration at rank 4	Fearless Armor of Contempt Purge the Unclean Greater Spell Focus

Fighter

Characteristics:	Strength, Constitution, Intelligence
Skills:	Crafts, Athletics, Brawl, Drive, Ballistic, Weaponry, Intimidation, Perception, Command
Sword Schools:	Iron Heart White Raven
Level Completion:	+1 to all melee attack tests

Level	Title	Prerequisites	Class Feats
1	Swordsman	Weaponry 2, Athletics 1	Hardy Armor Proficiency (Light) Power Attack Weapon Proficiency (Any) *Armor Proficiency (Medium)
2	Myrmidon	Weaponry 3, Athletics 2, Power Attack	Blind Fighting Jaded Quick Draw Armor Proficiency (Medium) Weapon Proficiency (Any) Weapon Focus (Any) *Armor Proficiency (Heavy)
3	Fight Guy	Weaponry 4, Athletics 3, Blind Fighting, Quick Draw	Crushing Blow OR Crack Shot Combat Insight Swift Attack Weapon Specialization (Any) *Armor Proficiency (Heavy) *Armor Proficiency (Extreme) *Weapon Proficiency (Any)
4	Fighter	Weaponry 5, Athletics 4, Swift Attack, Combat Insight	Fearless Iron Jaw Armor Specialization Combat Master Wall of Steel Improved Weapon Focus (Any) *Armor Proficiency (Extreme) *Weapon Proficiency (Any) *Weapon Focus (Any)
5	Master Fight Guy	Weaponry 5, Athletics 5, Swift Attack, Combat Master	Counter Attack True Grit Blademaster Lightning Attack Improved Weapon Specialization (Any) *Weapon Proficiency (Any) *Weapon Specialization (Any)

Guardsman

Characteristics:	Strength, Dexterity, Willpower
Skills:	Perception, Athletics, Drive, Ballistic, Weaponry, Command, Pilot
Sword Schools:	Iron Heart
Level Completion:	+1 to all ranged attack tests

Level	Title	Prerequisites	Class Feats
1	Conscript	Ballistics 2, Athletics 1	Sound Constitution Armor Proficiency (Light) Quick Draw Weapon Proficiency (Any) Jaded *Sound Constitution
			Sound Constitution Double Tap Crack Shot Far Shot Armor Proficiency (Medium) Weapon Focus (Any) *Sound Constitution *Weapon Proficiency (Any)
2	Guardsman	Ballistics 3, Athletics 2, Quick Draw, Sound Constitution	Sound Constitution Hip Shooting Fast Reflexes Deadeye Shot Weapon Focus (Any) *Sound Constitution *Armor Proficiency (Heavy) *Weapon Proficiency (Any)
			Sound Constitution Fearless Iron Jaw Armor Specialization Hard Target Weapon Proficiency (Any) *Weapon Focus (Any) *Sound Constitution *Armor Proficiency (Extreme)
3	Sergeant	Ballistics 4, Athletics 3, Crack Shot, Far Shot	Sound Constitution True Grit Sharpshooter Fan the Hammer *Armor Proficiency (Power) *Weapon Proficiency (Any) *Sound Constitution
			Sound Constitution True Grit Sharpshooter Fan the Hammer *Armor Proficiency (Power) *Weapon Proficiency (Any) *Sound Constitution
4	Grenadier	Ballistics 5, Athletics 4, Deadeye Shot	Sound Constitution True Grit Sharpshooter Fan the Hammer *Armor Proficiency (Power) *Weapon Proficiency (Any) *Sound Constitution
			Sound Constitution True Grit Sharpshooter Fan the Hammer *Armor Proficiency (Power) *Weapon Proficiency (Any) *Sound Constitution
5	Stormtrooper	Ballistics 5, Athletics 5, Iron Jaw, Deadeye Shot	Sound Constitution True Grit Sharpshooter Fan the Hammer *Armor Proficiency (Power) *Weapon Proficiency (Any) *Sound Constitution
			Sound Constitution True Grit Sharpshooter Fan the Hammer *Armor Proficiency (Power) *Weapon Proficiency (Any) *Sound Constitution

Magic User

Characteristics:	Intelligence, Charisma, Willpower
Skills:	Arcana, Academic Lore, Common Lore, Forbidden Lore, Scrutiny, Deceive
Magic Schools:	Abjuration Conjuration Divination Evocation Illusion Necromancy
Level Completion:	+1 to all Focus Power tests

Level	Title	Prerequisites	Class Feats
1	Apprentice	Academic Lore 2, Arcana 3	Obtain Familiar OR Implement Focus Eidetic Memory Foresight Spell Might *Tested *Weapon Prof (Ordinary)
2	Aspirant	Academic Lore 3, Arcana 3, any two Magic Schools at rank 1, Foresight	Spell Book Spell Focus Improvisational Magic Strong Minded Wizard Tradition *Tested *Skill Focus (Any Lore)
3	Magic User	Academic Lore 3, Arcana 4, any two Magic Schools at rank 2, Spell Focus	Spell Book Spell Penetration Touch Spell Specialization Wizard Tradition *Tested *Skill Focus (Any Lore)
4	Sorcerer	Academic Lore 4, Arcana 4, any Magic School at rank 3, any two Magic Schools at rank 2, Spell Focus	Spell Book Greater Spell Focus Mental Fortress Wizard Tradition *Skill Focus (Any Lore)
5	Master Sorcerer	Academic Lore 5, Arcana 5, any Magic School at rank 4, any two Magic Schools at rank 3, Spell Penetration	Spell Book Archmage Tradition Greater Spell Penetration Spell Mastery *Skill Focus (Any Lore)

Paladin

Characteristics:	Willpower, Wisdom, Constitution
Skills:	Medicines, Academic Lore, Forbidden Lore, Arcana, Weaponry, Intimidation, Persuasion, Command
Sword Schools:	Devoted Spirit Stone Dragon White Raven
Level Completion:	+1 to AP while wearing armor

Level	Title	Prerequisites	Class Feats
1	Gallant	Weaponry 2, Forbidden Lore 2	Pure Faith Sound Constitution Powerful Charge Hatred (Heretics) Armor Prof (Light) Weapon Prof (Melee 1)
2	Protector	Weaponry 2, Forbidden Lore 3, Pure Faith	Peer (Religious Order) Guardian Sound Constitution Armor Prof (Medium) Divine Bond Divine Grace *Weapon Prof (Any)
3	Defender	Weaponry 3, Forbidden Lore 4, Guardian, Divine Bond	Sound Constitution Divine Ministration True Grit Swift Attack *Armor Prof (Heavy) *Weapon Focus (any)
4	Paladin	Weaponry 4, Forbidden Lore 4, Divine Ministration	Sound Constitution Good Reputation (Religious Order) Sound Constitution Wall of Steel Blademaster *Armor Prof (Extreme) *Skill Focus (Any)
5	Chevalier	Weaponry 5, Forbidden Lore 5, Wall of Steel	Armor Specialization (Any) Sound Constitution Fearless Armor of Contempt Death Before Defeat *Armor Prof (Power)

Rogue

Characteristics:	Dexterity, Intelligence, Fellowship
Skills:	Perception, Common Lore, Acrobatics, Ballistic, Larceny, Stealth, Weaponry, Scrutiny, Persuasion, Charm, Deceive, Pilot, Disguise, Tech-Use
Sword Schools:	Diamond Mind Shadow Hand
Level Completion:	+1 to Static Defense

Level	Title	Prerequisites	Class Feats
1	Outcast	Larceny 2, Stealth 2	Danger Sense Fast Reflexes Blind Fighting Improved Feint Weapon Prof (Melee 2) *Weapon Prof (Basic) *Weapon Prof (Throwing)
2	Outlaw	Larceny 2, Stealth 3, Danger Sense	Sneak Attack Armor Prof (Light) Catfall Evasion Two Weapon Fighting Skill Focus (any) *Skill Focus (any)
3	Renegade	Larceny 3, Stealth 3, Evasion	Fleet of Foot Quick Draw Back Stab Weapon Focus (Fencing) Skill Focus (Any) *Skill Focus (Any)
4	Rogue	Larceny 4, Stealth 4, Sneak Attack	Improved Sneak Attack Hard Target Luck Jaded Skill Focus (Any) *Skill Focus (Any)
5	Stubjack	Larceny 5, Stealth 5, Improved Sneak Attack	Step Aside Fearless Improved Back Stab Devastating Critical Skill Focus (Any) *Skill Focus (Any)

Courtier

Characteristics:	Charisma, Fellowship, Composure
Skills:	Academic Lore, Animal Ken, Charm, Command, Common Lore, Crafts, Deceive, Disguise, Forbidden Lore, Intimidation, Larceny, Perception, Performer, Persuasion, Politics, Scrutiny, Stealth
Level Completion:	+1 Resolve

Level	Title	Prerequisites	Class Feats
1	Negotiator	Persuasion 2, Scrutiny 2	Courtier's Privilege Peer (Any) Research Skill Focus (Charm) *Eidetic Memory *Skill Focus (Any)
2	Courtier	Persuasion 3, Scrutiny 2, Peer (Any)	Protocol Courtier's Privilege Good Reputation (Any) Decadence *Chem Geld *Skill Focus (Any)
3	Diplomat	Persuasion 3, Scrutiny 3, Protocol	Courtier's Privilege Master of Disguise Meditation *Peer (Any) *Skill Focus (Any)
4	Legate	Persuasion 4, Scrutiny 4, Master of Disguise	Courtier's Privilege Just As Planned *Good Reputation (Any) *Skill Focus (Any)
5	Emissary	Persuasion 5, Scrutiny 5, Just As Planned	Courtier's Privilege Air of Authority Armor of Contempt *Peer (Any) *Skill Focus (Any)

Techpriest

Characteristics:	Intelligence, Wisdom, Constitution
Skills:	Tech-Use, Common Lore, Academic Lore, Weaponry, Ballistics, Drive, Pilot, Craft, Medicae
Level Completion:	Gain the Upgraded feat (Rare at levels 1 and 2, Very Rare at 3, Mythic Rare at 4, Artifact at 5)

Level	Title	Prerequisites	Class Feats
1	Mech-Wright	Tech-Use 3, Academic Lore 2, Craft 2	Mechanicus Implants Weapon Proficiency (Any) Armor Proficiency (Any) Sound Constitution Jaded Luminen Charge
2	Enginseer	Tech-Use 4, Academic Lore 2, Craft 3, Mechanicus Implants	Mechadendrite Use Ferric Lure Weapon Proficiency (Any) Armor Proficiency (Any) Chem Geld
3	Tech-Priest	Tech-Use 4, Academic Lore 3, Craft 3, Mechadendrite Use	Sound Constitution Binary Chatter Weapon Proficiency (Any) Armor Proficiency (Any) Eidetic Memory
4	Technomancer	Tech-Use 5, Academic Lore 4, Craft 3, Binary Chatter	Luminen Blast Iron Jaw Weapon Proficiency (Any) Armor Proficiency (Any) Miracle Worker
5	Magos	Tech-Use 5, Academic Lore 4, Craft 3, Luminen Blast	Sound Constitution Ferric Summons Weapon Proficiency (Any) Armor Proficiency (Any) Strong Minded

Arcane Knight

Characteristics:	Charisma, Strength, Dexterity
Skills:	Arcana, Academic Lore, Acrobatics, Athletics, Command, Performer, Weaponry
Level Completion:	When using an Implement, reduce Focus Power TNs by 1

Level	Title	Prerequisites	Class Feats
1	Spellsword	Arcana 2, Weaponry 2	Arcane Blade Arcane Mark Tested Weapon Proficiency (Basic) *Extracurricular Study *Armor Proficiency (Light)
2	Swordmage	Arcana 3, Weaponry 3, Arcane Blade	Iron Tower Mana Generator Danger Sense Weapon Focus (Any) *Extracurricular Study *Weapon Proficiency (Melee 2)
3	Runeblade	Arcana 3, Weaponry 4, Mana Generator	Spell Parry Weapon Specialization (Any) *Extracurricular Study *Armor Proficiency (Medium) *Weapon Proficiency (Melee 3)
4	Arcane Knight	Arcana 4, Weaponry 4, Spell Parry	Swift Attack Sword Beam Daggerspell Stance *Extracurricular Study *Weapon Proficiency (Melee 1)
5	Sorcerer-Swordsman	Arcana 5, Weaponry 5, Sword Beam	Blademaster Spell Shield *Extracurricular Study *Armor Proficiency (Heavy) *Weapon Proficiency (Any)

Monk

Characteristics:	Wisdom, Willpower, Dexterity
Skills:	Academic Lore, Acrobatics, Athletics, Common Lore, Scrutiny, Stealth, Brawl, Weaponry
Sword Schools:	Diamond Mind Setting Sun Shadow Hand
Level Completion:	Wholeness of Body provides an additional +1 Armor

Level	Title	Prerequisites	Class Feats
1	Brother	Brawl 2, Acrobatics 1, Athletics 1	Unarmed Warrior Catfall Fleet of Foot Wholeness of Body Skill Focus (Athletics)* Weapon Prof (Basic)*
2	Disciple	Brawl 3, Acrobatics 2, Athletics 2, Unarmed Warrior	Improvisational Warrior Ki Strike Evasion Meditation Combat Sense *Strong Minded
3	Monk	Brawl 3, Acrobatics 3, Athletics 3, Ki Strike	Stunning Fist Diamond Body Improvisational Master Defensive Mobility *Skill Focus (Acrobatics)
4	Immaculate Master	Brawl 4, Acrobatics 4, Athletics 4, Stunning Fist	Unarmed Master Perfect Self Improvisational Savant *Swift Attack *Wall of Steel
5	Grand Master of Flowers	Brawl 5, Acrobatics 5, Athletics 5, Unarmed Master	Iron Fist Feather Step Counter Attack Step Aside

Druid

Characteristics:	Wisdom, Willpower, Composure
Skills:	Animal Ken, Brawl, Common Lore, Crafts, Forbidden Lore, Medicae, Scrutiny
Magic Schools:	Divination Healing Transmutation
Level Completion:	Gain the feat Improved Animal Companion

Level	Title	Prerequisites	Class Feats
1	Ovate	Animal Ken 2, Brawl 1	Armor Prof (Light) Druid's Oath Animal Companion Heightened Senses (Any) *Weapon Prof (Basic)
2	Oak-Knower	Animal Ken 3, Brawl 2, Druid's Oath	Heightened Senses (Any) Wild Empathy Wild Shape Mana Generator *Light Sleeper
3	Druid	Animal Ken 4, Brawl 3, Wild Empathy	Heightened Senses (Any) Nature Sense Nekomimi Mode *Spell Specialization (Transmutation) *Unremarkable
4	Archdruid	Animal Ken 5, Brawl 4, Nekomimi Mode	Danger Sense Heightened Senses (Any) Expert Tracker *Virgil's Guidance
5	Patriarch	Animal Ken 5, Brawl 5, Expert Tracker	Heightened Senses (Any) *Beastmaster *Improved Wild Shape *Naturalize

Magitek Gunman

Characteristics:	Charisma, Dexterity, Wisdom
Skills:	Acrobatics, Arcana, Athletics, Ballistics, Charm, Academic Lore, Forbidden Lore, Perception
Gun Kata:	Elemental Gearbolt Point Blank
Magic Schools:	Conjuration Evocation
Level Completion:	Levels 1 & 2: May use Elemental Shot I one additional time per session Levels 3 & 4: May use Elemental Shot II one additional time per session Level 5: May use Elemental Shot III one additional time per session

Level	Title	Prerequisites	Class Feats
1	Spellshooter	Arcana 2, Ballistics 2	Armor Proficiency (Light) Weapon Proficiency (Basic) Gun Blessing Elemental Shot I *Weapon Proficiency (Any Ranged or Throwing)
2	Riflemancer	Arcana 2, Ballistics 3, Elemental Shot I	Minor Magic Weapon Proficiency (Ranged 2) Evasion Elemental Shot I *Weapon Proficiency (Any)
3	Gunmage	Arcana 3, Ballistics 3, Elemental Shot I (Twice)	Obtain Familiar Weapon Proficiency (Ranged 1) Decadence Meditation Elemental Shot II
4	Bulletwizard	Arcana 4, Ballistics 4, Elemental Shot II	Strong Minded Weapon Proficiency (Throwing) Combat Insight Elemental Shot II
5	Witch-Sniper	Arcana 5, Ballistics 5, Elemental Shot II (Twice)	Double Tap Spell Bullet Sharpshooter Elemental Shot III

Sheriff

Characteristics:	Constitution, Dexterity, Charisma
Skills:	Athletics, Ballistics, Brawl, Command, Intimidation, Perception, Scrutiny
Gun Kata	Clay Pigeon Point Blank Tin Star
Level Completion:	+1 to Backing (Law Enforcement), to a maximum of 5

Level	Title	Prerequisites	Class Feats
1	Deputy	Ballistics 2, Command 1, Intimidation 1	Armor Proficiency (Light) Weapon Proficiency (Basic) Common Sense Peer (Law Enforcement) Improvisational Warrior *Weapon Proficiency (Any)
2	Sheriff	Ballistics 3, Command 1, Intimidation 2, Peer (Law Enforcement)	Weapon Proficiency (Ranged 2) Paranoia Jaded Hardy *Sound Constitution *Blind Fighting
3	Constable	Ballistics 3, Command 2, Intimidation 3, Jaded, Paranoia	Good Reputation (Law Enforcement) Double Tap Armor of Contempt Improvisational Master *Weapon Proficiency (Ranged 1)
4	Marshal	Ballistics 4, Command 3, Intimidation 4, Good Reputation (Law Enforcement)	Crack Shot Combat Master Death Before Defeat Two Weapon Fighting *Weapon Proficiency (Any)
5	Judge	Ballistics 5, Command 4, Intimidation 5, Crack Shot, Good Reputation (Law Enforcement)	Fan the Hammer Hip Shooting True Grit *Sound Constitution

Operator

Characteristics:	Intelligence, Wisdom, Dexterity
Skills:	Ballistics, Deceive, Disguise, Larceny, Perception, Scrutiny, Stealth, Tech-Use
Gun Kata:	Clay Pigeon Silent Scope
Level Completion:	+2 to Stealth tests to remain hidden while staying still

Level	Title	Prerequisites	Class Feats
1	Hunter	Ballistics 3, Stealth 1	Catfall Lead Fingers Weapon Focus (Any) Weapon Proficiency (Basic) Trance
2	Marksman	Ballistics 3, Stealth 2, Lead Fingers	Far Shot Weapon Proficiency (Ranged 2) Weapon Specialization (Any) Zen Shooting *Heightened Senses (Sight) *Skill Focus (Perception)
3	Sniper	Ballistics 4, Stealth 3, Far Shot	Deadeye Shot Raven's Eye Weapon Proficiency (Ranged 1) Weapon Specialization (Any) *Skill Focus (Scrutiny)
4	Quickscope	Ballistics 4, Stealth 4, Raven's Eye	Crack Shot Foresight Combat Sense *Skill Focus (Stealth) *Weapon Specialization (Any)
5	Targetmaster	Ballistics 5, Stealth 5, Crack Shot, Raven's Eye	Pinball Wizard Sharpshooter Sneak Attack Defensive Mobility *Weapon Proficiency (Any)

Heavy

Characteristics:	Charisma, Constitution, Strength
Skills:	Athletics, Ballistics, Brawl, Intimidation, Tech-Use
Gun Kata:	Crisis Zone
Level Completion:	+1 Hit Point

Level	Title	Prerequisites	Class Feats
1	Big Shot	Ballistics 2, Brawl 2	Armor Proficiency (Light) Sound Constitution Weapon Proficiency (Basic) Storm of Iron Unarmed Warrior *Weapon Proficiency (Any)
2	Krazy Ivan	Ballistics 3, Brawl 2, Storm of Iron	Armor Proficiency (Medium) Sound Constitution Weapon Proficiency (Ranged 2) Hardy Steel Rain *Weapon Proficiency (Any)
3	Heavy Weapons Guy	Ballistics 3, Brawl 3, Steel Rain	Sound Constitution Weapon Proficiency (Ranged 1) Nerves of Steel Bear Hug *Armor Proficiency (Heavy)
4	Walking Gunshow	Ballistics 4, Brawl 4, Nerves of Steel	Sound Constitution Death Before Defeat Rock and Roll Crushing Bear *Armor Proficiency (Extreme) *Weapon Proficiency (Any)
5	Living Fortress	Ballistics 5, Brawl 5, Rock and Roll	Sound Con Fearless Iron Jaw *Armor Proficiency (Power) *Weapon Proficiency (Any) *Iron Curtain