

# Unextraordinaire

NPC Class



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# Unextraordinaire NPC Class

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# Unextraordinaire

*"Society is built on the backs of honest men who spend their days bored out of their minds and pretending to be productive. The greatest sin a peasant can commit is assuming he's entitled to an interesting life. Do not think for a moment that the gods smile on the murder hobos - the harbingers of the end times. If everyone was unextraordinary, the liches and devils would leave the rest of us alone."*

--Bill, Secretary of the Cityville Fishing Club

**Role:** While most classes focus on dungeon delving and slaying, the unextraordinaire prefers a different approach to adventuring: he doesn't. Instead, he slaves away at something called a "career" that he pretends to be quite adept at.

**Alignment:** Any. Unextraordinaires are uninteresting enough that they tend to lean neutral, however.

**Hit Die:** d6.

**Parent Classes:** Commoner and Expert with some bits from Alchemist, Arcanist, Barbarian, Bard, Druid, Fighter, Gunslinger, Magus, and Rogue.

**Starting Wealth** (Assuming that you're a PC, not an NPC. An NPC starts out with 260 gp or 390 gp because they work a steady job and mind their business, but that's fine if you want to go around murder hoboing as your life-style choice.): 2d6 x 10 gp (average 70 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

## CLASS SKILLS

At each level, the unextraordinaire chooses 1d6 + Int modifier (minimum 0) skills. These skills always count as class skills for him.

**Skill Ranks per Level:** 4 + Int modifier.

## CLASS FEATURES

The following are the class features of the unextraordinaire NPC class.

**Weapon and Armor Proficiency:** The unextraordinaire is proficient with two simple weapons and with light armor, but not with any type of shield.

**Mundane Pool:** By being a new class, a unextraordinaire can exploit growing player choice by gaining access to a pool known as a mundane pool that he draws upon to make life a little less dull. This mundane pool can hold a number of points equal to his unextraordinaire level + his Intelligence bonus (minimum 1). However, to make things needlessly complicated, each week by spending a cumulative 5 hours reading the newspaper, the unextraordinaire gains a number of points equal to 1/2 his unextraordinaire level (minimum 1).

**Mundane Talents:** By living a rather ordinary life, the unextraordinaire learns to do some pretty average things. At 1st level and every 5 levels thereafter, the unextraordinaire gains a new mundane talent from the following list. A mundane talent cannot be selected more than once. Once a mundane talent has been selected, it cannot be changed.

Most mundane talents require the unextraordinaire to expend points from his mundane pool to function.

**All-nighter (Ex):** After days of putting it off, an unextraordinaire is able to start and finish a project in one night. If he expends 1 point from his mundane pool, he can roll an Artistry, Craft, or Profession skill check for one week's worth of work. Afterward the unextraordinaire is exhausted until he gets at least 10 hours of sleep.

**Best Friend (Ex):** The unextraordinaire forms a close bond with a dog. This dog is loyal companion that accompanies the unextraordinaire wherever he goes or loyally guards the unextraordinaire's home. This ability functions like the druid animal companion ability, except that the unextraordinaire's effective druid level is equal to his unextraordinaire level -3.

An unextraordinaire must at least 5th level to select this talent.

**Bonus (Ex):** The unextraordinaire's ability to appear hard-working pays off. If he expends 1 points from his mundane pool, he rolls a Profession skill check and earns his Profession check in gold pieces.

**Farmer's Walk (Ex):** The unextraordinaire can lift more than most. If he expends 1 point from his mundane pool, for 1 hour he treats his Strength score as +2 higher than normal when calculating his carrying capacity.

**Food Catcher (Ex):** The unextraordinaire has a long and thick enough beard or head of hair to store up to a pound of food, often in the form of cookie crumbs. Storing the food is a full-round action that provokes attacks of opportunity. Retrieving the food is a swift action that does not provoke attacks of opportunity. If he expends 1 point from his mundane pool, he may store any item weighing up to 1 pound.

**Living Parents (Ex):** The unextraordinaire's life is inexplicably mundane. Unlike most inhabitants of this world, one or both of his parents are still alive. He gains 1 additional mundane point to his mundane pool each week.

**Ramble (Su):** The unextraordinaire is knowledgeable enough in his craft to ramble nonsensically for untold amount of time to any who are burdened to be in his presence. If he expends 1 point from his mundane pool, everyone within 20 feet of the unextraordinaire must succeed at a Will saving throw or become confused for 1d4 + his Intelligence modifier (minimum 0) rounds. The DC for this Will save is equal to 10 + 1/2 the unextraordinaire's level + his Intelligence modifier. Deaf creatures are immune to ramble.

An unextraordinaire must have at least 9 ranks in Artistry, Craft, Knowledge, Lore, Perform, or Profession to select this talent.

**Rumor Is (Ex):** The unextraordinaire knows everything about every town he visits and lives: the best place to grab a bite, who's seeing whom, and the right way to order a drink at Rusty's. If he expends 1 point from his mundane pool, he gains a bonus on Knowledge (local) skill checks equal to his unextraordinaire level. The unextraordinaire may make Knowledge (local) skill checks untrained.

**Skip Breakfast (Ex):** Due to his busy schedule, the unextraordinaire can continue the night fast by eschewing breakfast. He only requires half as much food as normal. (Medium characters typically require 1 pound of food per

**Table: Unextraordinaire**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+0	Mundane pool, mundane talent, unextraordinaire's cunning
2nd	+1	+0	+0	+0	2nd or 3rd level filler ability nobody cares about, some training
3rd	+1	+1	+1	+1	Simple weapon training +1
4th	+2	+1	+1	+1	Getting serious with this hybrid thing
5th	+2	+1	+1	+1	Mundane talent
6th	+3	+2	+2	+2	2nd or 3rd level filler ability nobody cares about
7th	+3	+2	+2	+2	Simple weapon training +2
8th	+4	+2	+2	+2	A fourth type of grit, deeds
9th	+4	+3	+3	+3	Mundane talent
10th	+5	+3	+3	+3	2nd or 3rd level filler ability nobody cares about
11th	+5	+3	+3	+3	Simple weapon training +3
12th	+6/+1	+4	+4	+4	Deeds
13th	+6/+1	+4	+4	+4	Mundane talent
14th	+7/+2	+4	+4	+4	2nd or 3rd level filler ability nobody cares about
15th	+7/+2	+5	+5	+5	Simple weapon training +4
16th	+8/+3	+5	+5	+5	Deeds
17th	+8/+3	+5	+5	+5	Mundane talent
18th	+9/+4	+6	+6	+6	2nd or 3rd level filler ability nobody cares about
19th	+9/+4	+6	+6	+6	Simple weapon training +5
20th	+10/+5	+6	+6	+6	Deeds, huh you actually made it to level 20

day, half that for Small characters).

**Vacation (Ex):** With time and luck, the unextraordinaire has a profession that offers vacation time. If he expends 5 points from his mundane pool, he can use the Profession skill to earn a living without spending time to work.

An unextraordinaire must be at least 5th level and 30 years old to select this talent.

**Unextraordinaire's Cunning (Ex):** Via power creep, an unextraordinaire gets to ignore some prerequisites that never should have existed. If the unextraordinaire's Intelligence score is less than 12, it counts as 12 for the purpose of meeting the prerequisites of combat feats.

**2nd or 3rd Level Filler Ability Nobody Cares About:** At 2nd level, the unextraordinaire gets access to one class ability that desirable archetypes get rid of. Choose one of the following.

**Does an Archetype Replace This? (Ex):** The unextraordinaire a +1 bonus on Will saves against fear. This bonus increases by +1 for every four levels beyond 3rd. Fear is nothing to be afraid of.

**Don't Let Them Manipulate You Like That (Ex):** The unextraordinaire becomes resistant to sonic effects. The unextraordinaire gains a +4 bonus on saving throws made against bardic performance, as well as all sonic or language-dependent effects.

**For Some Reason You'll Remember You Have This (Ex):** The unextraordinaire gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to armor class against attacks made by traps. These bonuses increase by +1 every three unextraordinaire levels thereafter (6th, 9th, 12th, 15th, and 18th level). Trap sense bonuses gained from multiple classes stack.

**Only a Jerk GM Assassinates Players (Ex):** The unextraordinaire can react to danger before your senses would normally allow him to do so. He cannot be caught flat-footed, nor does he lose his Dexterity bonus to AC if the attacker is invisible. He still loses his Dexterity bonus to AC if immobilized. A bloodrager with this ability can still lose his Dexterity bonus to AC if an opponent successfully uses the feint action against him.

**The Rest of the Party Is Leaving Tracks, Ya Know (Ex):** The unextraordinaire leaves no trail in natural surroundings and cannot be tracked. He may choose to leave a trail if so desired.

**You're Going to Forget You Have This (Ex):** The unextraordinaire gains a +2 bonus on all saving throws against poison. This bonus increases to +4 at 5th level, and then again to +6 at 8th level. At 10th level, an unextraordinaire becomes completely immune to poison.

**You Still Don't Have Skill Ranks in Those, Yet? (Ex):**



The unextraordinaire can attempt all Knowledge skill checks untrained.

At 6th level and every 4 levels thereafter, the unextraordinaire gains another 2nd or 3rd level ability that nobody cares about.

**Some Training (Ex):** At 2nd level, the unextraordinaire counts his total unextraordinaire levels as both commoner levels and expert levels for the purpose of qualifying for feats. He also counts as both a commoner and an expert for feats and magic items that have different effects based on whether the character has levels in those classes (such as Pleasant Peasant\* and Expert Exporter\*).

**Simple Weapon Training (Ex):** At 3rd level, the unextraordinaire gains Simple Weapon Proficiency as a bonus feat. Whenever he attacks with simple weapons, he gains a +1 bonus on attack and damage rolls.

Every four levels thereafter (7th, 11th, and 15th), the bonus granted increases by +1. An unextraordinaire also adds this bonus to any combat maneuver checks made with simple weapons. This bonus also applies to the unextraordinaire's Combat Maneuver Defense when defending against disarm and sunder attempts made against simple weapons.

**A Fourth Form of Grit (Ex):** An unextraordinaire makes his mark on the world by being quite keen. No other class possesses this keenness, much the same way that no class is as gritty as the gunslinger. He fights with acuity: a fluctuating measure of his ability to be clever at times. At 8th level at the start of each day, the unextraordinaire gains a number of acuity points equal to his Intelligence bonus (minimum 1). His acuity goes up or down throughout the day, but usually can't exceed his Intelligence bonus (minimum 1), though feats and magic items can affect this maximum. An unextraordinaire spends acuity points to accomplish deeds (see below), and regains acuity in the following ways.

**Critical Hit with a Simple Weapon:** Each time the unextraordinaire confirms a critical hit with simple weapon, he regains 1 acuity point. Confirming a critical hit on a helpless or unaware creature or a creature that has fewer Hit Dice than half the unextraordinaire's character level doesn't restore acuity.

**Killing Blow with a Simple Weapon:** When the unextraordinaire reduces a creature to 0 or fewer hit points with a simple weapon attack while in combat, he regains 1 acuity point. Destroying an unattended object, reducing a helpless or unaware creature to 0 or fewer hit points, or reducing a creature that has fewer Hit Dice than half the unextraordinaire's character level to 0 or fewer hit points doesn't restore acuity.

**Rolling a Natural 20 on an Artistry, Craft, Perform, or Profession Check:** While slaving away at his mundane career, an unextraordinaire regains acuity by working. Rolling a natural 20 on these skill checks to make a

living or craft an item causes the unextraordinaire to regain 1 acuity point. Determining which skill checks qualify is up to the GM.

**Acuity, Grit, Luck and Panache:** The gunslinger's grit, the sleuth investigator's luck, the swashbuckler's panache, and the unextraordinaire's acuity represent four paths to gain access to the same heroic pool. A character with a mix of acuity, grit, luck, and panache pools the resources together into a combined pool.

For the purposes of feat prerequisites, a character with the acuity class feature satisfies the prerequisites as if he were a panache or grit user, and vice versa. Unextraordinaire levels stack with gunslinger levels for the purpose of satisfying Signature Deed's level requirement. For feats, magic items, and other effects, an acuity user can spend and gain acuity points in place of grit, luck, and panache points, and vice versa.

**Deeds:** At least we all agree that one spends heroic pool points to accomplish deeds. Most deeds grant an unextraordinaire some momentary bonus or effect, but there are some that provide longer-lasting effects. Some deeds stay in effect as long as an unextraordinaire has at least 1 acuity point and probably should have just been separate class features instead of deeds.

**Background Skill Mastery (Ex):** At 8th level, an unextraordinaire can spend 1 acuity point when he makes an Appraise, Artistry, Craft, Handle Animal, Knowledge (engineering, geography, history, or nobility), Linguistics, Lore, Perform, Profession, or Sleight of Hand check to roll d6 and add the result to the check. He can choose to add this die after he rolls. If the d6 roll is a natural 6, he rolls another d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Intelligence bonus (minimum 1).

**Career Mastery (Ex):** At 8th level, as long as the unextraordinaire has at least 1 acuity point, he gains a +2 bonus on Bluff skill checks to perform inconspicuous actions, +2 bonus on Diplomacy skills checks against creatures who earn a higher wage than him, and +2 bonus on Intimidate skill checks against creatures you earn a lower wage than him.

**Pretentious (Ex):** At 12th level, the unextraordinaire can use the knowledge he has mastered in one area to pretend he knows everything about every other topic. As long as the unextraordinaire has at least 1 acuity point, he can choose one type of Artistry, Craft, Knowledge, Lore, or Profession skill. He can use his bonus in that skill in place of his bonus in Bluff when using the skill to convince his opponent that he is knowledgeable of a topic. The unextraordinaire can spend 1 acuity point after failing to deceive someone and ignore the usual -10 penalty on his next Bluff check against the target.

**Stepping Stool (Ex):** At 12th level, the unextraordinaire can embolden those around him by making himself less impressive. When an unextraordinaire successfully per-



form an aid another action, he grants his ally an additional +2 bonus as long as he has at least 1 acuity point. The unextraordinaire can spend 1 acuity point to use aid another as a swift action.

**Coffee Fueled (Ex):** At 16th level, the unextraordinaire eschews sleep and has taken to consuming coffee in its place. As long as the unextraordinaire has at least 1 acuity point and a cup of coffee within an hour of waking, he requires 2 less hours of sleep before incurring penalties. The unextraordinaire is immune to magic sleep effects if he has had at least 2 cups of coffee that day.

**Name Drop (Ex):** At 16th level, the unextraordinaire is currently or was previously employed by a renowned figure. An unextraordinaire can spend 1 acuity point to nonchalantly mention his boss's name in a conversation. He may attempt a Diplomacy skill check (DC = 10 + 1/2 target's HD + target's Wisdom modifier) to have his next drink paid for or to be invited to an upcoming social gathering.

**High-Functioning Alcoholic (Ex):** At 20th level, the unextraordinaire has imbibed enough alcohol over the years that his cognitive functions are barely affected by it. As long as the unextraordinaire has at least 1 acuity point, he can consume twice as many alcoholic beverages before being sickened.

**Schedule (Su):** At 20th level, the unextraordinaire finally figures out how to stick to a schedule. As long as the unextraordinaire has at least 1 acuity point, he acts as if continually under the effect of freedom of movement. The unextraordinaire can spend 2 acuity points to be freed from spells and effects that restrict movement, as if he was affected by freedom.

**Getting Serious with This Hybrid Thing (Ex):** At 4th level, the unextraordinaire treats his base attack bonus as 3/4 his unextraordinaire level (in addition to base attack bonuses gained from other classes and Hit Dice) for the purpose of qualifying for combat feats.

**Huh You Actually Made It to Level 20 (Ex):** At 20th level, the unextraordinaire casts arcane spells which are drawn from every spell list. This capstone probably should have been a core feature of the class.

To prepare or cast a spell, an unextraordinaire must have an Intelligence score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an unextraordinaire's spell is 10 + the spell level + the unextraordinaire's Intelligence modifier.

Like other spellcasters, an unextraordinaire can cast only a certain number of spells of each spell level per day. His base daily spell allotment is given on **Table: Unextraordinaire Spells**. In addition, he receives bonus spells per day if he has a high Intelligence score.

Unextraordinaires read the paper for their spells. Each unextraordinaire must choose a time at which she must spend 1 hour each day in quiet contemplation with a cup of coffee to regain his daily allotment of spells. Time spent resting has no effect on whether an unextraordinaire can prepare spells. An unextraordinaire may prepare and cast any spell on any spell list, provided that he can cast spells of that level, but he must choose which spells to prepare during his daily reading.

**Table: Unextraordinaire Spells**

Level	Spells Per Day						
	0th	1st	2nd	3rd	4th	5th	6th
1st	-	-	-	-	-	-	-
2nd	-	-	-	-	-	-	-
3rd	-	-	-	-	-	-	-
4th	-	-	-	-	-	-	-
5th	-	-	-	-	-	-	-
6th	-	-	-	-	-	-	-
7th	-	-	-	-	-	-	-
8th	-	-	-	-	-	-	-
9th	-	-	-	-	-	-	-
10th	-	-	-	-	-	-	-
11th	-	-	-	-	-	-	-
12th	-	-	-	-	-	-	-
13th	-	-	-	-	-	-	-
14th	-	-	-	-	-	-	-
15th	-	-	-	-	-	-	-
16th	-	-	-	-	-	-	-
17th	-	-	-	-	-	-	-
18th	-	-	-	-	-	-	-
19th	-	-	-	-	-	-	-
20th	5	5	5	5	5	5	5

## New Feats

### Expert Exporter

Your ability to sell your commodities to a foreign country is unmatched.

**Prerequisite:** Expert level 1st.

**Benefit:** You pay half the usual cost for tariffs when exporting goods you crafted.

### Extra Mundane Talent

You have discovered another mundane aspect of your life.

**Prerequisite:** Mundane talent class feature.

**Benefit:** You gain one additional mundane talent. You must meet all prerequisites of this mundane talent.

**Special:** You can gain Extra Mundane Talent multiple times.

### Pleasant Peasant

Other peasants think you're alright.

**Prerequisite:** Commoner level 1st.

**Benefit:** You gain a +2 bonus on Diplomacy skill checks. If you have 10 or more ranks in the chosen skill, the bonus increases to +4. This bonus is doubled when dealing with commoners.



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Alright, let's fill this awkward empty space up with the sales pitch. \*Ahem\*

*Many individuals live remarkably mundane lives. Some take it to the next level (or 20) and become masters of the ordinary: **extraordinaires!***

*The **extraordinaire** is a hybrid class of the Commoner and Expert, along with some borrowed bits from the Alchemist, Arcanist, Barbarian, Bard, Druid, Fighter, Gunslinger, Magus, Rogue, and a few others that I'm forgetting to add. Maybe we should have called this a polyloid or composite class...*

*He gains access to mundane talents that reflect his ability to do some pretty unremarkable things, like skipping breakfast. He also gets **unextraordinaire's** cunning, which lets him ignore some feat prerequisites that should have never existed. Unbelievable!*

*But that's not all! In addition, he gains a few 2nd and 3rd level filler abilities that nobody cares about, such as fighter's bravery. Outstanding!*

*The **unextraordinaire**, being a hybrid class, also qualifies as both a commoner and an expert for the purpose of qualifying for feats. So we have included 2 brand spankin' new feats to make sure that you can actually use that ability. Incredible!*

*We're still not done! For some reason, we took this hybrid thing a bit too seriously, so we lowered the **unextraordinaire's** base attack bonus to 1/2 progression. No worries, we made up for it by providing the **unextraordinaire** a +1 bonus to attack and damage every 4 levels. Wow!*

*It's not over! The **unextraordinaire** gains access to a fourth type of grit. He also gets access to a few "as long as the **unextraordinaire** has at least 1 acuity point" deeds that really should have been separate class features instead of deeds. Amazing!*

*Almost done! The **unextraordinaire** treats his base attack bonus as a 3/4 progression for the purpose of qualifying for feats. So we're not really sure why we didn't make his base attack bonus a 3/4 progression to start with. Tremendous!*

*And finally! The **unextraordinaire** gains a capstone ability that really should have been implemented way earlier. Fantastic!*

Hmm. That didn't quite do the job. Let's artistically add a couple logos.

