Rew Beginnings

Alternate Character Creation Methods

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BOLEPLAYING GAME COMPATIBLE

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Credits

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References to Other Products

Several places in this book refer to one or more classes, feats, spells, items, or other content found in other books, either other books published by Necromancers of the Northwest, or, more commonly, books published by Paizo. Any content that can be found in the *Pathfinder Roleplaying Game Core Rulebook* or *Pathfinder Bestiary* are not specially noted as such. Any content that cannot be found in either this book or one of those two books will have a superscript denotation, indicating what book it can be found in. These notations are abbreviated. The following list explains what book each abbreviation is associated with.

AA1: Advanced Arcana Volume 1	B4: Bestiary 4
AA2: Advanced Arcana Volume 2	LV: Liber Vampyr
AA3: Advanced Arcana Volume 3	MA2: A Necromancer's Grimoire: The Book of Martial Action II
AA4: Advanced Arcana Volume 4	MDD: A Necromancer's Grimoire: Marchen der Daemonwulf
APG: Advanced Player's Guide	NA12: Necromancer's Almanac 2012
ARG: Advanced Race Guide	NA13: Necromancer's Almanac 2013
B2: Bestiary 2	UC: Ultimate Combat
B3: Bestiary 3	UM: Ultimate Magic

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Introduction

Character creation can be a very important step for any *Pathfinder* campaign, and your choice of character creation methods can help set the tone for what style of game it will be, even if that isn't a conscious decision. Choosing to use a pointbuy method tells players that they can have any character they wish, and often encourages them to take the time and energy to optimize their character, not just when it comes to ability scores, but, since they have complete control over every aspect of their character, over everything else, as well. Choosing to use a dice-based method of character creation instead conveys the message that outcomes in the game will be decided first and foremost by how the dice land, and that the GM probably won't spend too much time worrying about whether or not one player has managed to reach a higher level than the rest (due to not dying as often, perhaps), or has managed to accumulate more wealth.

This book provides a variety of new character creation methods which seek to find a middle ground somewhere between the unpredictable (but unforgiving) roll of the die, and the malleable (but solvable) method of point-buy. Each of these methods has its own benefits and drawbacks, and, taken as a whole, the book provides you with a number of new tools that can help you to set the tone for your game right from the very beginning.

Career Character Creation: The first method of character creation allows players to start playing their character before he's even been made! In this character creation method, players play out their character's adventuring history before the start of the game, in broad brush strokes, determining their race and starting ability scores along the way. They also gain access to class skills and weapon proficiencies, which take the place of some of the normal class skills and weapon proficiencies granted by their class, allowing for unusual combinations that can't occur in the game normally.

Prototype Character Creation: The second method of character creation is for those who want to start playing as soon as possible. Players choose their class, then choose from one of three prototypes, which determine their starting ability scores, and impact their starting skills and 1st-level feat, allowing for very fast character creation. In exchange for giving up some control over their character's starting statistics, each prototype offers one or two unique special abilities.

Tarot Character Creation: The third method of character creation uses a deck of tarot cards to randomly determine a character's ability scores in a method very similar to point-buy. In addition to mixing the randomness of die rolling with the party balance of point buy, this also provides players with some suggestions and ideas about their character's background, history, and personality, helping to flesh out their character, and also encouraging them to play characters they might not, otherwise.

Dice-Based Character Creation: Finally, Appendix 1 contains five very short dice-based character creation methods. Each of these methods turns the process of rolling for ability scores into a game in and of itself, and each presents different challenges to players who wish to master it.



Career Character Creation

There are many different ways to generate a character. Some prefer point-buy methods, which are fair and balanced throughout the group, but never challenge players with unusual or unexpected twists, and also encourage maximum character optimization. Others prefer to roll dice, which, in addition to being a satisfying experience in and of itself, for old-school players at least, can lead to interesting and unexpected results that lend depth to a character or push a player in directions he wouldn't ordinarily go. There are a few other character creation methods, many of which attempt to bridge the gap between these two systems. This character creation method also tries to strike a balance between random chance and player control, but it has another goal, as well: to turn the very process of character creation into a game.

This character creation method places you in control of your character during his or her life prior to the beginning of the game. You choose a career for the character, which will determine how he grows and develops his abilities, skills, and proficiencies, as well as how much wealth he accumulates. Various events occur which can also affect your character's growth, influence their career, or cause them to gain helpful allies or dangerous enemies. This process is repeated several times, with the player making ability checks to overcome various events or switch careers. By the end, a character is produced that not only has everything you need to begin play, but also has a rough outline of a backstory built right into character creation.

Please note that this character creation method will not be for everyone. For one thing, while each character will have his or her ability scores increased the same number of times, this does not necessarily mean that their characters will be equally effective, and some characters may come out of the character creation process with an array of ability scores that would cost more to build with the point-buy system than other characters will.

Additionally, in order to provide more mechanical incentives for the character creation game, this method of character creation removes class skills and weapon proficiencies (but not armor proficiencies) from a character's class, and makes them a part of character creation. Players will determine at least some of their class skill and weapon proficiencies (but not actual skill points or feats) during character creation, instead of based on their character. This means that you may begin play with a sorcerer who is proficient with orc double-axes, or a fighter who has Diplomacy and Knowledge (arcana) as class skills. In addition to adding a certain amount of excitement to the character creation process itself, this also allows skilled or lucky players to create characters with unusual combinations of class skills and weapon proficiencies. One of the final steps in the character creation process involves choosing the character's class, and during this step characters will get additional proficiencies and skills to help ensure that they are a functioning character.

There is also the possibility for characters to begin the game with more wealth than they normally would. For the most part, any additional wealth should more or less cease to be relevant by the time the character reaches 2nd level, but it is possible for characters to begin the game with a few minor potions or scrolls, or a masterwork weapon, if they encounter a specific event and are able to earn those items.

Allies, Contacts, Creditors, and Enemies

Several of the events in this character creation method reference allies, contacts, creditors, or enemies that your character may gain during his or her adventures. These are NPCs that have a specific relationship with the character. The end of this character creation method includes a section that describes the ramifications of gaining allies, contacts, creditors, and enemies, once the game begins.

Character Creation Sheets

Sample sheets for use during this character creation process are included in Appendix 2, at the back of this book. While such sheets are not required to use this character creation method, they can serve to simplify the process. They can be found on page 94.

Twists of Fate

This method of generating characters takes a certain amount of control away from players. While this is helpful in creating interesting and "organic" backgrounds for characters, and can push players to take on roles they otherwise never would, there are downsides to a lack of control, as well. As a result, whenever you create a character in this way, before beginning the character creation process, you can choose a single twist of fate from the list below, which gives you a special benefit and slightly alters the character creation process for you.

Career Devotee: On the first turn of character creation, when selecting your initial career, you may choose the career that you begin with, instead of choosing three careers and determining which one you begin with randomly.

Jack of Trades: If you fail to qualify for a heroic career, you can attempt to qualify for one additional heroic career before you are forced to take a non-heroic career.

Lucky: One time during the character creation process, after learning the result of a die roll, you can roll again. You can use whichever of the two results you prefer.

Racial Heritage: You choose your race, instead of rolling for it randomly. Unless your GM indicates to the contrary, you can choose any player character race, and are not limited to those listed on the tables for random race generation.

Skillful: Whenever you receive training, you can roll twice and choose which result to take.

Wealthy Background: Whenever you make an income roll, roll one additional die of the specified type and add the result to the amount of wealth that you gain.

Character Creation Process

The following steps outline the step-by-step process of creating a character using this method. Before character creation begins, your GM should tell you whether your campaign style will be low fantasy, standard fantasy, high fantasy, or epic fantasy. This information will be necessary to determine how many ability score points you receive at the beginning and end of character creation, as well as how many turns the character creation process will take. Note that while the names of these campaign styles are the same as those used in the point-buy method of character creation, and are intended to provide a rough idea estimate of how powerful the resulting character will be, the comparison is not exact, and it is possible to create characters whose ability scores would cost slightly more or slightly less than the number of points available in the associated point-buy style..

Step 1: Determine Your Race

Roll a d% and consult Table 1-1: Races to determine your character's race. If necessary, also roll on Table 1-2: Exotic Races to determine an exact race, if the "exotic race" result is rolled.

If you chose the Racial Heritage twist of fate, you can choose your character's race, instead of determining it randomly.

Table 1-1: Random Race Selection

d%	Result	Ability Scores
01 - 15	Dwarf	+2 Con, +2 Wis, -2 Cha
16 - 30	Elf	+2 Dex, +2 Int, -2 Con
31 - 40	Gnome	+2 Con, +2 cha, -2 Str
41 - 50	Half-elf	+2 to any one
51 - 60	Halfling	+2 Dex, +2 Cha, -2 Str
61 - 70	Half-orc	+2 to any one
71 - 90	Human	+2 to any one
91 - 100	Exotic race	Varies

Table 1-2: Exotic Race Selection

d%	Result	Ability Scores
01 - 06	Aasimar	+2 Wis, +2 Cha
07 - 12	Catfolk	+2 Dex, +2 Cha, -2 Wis
13 - 19	Dhampir	+2 Dex, +2 Cha, -2 Con
20 - 26	Drow	+2 Dex, +2 Cha, -2 Con
27 - 32	Fetchling	+2 Dex, +2 Cha, -2 Wis
33 - 38	Goblin	+4 Dex, -2 Str, -2 Cha
39 -44	Hobgoblin	+2 Dex, +2 Con
45 - 50	Ifrit	+2 Dex, +2 Cha, -2 Wis
51 - 56	Kobold	+2 Dex, -4 Str, -2 Con
57 - 62	Orc	+4 Str, -2 Int, -2 Wis, -2 Cha
63 - 68	Oread	+2 Str, +2 Wis, -2 Cha
69 - 75	Ratfolk	+2 Dex, +2 Int, -2 Str
76 - 81	Sylph	+2 Dex, +2 Int, -2 Con
82 - 88	Tengu	+2 Dex, +2 Wis, -2 Con
89 - 94	Tiefling	+2 Dex, +2 Int, -2 Cha
95 - 100	Undine	+2 Dex, +2 Wis, -2 Str

Step 2: Spend Initial Ability Score Points

Before the meat of the character creation process begins, you receive a few ability score points, which you can spend to get you started with character creation. Each of your ability scores begins at 10. Then, apply the racial adjustments to your ability scores that are appropriate to your character's race, as determined in step 1. After doing so, you receive a certain number of ability score points which you can use to increase your character's ability scores. These are not the same points used in point-buy character creation: each point spent increases the chosen ability score by +1, regardless of what that increases it to. The number of ability score points you have to spend at this stage depends on the campaign type, as outlined on the table below.

Campaign Type	Ability Score Points
Low Fantasy	2
Standard Fantasy	2
High Fantasy	3
Epic Fantasy	4

Table 1-3: Initial Ability Score Points

Step 3 (Optional): Adjust Initial Ability Scores

After increasing your ability scores in the previous step, you have the option to reduce some of your ability scores in order to increase others further. At this point, you can decrease up to two ability scores by up to 2 points each. For each ability score point decreased in this way, you can increase another ability score by 1 point. However, you cannot spend these points to increase any ability score above 14.

Step 4: Choose a Career

In this step, you choose which career your character will pursue. This affects the skills and proficiencies that the character can gain, what sorts of events are likely to occur to him, and how much income he will receive.

For Your First Heroic Career Only: The very first time that you choose a career, select any three careers from the list, and randomly determine one of those careers (you can roll 1d6, assigning 1 and 2 to one career, 3 and 4 to another, and 5 and 6 to a third). You automatically enter the career indicated by the roll.

All Other Times: Once you reach step 8, you will have the option to choose your career again. Unless an event has indicated otherwise, you can choose to remain in your current career without difficulty. If you choose to enter a different career at that point, the process is different than choosing your very first career. Instead, you choose a single career, and must attempt to qualify for it. Each heroic career has a qualification check, which is an ability score check that your character must succeed on to qualify for the career. The career also has a list of primary skills, and having one or more of these skills grants you bonuses on the qualification check. For more information on qualifying for careers, see Qualification Check, in the Reading a Career section. If you succeed on the qualification check, you enter the career successfully. Otherwise, you must roll 1d6 to determine which non-heroic career you take, instead. On a result of 1-2, your career for the turn is beggar. On a result of 3-4, your career for the turn is peasant. On a result of 5-6, your career for the turn is townsperson. Certain events may direct you to spend your next turn in a non-heroic career, as well. While there is generally little reason why someone would deliberately choose a non-heroic career, you can choose to do so, and there is no need to qualify for it.

Typically, once you successfully enter a career, you do not need to make a qualification check again unless you try to change careers, or an event directs you to do so.

Step 5: Improve Ability Scores

Choose one of the ability scores listed by your career, and increase it by +1. Note that each career limits the number of times you can increase each of the ability scores it lists, depending on whether that ability score is primary, secondary, or tertiary. If you have already increased a given ability score the maximum number of times allowed for that career, you cannot increase it further, and must choose one of the other listed ability scores, instead. If you have already increased each of these ability scores the maximum number of times, then you must increase your lowest ability score, instead. If you have multiple ability scores tied for lowest, you choose which one to increase. Each career is treated separately for this purpose, so even if you "max out" an ability score on one career, you can still increase it if you move to another career. See Key Ability Scores, in the Reading a Career section, for more information.

In the case of non-heroic careers, you must increase the lowest ability score from among the ones listed, instead. If you have multiple ability scores tied for lowest, you choose which one to increase.

Note that you cannot improve an ability score beyond 20 during the character creation process (this includes any racial bonuses).

Step 6: Receive Income

Roll the amount indicated by your career's income entry, and add the result to your current wealth.

Step 7: Receive Training

For Your First Heroic Career Only: The first time you receive training for your first heroic career, pick any three skills and/or weapon proficiencies from your career's list, instead of rolling randomly. This only occurs the first time that you receive training for your first heroic career, and never at any subsequent time.

All Other Times: Roll a d20 (or a d6, for non-heroic careers), and consult the training table for your career to determine which class skill or weapon proficiency you gain. If you roll a class skill or weapon proficiency you already

possess, you may choose any class skill or weapon proficiency on the table, instead.

Step 8: Roll for an Event

Roll a d12 (or, for non-heroic career, a d6) and consult your career's event list to determine what event occurs this turn. Most events require you to make an ability score check and/or make a choice, and will have consequences based on the outcome. Some events make it easier or harder to qualify for that career in future turns, others provide (or take away) treasure, and others provide you with contacts, enemies, and/ or allies.

Step 9: Repeat

Repeat steps 4 through 8 several times, depending on the type of campaign. The exact number of times these steps should be repeated for any given campaign type is summarized below. Each time that you complete a cycle of steps 4 - 8 is referred to as a "turn."

Table 1-4: Number of Turns

Campaign Type	Turns
Low Fantasy	4
Standard Fantasy	6
High Fantasy	7
Epic Fantasy	9

Step 10: Spend Final Ability Score Points

At this stage, you have an additional opportunity to spend a few ability score points, to finalize your character's ability scores. The number of ability score points you have to spend at this stage depends on the campaign type, as outlined on the table below. However, you cannot spend these ability score points to increase an ability score above 14.

Table 1-5: Final Ability Score Points

Campaign Type	Admity Score Points
Low Fantasy	0
Standard Fantasy	2
High Fantasy	3
Epic Fantasy	4

Step 11: Choose a Class

Finally, choose your class, as you would during any other character creation method. Because your weapon proficiencies and class skills are determined differently than normal, however, there are some final steps that need to be made in order to determine your character's exact list of class skills and weapon proficiencies, depending on which class you choose. See the Additional Proficiencies and Skills By Class sections.

Careers

Reading a Career

The following section outlines the components of a career, and what they mean, and details the rules that apply to different aspects of a career.

Qualification Check: If you choose to enter a new career, you must first qualify for it. Not everyone is cut out to be a bounty hunter, a knight, or a performer, and only those who are able to prove themselves are able to claim the career as their own. Each career has a qualification check entry which notes the ability check necessary to qualify, as well as the DC for that ability check. Some careers list two ability scores (for example, bounty hunter lists Strength or Dexterity). In this case, you choose which of the two ability scores you want to use before rolling, but only one check is made. If you succeed, you enter that career. If you fail, you must roll to determine which non-heroic career you take that turn (see Non-Heroic Careers).

There are several things that can apply modifiers to your qualification checks. These are outlined below:

Events: Many events provide bonuses or penalties on future checks to qualify for various careers. These are detailed in the event that causes them.

Penalty for Leaving Career: If you left a career for any reason (whether you failed to qualify for it, or you chose to take a different career, or an event caused you to leave the career), then you suffer a -4 penalty on future checks to qualify for that career. This penalty lasts until the next time you successfully qualify for that career.

Primary Skills: If you do not have any of a career's primary skills as class skills, you suffer a -4 penalty on checks to qualify for that career. If you have two or more of the career's primary skills as a class skill, you gain a bonus on all checks to qualify for that career. See Primary Skills, below, for more information.

Once you have successfully qualified for a career, you do not need to make additional qualification checks to continue with that career on future turns, unless an event occurs that indicates to the contrary. If you choose to change careers, however, or an event requires you to make a qualification check in order to continue with your career, you will need to make a qualification check at that time.

Primary Skills: Each heroic career has three primary skills, which are particularly critical for being successful in that profession. If you do not have any of the career's listed skills as class skills, you suffer a -4 penalty on checks made to qualify for the career. If you have two of the career's listed skills as class skills, you gain a +2 bonus on check to qualify for that career, and if you have all three of the career's listed skills as class skills, you gain a +4 bonus, instead.

Key Ability Scores: Each turn, after entering your career, you increase one of your ability scores. Each career has three key ability scores, one of which is its primary ability score, one of which is its secondary ability score, and one of which is its tertiary ability score (these are listed in order, so a career with an entry of 1st—Intelligence; 2nd—Wisdom; 3rd— Dexterity for its key ability scores would have Intelligence as its primary ability score, Wisdom as its secondary ability score, and Dexterity as its tertiary ability score). Each turn, you can choose one of these ability scores to increase. However, throughout the entire time that you are in a career, you can only select each of these ability scores a certain number of times. The number of times that you can select a primary, secondary, or tertiary ability score from a career depends on the campaign type, as outlined on the table below.

Table 1-6: Key Ability Scores

Campaign Type	Primary	Secondary	Tertiary
Low Fantasy	3	2	1
Standard Fantasy	3	2	1
High Fantasy	4	2	1
Epic Fantasy	4	3	2

Non-heroic careers do not have key ability scores. See Non-Heroic Careers for more information about improving your ability scores in a non-heroic career.

Income: Each turn, you gain income based on the career that you are in. Roll the listed amount and add the result, in gold pieces, to your total wealth. Your starting character wealth will depend on the result of these rolls, although certain events may increase or decrease your wealth.

Events: Each turn, roll 1d12 (or, for non-heroic careers, 1d6) to determine which event occurs. Each event describes a particularly important moment during your time in that career. Most events require you to make an ability score check and/or make a choice, and will have consequences based on the outcome. Some events make it easier or harder to qualify for that career in future turns, others provide (or take away) treasure, and others provide you with contacts, enemies, and/or allies.

Heroic Careers

The following section outlines the fifteen heroic careers. Each turn you must select a career for your character to attempt for that turn. If you successfully qualify for the career, go through it normally. Otherwise, you will be forced to roll for a non-heroic career for that turn (see Non-Heroic Careers). The following careers are presented in alphabetical order.

Heroic Careers Summaries

Arcane Schooling

A student of traditional magical lore. Qualification Check: Int DC 13 Primary Skills: Craft (alchemy), Know. (arcana), Spellcraft Key Ability Scores: Int/Wis/Dex Income: 3d6 gp

Bounty Hunter

Someone who hunts criminals for money. Qualification Check: Str or Dex DC 13 Primary Skills: Intimidate, Sense Motive, Survival Key Ability Scores: Str/Dex/Wis Income: 6d6 gp

Criminal

Someone who makes their living illegally. Qualification Check: Dex or Int DC 13 Primary Skills: Bluff, Disable Device, Stealth Key Ability Scores: Dex/Int/Cha Income: 5d6 gp

Healer

A physician or apothecary. Qualification Check: Int or Wis DC 13 Primary Skills: Craft (alchemy), Heal, Know. (nature) Key Ability Scores: Wis/Int/Cha Income: 3d6 gp

Hunter

A lone hunter who stalks game in the wild. Qualification Check: Dex or Con DC 13 Primary Skills: Perception, Stealth, Survival Key Ability Scores: Dex/Con/Wis Income: 5d6 gp

Knight

A heavily-armored chivalric warrior. Qualification Check: Str DC 13 Primary Skills: Intimidate, Know. (nobility), Ride Key Ability Scores: Str/Con/Cha Income: 6d6 gp

Magical Adept

An untrained magical prodigy. Qualification Check: Cha DC 13 Primary Skills: Bluff, Spellcraft, Use Magic Device Key Ability Scores: Cha/Wis/Dex Income: 3d6 gp

Martial Artist

A dedicated warrior-monk. Qualification Check: Dex or Wis DC 13 Primary Skills: Acrobatics, Climb, Stealth Key Ability Scores: Dex/Wis/Str Income: 2d6 gp <u>Noble</u> A member of the social elite. **Qualification Check:** Cha DC 13 **Primary Skills:** Bluff, Diplomacy, Know. (nobility) **Key Ability Scores:** Cha/Int/Dex

Performer

Income: 6d6 gp

A wandering minstrel or circus performer. Qualification Check: Dex or Cha DC 13 Primary Skills: Acrobatics, Disguise, Perform (any one) Key Ability Scores: Cha/Dex/Str Income: 4d6 gp

Priest

A man of the cloth, devoted to the church. Qualification Check: Wis DC 13 Primary Skills: Diplomacy, Know. (religion), Sense Motive Key Ability Scores: Wis/Cha/Int Income: 3d6 gp

<u>Raider</u>

You pillage, loot, and raid the weak. Qualification Check: Str or Con DC 13 Primary Skills: Climb, Ride, Swim Key Ability Scores: Str/Con/Dex Income: 6d6 gp

<u>Scout</u>

Part explorer, part spy. Qualification Check: Dex or Wis DC 13 Primary Skills: Climb, Know. (geography), Survival Key Ability Scores: Dex/Wis/Int Income: 4d6 gp

Soldier

A rank and file soldier. Qualification Check: Str or Con DC 13 Primary Skills: Heal, Intimidate, Profession (soldier) Key Ability Scores: Con/Str/Int Income: 5d6 gp

Town Guard

Dedicated to protect and serve your community. Qualification Check: Str or Wis DC 13 Primary Skills: Intimidate, Perception, Sense Motive Key Ability Scores: Str/Wis/Con Income: 5d6 gp

Arcane Schooling

Whether you're enrolled in a prestigious magic academy, or are being instructed one-on-one by a simple hedge-mage, you crack open the books and study the theory and practice of magic in a formal, time-honored curriculum.

Qualification Check: Int DC 13

Primary Skills: Craft (alchemy), Knowledge (arcana), Spellcraft **Key Ability Scores:** 1st—Intelligence; 2nd—Wisdom; 3rd—Dexterity **Income:** 3d6 gp

Table 1-7: Arcane Schooling Training

d20	Result
1	Class skill: Bluff
2	Class skill: Craft (alchemy)
3	Class skill: Craft (books)
4	Class skill: Fly
5	Class skill: Knowledge (arcana)
6	Class skill: Knowledge (dungeoneering)
7	Class skill: Knowledge (engineering)
8	Class skill: Knowledge (geography)
9	Class skill: Knowledge (history)
10	Class skill: Knowledge (nature)
11	Class skill: Knowledge (planes)
12	Class skill: Knowledge (religion)
13	Class skill: Linguistics
14	Class skill: Profession (librarian)
15	Class skill: Profession (scribe)
16	Class skill: Spellcraft
17	Class skill: Use Magic Device
18	Weapon proficiency: crossbows
19	Weapon proficiency: daggers
20	Weapon proficiency: staves

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You are accused (falsely or not) of cheating in your magical studies, and risk being expelled from your arcane school. It is determined that you will take a closely-monitored test, where cheating will not be possible, to see if you will remain or not. Make an Intelligence check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you fail, you are removed from the school and are permanently banned from this career. If you are permanently banned from this career. If you gain a +2 bonus on your next check to qualify for the magical adept career. Additionally, any time you would make a Charisma check related to the magical adept career (including qualifying for it), you may use Intelligence instead, and you can treat the magical adept career as though its primary ability score were Intelligence, instead of Charisma.

2. Another student accuses you of casting a curse or other harmful spell during a heated argument, something that might get you expelled. Whether the accusation is true or

false, you can either admit to it, apologize, and swear not to do so again, in which case you must qualify for this career next turn in order to remain with it, but no other ill effects, or you can claim that you did nothing of the kind. If you claim innocence, make a Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you get a +2 bonus on this check. If you succeed, there are no consequences, but if you fail, you are permanently banned from this career. Whether you succeed or not, you gain the accusing student as an enemy.

3. There is a major test of arcane skill that must be taken this year, and only those who pass it will be allowed to continue their arcane tutelage. Make an Intelligence check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you fail, you are treated as having left this career.

4. Your mentor dies or is forced to abandon you due to other obligations, or if you are learning at a full arcane college, it is forced to close due to lack of funds or some other reason. You must now scramble to find a new source of arcane schooling. Make an Intelligence check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you fail, you are treated as having left this career.

5. The cost of your arcane schooling becomes somewhat more than you were prepared for. You are told that many students in your position seek out patrons to fund their schooling. You may choose to seek out a patron by making a Charisma check (DC 8). If you succeed, you gain a creditor. If you fail, or choose not to roll, you either lose half your current wealth, or are treated as having left this career.

6. While practicing your conjuration spells, you accidentally summon a creature that is more powerful than you had expected, and you lose control of it. Make a Wisdom check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you fail, it goes on a rampage, and you must qualify for this career next turn in order to continue with it.

7. You begin to develop a rivalry with another student in the school, and constantly compete with him or her during classes, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

8. There is an arcane summit, where several different arcane schools come together and teachers and pupils meet, intermingle, and share ideas. Many solitary magic teachers bring their students, as well. You gain 1d2 contacts and one enemy.

9. You are placed in charge of tutoring a struggling student who is slightly younger than yourself. Make an Intelligence check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you succeed, your efforts to educate the student improve your own learning: make an additional roll on Table 2-1: Arcane Schooling Training and add the result to your list of weapon proficiencies or class skills, as though you were training normally. Additionally, if you succeeded on the Intelligence



check, make a Charisma check (DC 10). Success on the Charisma check indicates that you gain the student as an ally. If you fail on either check, you gain the student as a contact.

10. During your studies, you stumble across an unusual spellbook, which is not where it is supposed to be. It is much more advanced than your current studies, but if you can master it, you'll gain valuable information. Make an Intelligence check (DC 12). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you succeed, you begin play knowing 1d3 additional spells of 1st level or lower from your class's spell list (if you have a maximum number of spells known, you instead know 1 additional spell of 1st level or lower from your class's spell list, and it doesn't count against your spells known).

11. In an effort to improve grades, your teacher offers to award a collection of scrolls to whoever performs the best over the course of the year. Make an Intelligence check (DC 12). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you succeed, you gain 1d3+2 1st-level scrolls of your choice.

12. During an important graduation ceremony, as you transition from apprentice to novice (but are not necessarily done with your schooling), several of the top performers of your class are granted ceremonial wands. Make an Intelligence check (DC 12). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on this check. If you succeed, you gain a wand. The wand holds any 1st-level spell of your choice that is on your class's spell list, and has exactly 10 charges.

Bounty Hunter

You make your living by hunting down criminals, or, in some cases, other individuals that manage to get a price on their head. Maybe you're the conscientious sort, and only take jobs your conscience will allow, or maybe you'll hunt down anyone for the right price.

Qualification Check: Str or Dex DC 13 **Primary Skills:** Intimidate, Sense Motive, Survival **Key Ability Scores:** 1st—Strength; 2nd—Dexterity; 3rd—Wisdom **Income:** 6d6 gp

Table 1-8: Bounty Hunter Training

d20	Result
1	Class skill: Bluff
2	Class skill: Climb
3	Class skill: Handle Animal
4	Class skill: Heal
5	Class skill: Intimidate
6	Class skill: Knowledge (geography)
7	Class skill: Knowledge (local)
8	Class skill: Knowledge (nature)
9	Class skill: Perception
10	Class skill: Ride
11	Class skill: Sense Motive
12	Class skill: Stealth
13	Class skill: Survival
14	Class skill: Swim
15	Weapon proficiency: axes
16	Weapon proficiency: bow and arrow
17	Weapon proficiency: crossbows
18	Weapon proficiency: heavy blades
19	Weapon proficiency: light blades
20	Weapon proficiency: thrown

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You are accused of banditry, and various reports have you holding up innocent merchants and travelers in the wilderness, instead of tracking down criminals. Whether these accusations are true or not, you must clear your name or you will be unable to continue operating as a bounty hunter. Make a Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check. If you fail, you are treated as having left this career, and on your next turn you cannot attempt any heroic career other than criminal, hunter, or raider.

2. You decide to pursue a particularly high-profile bounty for a very hated criminal (a traitor, heretic, or the like), who is more crafty than physically dangerous. The trail leads you to a large city, and you unfortunately make a simple mistake that allows the quarry to slip from your grasp. Even worse, you do so in front of a crowd. Make a Dexterity check (DC 10). If you succeed, you manage to outmaneuver the criminal and make up for your mistake. Otherwise, you must qualify for this career again next turn in order to continue with this career, and you suffer a -2 penalty on the qualification check to do so.

3. To your chagrin, you discover that the job you've taken was claimed by a very well-known bounty hunter who is said to be as ruthless as he is skilled, and who doesn't like competition. He confronts you with a show of force. Make either a Strength check (DC 10) or a Charisma check (DC 10). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on the Strength check, and if you have Diplomacy and/or Intimidate as a class skill, you gain a +2 bonus on the Charisma check. If you succeed, you're able to convince the bounty hunter to leave you alone, either by talking him out of it or demonstrating that you're no pushover. If you fail, you're severely beaten and left with debilitating injuries: you must qualify for this career again next turn in order to continue with this career, and you suffer a -2 penalty on any qualification check you make next turn.

4. A bounty is placed on a close friend or family member, and he comes to you for help. You can choose to help him evade justice, or to turn him in. If you choose to help him evade justice, make a Dexterity check (DC 10). If you have Stealth as a class skill, you gain a +2 bonus on this check. Failure indicates that you are permanently banned from this career, but whether you succeed or fail you gain the hunted friend as an ally. If you choose to turn him in, make a Strength check (DC 10). If you succeed on the Strength check, increase your wealth by 30 gp, but whether you succeed or fail, you gain the hunted friend as an enemy.

5. While tracking a quarry, you encounter a dangerous wild animal, which attacks you. Make a Strength check (DC 10). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on the check. If you succeed, you gain an exotic animal pelt or similar trophy worth 25 gp. If you fail, you are cripplingly wounded, and must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

6. You have a slow year, and you spend a lot of time in bars and taverns looking for rumors and/or low-lifes. Make a Wisdom check (DC 10). If you fail, you begin play with an alcohol addiction (see the rules for drugs in the *Pathfinder Roleplaying Game: GameMastery Guide*). If you succeed, you gain 1d2 contacts.

7. You receive a job request from someone who is unable to pay you. This isn't an official case, and involves tracking down a missing relative or spouse, avenging a murder from decades ago, or recovering a stolen item. If you choose to accept the offer, your attention will be turned away from your career, and you will need to qualify for this career again next turn in order to continue with this career. If you decide to take the job, make a Wisdom check (DC 10). If you have Sense Motive and/or Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you gain an ally.

8. You begin to develop a rivalry with another bounty hunter who operates in your area, and constantly compete with him or her on the job, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.



9. You take on a job to track down a well-connected member of the criminal underworld and bring him to justice. Make a Strength or Dexterity check (DC 10). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on the check. If you succeed, you gain an additional 50 gp in rewards. Whether you succeed or fail, you gain 1d2 enemies.

10. Your name comes to the attention of one or more individuals, who watch you closely for a time to determine if you would be a good candidate for more profitable work. Make a Dexterity check or an Intelligence check (DC 10). If you have Acrobatics and/or Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you are given a lucrative job offer, and automatically qualify for the criminal and scout careers on your next turn. If you take either of those careers on your next turn, you gain 50 gp in payment.

11. A seemingly innocent job turns out to be a bounty for an accomplished swordsman. You track him down relatively easily, but he is not prepared to go without a fight. Make a Strength check (DC 12). If you have light blades and/or heavy blades as a weapon proficiency, you gain a +2 bonus on the check. Even if you succeed, you are unable to defeat him, but he is impressed, and gives you a masterwork weapon from the heavy blades or light blades proficiency group as a sign of respect. If you fail, there is no penalty.

12. When you come across rumors of a lost, buried treasure, you decide to put your skills to another use. You join up with an expedition going in search of the treasure, acting as a guide and bodyguard for the group. Make a Wisdom check (DC 12). If you have Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you find the treasure, and you gain 75 gp in gold, representing the remains of your share.

Criminal

From pickpockets and muggers to cat-burglars and con-artists, this "career" is for those who operate outside the law, but still within society.

Qualification Check: Dex or Int DC 13 **Primary Skills:** Bluff, Disable Device, Stealth **Key Ability Scores:** 1st—Dexterity; 2nd—Intelligence; 3rd—Charisma **Income:** 5d6 gp

Table 1-9: Criminal Training

d20	Result
1	Class skill: Acrobatics
2	Class skill: Appraise
3	Class skill: Bluff
4	Class skill: Climb
5	Class skill: Disable device
6	Class skill: Disguise
7	Class skill: Escape Artist
8	Class skill: Intimidate
9	Class skill: Knowledge (local)
10	Class skill: Perception
11	Class skill: Perform (act, comedy, or oratory)
12	Class skill: Perform (sing, string, or wind)
13	Class skill: Sense Motive
14	Class skill: Sleight of Hand
15	Class skill: Stealth
16	Weapon proficiency: bow and arrow
17	Weapon proficiency: close
18	Weapon proficiency: crossbows
19	Weapon proficiency: light blades
20	Weapon proficiency: thrown

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You are arrested for a crime, which may or may not actually be one that you committed. The evidence against you is weak, so it is primarily your reputation that will determine the outcome of the trial. Make a Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check, but you suffer a -2 penalty for each previous event in which you were accused of or arrested for some crime or other misbehavior. If you fail, you are jailed, and must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

2. You were double-crossed on a job and led into a trap. You gain 1 enemy. Additionally, make a Dexterity check (DC 8) and an Intelligence check (DC 10). If you have Acrobatics and/or Stealth as a class skill, you gain a +2 bonus on the Dexterity check, and if you have Disable Device and/ or Sleight of Hand as a class skill, you gain a +2 bonus on the Intelligence check. If you succeed on both, you escape and suffer no further consequences. Otherwise, you are jailed, and must spend the next turn in the beggar career

(afterwards, you can return to this career normally; you are not treated as having left this career).

3. Whether you were misinformed or just made a bad decision, you steal from a major crime boss, who is now out for your blood. Make a Dexterity check (DC 10) or a Charisma check (DC 10). If you have Disguise and/or Stealth as a class skill, you gain a +2 bonus on the Dexterity check, and if you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on the Charisma check. If you fail, you are forced to flee the city, gaining the crime boss as an enemy, and losing half your current wealth. If you succeed, you manage to lay low until the issue blows over, or mollify the crime boss, and the only penalty is that you must qualify for this career again next turn in order to continue with this career.

4. You are given the "opportunity" to join the local thieves' guild. If you choose not to join, you must qualify for this career again next turn in order to continue with this career, and suffer a -4 penalty on the qualification check. Otherwise, you must pay harsh member dues, and lose half your current wealth. There are benefits to membership, however, and you gain 1d4 contacts. You cannot have this event twice. If you would, reroll.

5. You accumulate a rather large gambling debt. Add Profession (gambler) to your list of class skills. Make a Dexterity or Charisma check (DC 10). If you have Disable Device and/or Stealth as a class skill, you gain a +2 bonus on the Dexterity check, and if you have Bluff and/or Disguise as a class skill, you gain a +2 bonus on the Charisma check. If you succeed, you are able to scrape up the money from various crimes to pay your debt. If you fail, you either gain a creditor, or lose all of your current wealth.

6. You perform a particularly high-profile crime, earning you some notoriety. You gain a +2 bonus on your next check to qualify for this career, and also gain 1d2 contacts and 1d2 enemies.

7. You begin to develop a rivalry with another criminal who operates in your area, and constantly compete with him or her on the job, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

8. You encounter a spiritual man who says that he sees promise in you, and that you are destined for better things, attempting to sway you from your path. On your next turn, you must make a qualification check in order to continue with this career. If you fail, you may choose to take the martial artist or priest career, instead. If you choose to take either of those careers next turn (whether you attempt to qualify for this career again or not), you automatically qualify for that career.

9. You learn too late that your most recent target was actually an infamous assassin, when that person tracks you down to recover what you stole. Make a Strength or Dexterity check (DC 12). If you have any weapon proficiencies, you gain a +2 bonus on this check. Even if you succeed, you are overpowered and your prize is taken from you, but the assassin is impressed, and gives you a masterwork dagger as a token of respect. If you fail, the assassin leaves you injured,



as a warning, and you must make a qualification check again next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

10. When breaking into a tanner's shop, you notice a particularly fine suit of armor, under special guard. Make a Dexterity check (DC 12). If you have Disable Device and/ or Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you gain your choice of either masterwork studded leather armor or masterwork chain shirt.

11. You join with several other criminals to perform a particularly big job. You know that they are untrustworthy, and suspect they will try to betray you. You can trust them, or attempt to betray them first. If you betray them first, make an Intelligence check (DC 14). If you have Bluff and/or Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you gain 120 gp, but you gain 1d2+1 enemies whether you succeed or fail. If you trust them, make a Wisdom check (DC 12). If you have Perception and/or Sense Motive as a class skill, you gain a +2 bonus on this check. If you catch the betrayer, and gain 50 gp, representing your share. Whether you succeed or fail, you gain 1d2 contacts and 1 enemy.

12. Another criminal steals something of yours, and you decide to steal it back. Make a Dexterity check (DC 12). If you have Disable Device and/or Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you manage to steal back your possessions, as well as some of the other thief's gear. You gain a set of masterwork thieves' tools.

Healer

Whether you're truly a dedicated healer, or an herbalist who likes to dabble in poultices, salves, and potions, this career will have you mixing ingredients and making wounds go away.

Qualification Check: Int or Wis DC 13 **Primary Skills:** Craft (alchemy), Heal, Knowledge (nature) **Key Ability Scores:** 1st—Wisdom; 2nd—Intelligence; 3rd—Charisma **Income:** 3d6 gp

Table 1-10: Healer Training

d20	Result
1	Class skill: Appraise
2	Class skill: Climb
3	Class skill: Craft (alchemy)
4	Class skill: Diplomacy
5	Class skill: Handle Animal
6	Class skill: Heal
7	Class skill: Intimidate
8	Class skill: Knowledge (arcana)
9	Class skill: Knowledge (local)
10	Class skill: Knowledge (nature)
11	Class skill: Knowledge (religion)
12	Class skill: Perception
13	Class skill: Profession (herbalist)
14	Class skill: Profession (midwife)
15	Class skill: Sense Motive
16	Class skill: Spellcraft
17	Class skill: Survival
18	Weapon proficiency: daggers
19	Weapon proficiency: staves
20	Weapon proficiency: thrown

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. There is an unfortunate death of one of your patients, and you are blamed for it, whether it was actually your fault or not. Make a Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check. If you fail, you are permanently banned from this career. You can remove this ban by moving to a new location and changing your name. Doing so causes you to lose any allies or contacts you may have, as well as half your current wealth. If you do so, you are not treated as having left this career.

2. You are accused of peddling false cures, attracting a lot of hostility from the local community, even if the claim is false. Make a Wisdom check (DC 10). If you have Heal as a class skill, you gain a +2 bonus on this check. If you fail, you are treated as having left this career.

3. There is a mishap at the infirmary, and you accidentally expose yourself to a powerful drug. Make a Constitution check (DC 10). If you have Heal as a class skill, you gain a +2 bonus on this check. If you fail, you begin play addicted to the aether drug (see the *Pathfinder Roleplaying Game: GameMastery Guide* for more information on drugs).

4. Times are slow, and you can no longer afford to operate independently as a healer. You can either look for a patron, or you can take your skills elsewhere. If you choose to look for a patron, make a Charisma check (DC 10). If you have Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, you there are no penalties, but you gain a creditor. If you fail, or choose not to search for a patron, you are treated as having left this career, but gain a +4 bonus on checks made to qualify for the arcane schooling, magical adept, or priest careers during your next turn.

5. Someone else in town has been selling a "miracle remedy" that is actually making everyone sick. You try to tell people, but they strongly want to believe in this remedy, and are reluctant to believe you (and some of them are hostile about it). Make a Charisma check (DC 10). If you succeed, you gain an ally, and a +2 bonus on the next check made to qualify for any career. Whether you succeed or not, you gain 1 enemy.

6. You attend a gathering of healers, alchemists, midwives, and so on. Make a Charisma check (DC 10). If you succeed, you gain 1d2 contacts, and gain a +2 bonus on your next check to qualify for this career.

7. A wounded warrior collapses nearby and is brought to you. His past is a mystery, even to himself, or so he claims, but his wounds make it clear that he was in a terrible battle. Make a Wisdom check (DC 10). If you fail, he does not survive. If you succeed, you gain him as an ally.

8. You learn that there is a large crop of particularly useful herbs nearby, which would be invaluable to your work. Make an Intelligence check (DC 10) or a Wisdom check (DC 10). If you have Profession (herbalist) and/or Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to harvest magical reagents and brew a potion, and gain a single 1st-level potion of your choice.

9. A severe plague hits your area. While this is tragic, it does provide you with a lot of opportunity to practice your craft. Make a Wisdom check (DC 12). If you have Heal as a class skill, you gain a +2 bonus on this check. If you succeed, you become particularly adept at treating diseases, and gain a +2 trait bonus on Heal checks made to treat diseases.

10. A representative of the church, local lord, or other benevolent entity is considering donating supplies to help you as a healer. Make a Wisdom check (DC 12). If you have Heal as a class skill, you gain a +2 bonus on this check. If you succeed, you gain 3 healer's kits.

11. A particularly wealthy patient comes to you in bad shape. Make a Wisdom check (DC 12). If you have Craft (alchemy) and/or Heal as a class skill, you gain a +2 bonus on this check. If you succeed, the patient is incredibly grateful, and rewards you for your care. You gain an additional 50 gp.

12. You come to the attention of some wealthy benefactors, who are intrigued by your work and research. Make an Intelligence check (DC 12). If you have Craft (alchemy) and/ or Heal as a class skill, you gain a +2 bonus on this check. If you succeed, you are granted state-of-the-art equipment to aid you, and gain an alchemist's lab and any two 1st-level potions of your choice.

Hunter

You spend your time alone in the wilderness, hunting wild game. Whether you're a trapper, or prefer to take down your quarry personally, you have no one to rely on but yourself, and you don't shy away from a bit of rough and tumble.

Qualification Check: Dex or Con DC 13 **Primary Skills:** Perception, Stealth, Survival **Key Ability Scores:** 1st—Dexterity; 2nd—Constitution; 3rd—Wisdom **Income:** 5d6 gp

Table 1-11: Hunter Training

d20	Result
1	Class skill: Acrobatics
2	Class skill: Climb
3	Class skill: Craft (traps)
4	Class skill: Handle Animal
5	Class skill: Heal
6	Class skill: Intimidate
7	Class skill: Knowledge (dungeoneering)
8	Class skill: Knowledge (geography)
9	Class skill: Knowledge (local)
10	Class skill: Knowledge (nature)
11	Class skill: Perception
12	Class skill: Profession (trapper)
13	Class skill: Sense Motive
14	Class skill: Stealth
15	Class skill: Survival
16	Class skill: Swim
17	Weapon proficiency: bow and arrow
18	Weapon proficiency: crossbows
19	Weapon proficiency: light blades
20	Weapon proficiency: spears

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You are caught hunting in the king's forest. Whether you did so by accident or not does not concern the soldiers who find you, it seems. You can go peaceably, or try to escape. If you try to escape, make a Dexterity check (DC 10). If you have Acrobatics and/or Escape Artist as a class skill, you gain a +2 bonus on this check. If you succeed, there are no penalties. If you fail, you become an outlaw: you are treated as having left this career, and the only careers you can take next turn are criminal, raider, or beggar (you must still qualify for the criminal or raider careers). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, there are no penalties. If you succeed are no penalties. If you succeed are no penalties. If you are imprisoned, and you are treated as having left this career and must spend the next turn in the beggar career.

2. You attract the ire of a maddened druid, who hounds you to interfere with your hunting. You gain the druid as an enemy. Additionally, make a Strength or Dexterity check (DC 10). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you fail, the druid makes it difficult for you to find any game at all, ruining your livelihood. This forces you to make a qualification check to continue with this career next turn, and you suffer a -4 penalty on that qualification check.

3. A town or other settlement begins to develop near you, expanding rapidly and chasing away game. You must make a qualification check on all future turns that you wish to continue with this career. You can remove this penalty at any time by moving to another location. Doing so causes you to lose any contacts you may have, reduces your existing allies to contacts, and causes you to lose half your current wealth.

4. You run afoul of another hunter's traps. Make a Dexterity check (DC 10). If you have Disable Device and/or Escape Artist as a class skill, you gain a +2 bonus on this check. If you fail, you are injured by the traps, and must make a qualification check next turn in order to continue with this career.

5. While tracking a quarry, you encounter a dangerous wild animal, which attacks you. Make a Strength check (DC 10). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on the check. If you succeed, you gain an exotic animal pelt or similar trophy worth 25 gp. If you fail, you are cripplingly wounded, and must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

6. You encounter a particularly rare animal, such as a snowwhite deer, or a rabbit with gold-colored fur, and devote considerable effort to catching it, to the detriment of your other hunting. Make a Wisdom check (DC 10). If you have Profession (trapper) and/or Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you gain a rare animal fur or similar trophy worth 25 gp. If you fail, you must make a qualification check next turn in order to continue with this career.

7. You begin to develop a rivalry with another hunter who operates in your area, and constantly compete with him or her, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

8. You encounter a dryad who is in need of your help. Her tree has become infected, and she needs you to bring her the remedy. Make a Wisdom check (DC 12). If you have Knowledge (nature) and/or Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you gain the dryad as an ally, and also gain a single 1st-level potion of your choice. You cannot gain this event more than once. If you would, roll again to determine your event this turn.

9. A prestigious hunting tournament, which does not occur very often, is happening in your area. Make a Dexterity or Wisdom check (DC 12). If you have Stealth and/or Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you automatically qualify for this career on your next turn, and gain an additional 50 gp in prize money, plus an exotic animal skin or similar trophy worth 25 gp.



10. You take down an exotic creature with a particularly tough hide, and decide to make armor of its skin. Make a Wisdom check (DC 12). If you have Craft (armor) as a class skill, you gain a +2 bonus on this check. If you succeed, you gain a suit of masterwork armor of one of the following types: leather, studded leather, or hide.

11. You encounter a small woodland shrine devoted to a deity of hunting and game. Make a Wisdom check (DC 12). If you have Knowledge (religion) and/or Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you receive a flash of insight and discover a hidden masterwork longbow or masterwork shortbow in the shrine.

12. You befriend a hermit druid living nearby. One day, he comes under attack from bandits. Make a Strength or Dexterity check (DC 12). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, you gain the druid as an ally and gain 1d3 potions containing 1st-level druid spells of your choice, which he gives you as a token of thanks.

Knight

You are a heavily-armored warrior, sworn to uphold the ideals of chivalry. You spend your days making war, training, or fighting for sport, but you always demand the respect due to someone of your station.

Qualification Check: Str DC 13

Primary Skills: Intimidate, Knowledge (nobility), Ride **Key Ability Scores:** 1st—Strength; 2nd—Constitution; 3rd—Charisma **Income:** 6d6 gp

Table 1-12: Knight Training

d20	Result
1	Class skill: Climb
2	Class skill: Diplomacy
3	Class skill: Handle Animal
4	Class skill: Heal
5	Class skill: Intimidate
6	Class skill: Knowledge (local)
7	Class skill: Knowledge (nobility)
8	Class skill: Ride
9	Class skill: Sense Motive
10	Class skill: Survival
11	Class skill: Swim
12	Weapon proficiency: axes
13	Weapon proficiency: bow and arrow
14	Weapon proficiency: crossbows
15	Weapon proficiency: flails
16	Weapon proficiency: hammers
17	Weapon proficiency: heavy blades
18	Weapon proficiency: light blades
19	Weapon proficiency: polearms
20	Weapon proficiency: spears

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You are accused of violating the tenets of your knightly order (such as by committing adultery, attacking a fellow member of the order, or violating chivalric code in some other way). An official inquiry is launched into your supposed misdeeds. Make a Charisma check (DC 10). If you have Diplomacy and/or Knowledge (nobility) as a class skill, you gain a +2 bonus on this check. If you succeed, you are found innocent, although having your honor questioned in this way leaves a black mark on your record, forcing you to make a qualification check in order to continue with this career next turn. If you fail, you are found guilty, and are permanently banned from this career.

2. You are challenged to a duel for honor by a knight who claims that you have insulted him. The duel will not be to the death, but the loser will be driven from the order. Make a Strength check (DC 10). If you have any weapon proficiency besides daggers or staves, you gain a +2 bonus on this check. If you fail, you are permanently banned from this career. Whether you succeed or fail, the other knight becomes an enemy.

3. While on a quest to gain the token of a fair maiden, you run afoul of a witch, who lays a curse upon you. Make a Wisdom check (DC 10). If you have Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, your purity of heart allows you to shrug off the black magic. Otherwise, you are weakened, and must make a qualification check next turn in order to continue with this career.

4. While crossing the countryside on a quest, you encounter a dangerous wild animal, which attacks you. Make a Strength check (DC 10). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on the check. If you succeed, you gain an exotic animal pelt or similar trophy worth 25 gp. If you fail, you are cripplingly wounded, and must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

5. It comes to the attention of the order that you do not have a feudal lord to whom you are sworn. They insist that this is improper, and that you must choose a lord to swear allegiance to. You may refuse, but if you do, you must make a qualification check each turn to continue this career until you choose a lord to swear allegiance to (you can do so at any time in the future). If you agree to their demands and choose a lord to swear allegiance to, you gain a creditor.

6. Your order is planning a grand feast, and all members will be in attendance, providing ample opportunities for you to meet other members of the order. Make a Charisma check (DC 10). If you have Diplomacy and/or Knowledge (nobility) as a class skill, you gain a +2 bonus on this check. If you succeed, you gain 1 ally and 1d2 contacts. If you fail, you gain 1 contact and 1 enemy.

7. You begin to develop a rivalry with another knight in your order, and constantly compete with him or her on the battlefield and in training, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

8. There is a grand joust, where you have the potential to earn a great deal of fame. Make a Strength check (DC 12). If you have Ride as a class skill, you gain a +2 bonus on this check, and if you have the hammers, heavy blades, polearms, and/or spears weapon proficiency, you gain an additional +2 bonus. If you succeed, you gain 50 gp in prize money, and can also claim either the opponent's lance or his heavy steel shield as your own.

9. A number of border skirmishes begin escalating nearby, and war threatens. You and your order are called upon to get involved before the fighting destabilizes the entire region. Make a Strength check (DC 12). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on the check. If you succeed, make an additional roll on Table 2-6: Knight Training as though you were receiving training normally. If you fail, you must make a qualification check in order to continue with this career next turn. Regardless of whether you succeed or fail, you gain 1 ally and 1d2 contacts from among those you fought alongside on this campaign.



10. It comes to the attention of your knightly order that you are currently lacking a horse of your own. They are somewhat disturbed about one of their number being without a horse, and determine that a suitable solution should be found. Make a Charisma check (DC 12). If you have Diplomacy and/ or Knowledge (nobility) as a class skill, you gain a +2 bonus on this check, and if you have Ride as a class skill, you gain an additional +2 bonus on this check. If you succeed, you are gifted a horse by a member of the order, and gain a combattrained heavy horse. If you fail, you must make a qualification check next turn in order to continue with this career.

11. An older family member, who also belonged to the same knightly order as you, passes on. He or she had several family relics to pass on, and was always fond of you. Make a Charisma check (DC 12). You gain a +2 bonus on this check if you have any of the following weapon proficiencies: axes, hammers, heavy blades, light blades, and/or polearms. If you succeed, you are the recipient of a family weapon, which must be a weapon in one of the following weapon proficiency groups: axes, hammers, heavy blades, light blades, light blades, or polearms. You gain a masterwork weapon of the chosen sort.

12. You pass an important milestone in your knightly order, and it is customary for you to receive a suit of fine armor, although exactly how fine depends on your standing in the order. Make a Charisma check (DC 12). If you have Diplomacy and/or Knowledge (nobility) as a class skill, you gain a +2 bonus on this check. If you succeed, you gain a suit of banded mail. Otherwise, you gain a suit of chainmail.

Magical Adept

You don't have any formal training, and there's no one to teach you how to use it, but you have a natural magical talent. You follow a delicate balancing act, trying to learn how to use your powers without giving away the fact that you have them.

Qualification Check: Cha DC 13

Primary Skills: Bluff, Spellcraft, Use Magic Device **Key Ability Scores:** 1st—Charisma; 2nd—Wisdom; 3rd—Dexterity **Income:** 3d6 gp

Table 1-13: Magical Adept Training

d20	Result
1	Class skill: Appraise
2	Class skill: Bluff
3	Class skill: Craft (alchemy)
4	Class skill: Diplomacy
5	Class skill: Fly
6	Class skill: Intimidate
7	Class skill: Knowledge (arcana)
8	Class skill: Knowledge (nature)
9	Class skill: Knowledge (planes)
10	Class skill: Perception
11	Class skill: Profession (any)
12	Class skill: Sense Motive
13	Class skill: Sleight of Hand
14	Class skill: Spellcraft
15	Class skill: Stealth
16	Class skill: Use Magic Device
17	Weapon proficiency: bow and arrow
18	Weapon proficiency: crossbows
19	Weapon proficiency: short blades
20	Weapon proficiency: staves

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. A witch hunter arrives in your area and begins looking for "foul warlocks." You are confident that if he or she learned of your magical talent you would be in grave danger. Make a Charisma check (DC 10). If you have Bluff and/or Disguise as a class skill, you get a +2 bonus on this check. If you fail, the witch hunter discovers you and whips the town into a frenzy, and you are chased out of town by a mob. You are forced to leave most of your possessions behind, and you lose half your current wealth.

2. A decree is made locally that magic is to be banned in the region, and anyone practicing it without a license will be subject to severe punishment. The law is enforced by licensed diviners who monitor magic use. Make a Charisma check (DC 10). If you have Bluff and/or Disguise as a class skill, you gain a +2 bonus on this check, and if you have Knowledge (arcana) and/or Spellcraft as a class skill, you gain an additional +2 bonus. If you succeed, you are able to continue practicing magic in secret. If you fail, you are caught, and given the choice of either renouncing your magic or facing imprisonment. If you renounce your magic, you are permanently banned from this career. If you are imprisoned, you must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

3. Your magic accidentally attracts the attention of one or more ghosts, spirits, or similar creatures, who begin haunting you and disrupting your daily life. They are attracted to your magic, and the more you use it, the more troublesome they become. Make a Charisma check (DC 10). If you have Knowledge (religion) and/or Spellcraft as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to drive off the ghosts and learn to practice magic without attracting them. Otherwise, you remain haunted, and must make a qualification check next turn in order to continue with this career. You suffer a -4 penalty on this qualification check.

4. You accidentally lose control of your powers, starting a fire in the middle of town. Luckily no one connects you to the fire, but the flames quickly begin to spread. Make a Charisma check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you gain a +2 bonus on this check. If you succeed, you manage to stop the magical flames before they can do too much damage. Otherwise, the flames burn down three buildings and result in two deaths, and your faith in yourself and your powers is shaken, and you must make a qualification check next turn in order to continue with this career.

5. Whether by accident or out of arrogance you summon a minor fiend. The fiend proves difficult for you to control, and you fear it will break free and cause problems. You could make a pact with it, which would make it easier for you to control, and grant you various benefits, but might have lasting repercussions. If you choose to do so, make a Charisma check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you gain a +2 bonus on this check. If you succeed, roll on Table 2-7: Magical Adept Training, as though you were receiving training normally, but you also gain the fiend as a creditor. If you fail, or choose not to bind the fiend, make a Charisma check (DC 14). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you gain a +2 bonus on this check. If you succeed, you dismiss the fiend successfully, and it becomes an enemy. If you fail, it breaks free and goes on a rampage, and you must make a qualification check in order to continue with this career next turn.

6. Your arcane talents are noticed by someone who might be interested in recruiting you for some potentially lucrative work. Make a Charisma check (DC 10). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you gain a +2 bonus on this check. If you succeed, you automatically qualify for the bounty hunter, criminal, scout, and soldier careers on your next turn. Additionally, you do not count as having left this career if you switch to one of those careers next turn.

7. You learn of a cabal or coven of other nearby practitioners who meet in secret to practice their craft and exchange notes. Make a Charisma check (DC 10). If you succeed, you befriend this group, gaining 1 ally and 1d2 contacts.

8. You discover a rare magical text in a merchant's stall, and purchase it in order to learn its secrets. The book is convoluted and difficult to follow, but contains invaluable rituals and information. Make an Intelligence check (DC 10). If you succeed, add one of the following to your list of class skills: Craft (alchemy), Knowledge (arcana), Knowledge (planes), Spellcraft, or Use Magic Device. Additionally, you gain a +4 bonus on your next check to qualify for this career.

9. You encounter a travelling mage who recognizes your magical talent. Make a Charisma check (DC 12). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you gain a +2 bonus on this check. If you succeed, the travelling mage offers to provide you with formal magical training. You automatically qualify for the arcane schooling career next turn. Additionally, any time you would make an Intelligence check related to the arcane schooling career (including qualifying for it in future turns), you may use Charisma instead, and you can treat the arcane schooling career as though its primary ability score was Charisma, instead of Intelligence.

10. You learn that one of your ancestors was actually a spellcaster of some notable power, and that he or she supposedly had a small base of operations not far from where you live. Make a Wisdom check (DC 12). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you gain a +2 bonus on this check. If you succeed, you find the ruins of your ancestor's storehouse, which have been looted fairly thoroughly, although you are able to recover 1d3 1st-level potions from among them. The potions contain spells of your choice.

11. You learn of an elderly spellcaster who lives nearby, a retired witch or wizard of some power who you hope might be willing to help you master your magical powers. You seek them out, but they tell you that they are too old to take on an apprentice. Make a Charisma check (DC 12). If you have Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, the elderly spellcaster provides you with a few lessons, and also gives you a collection of 1d3+2 1st-level scrolls. The spells on the scrolls are randomly determined from spells on your class's list.

12. You come across a ritual to summon a familiar. The ritual is difficult, but if you can successfully perform it, the benefits are numerous. Make an Intelligence check (DC 12) and a Charisma check (DC 12). If you have Knowledge (arcana) and/or Spellcraft as a class skill, you get a +2 bonus on both checks. If you succeed, you may choose to gain a familiar, as the familiar option of the wizard class feature arcane bond. If you do, you do not gain a feat at 1st level (you still gain any bonus feats you are entitled to), and you treat your Hit Dice as your wizard level to determine the familiar's abilities.

Martial Artist

You have devoted your life to achieving inner peace, harmony, and mastery of self. You live in a secluded monastery under a wise old master, and you spend each and every day honing and training both your body and mind.

Qualification Check: Dex or Wis DC 13 **Primary Skills:** Acrobatics, Climb, Stealth **Key Ability Scores:** 1st—Dexterity; 2nd—Wisdom; 3rd—Strength **Income:** 2d6 gp

Table 1-14: Martial Artist Training

d20 Result

uio	Result
1	Class skill: Acrobatics
2	Class skill: Climb
3	Class skill: Diplomacy
4	Class skill: Escape Artist
5	Class skill: Heal
6	Class skill: Intimidate
7	Class skill: Knowledge (history)
8	Class skill: Knowledge (religion)
9	Class skill: Perception
10	Class skill: Perform (dance)
11	Class skill: Sense Motive
12	Class skill: Sleight of Hand
13	Class skill: Stealth
14	Class skill: Swim
15	Weapon proficiency: close
16	Weapon proficiency: double
17	Weapon proficiency: light blades
18	Weapon proficiency: monk
19	Weapon proficiency: spear
20	Weapon proficiency: thrown

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. One of the other martial artists training at your dojo conspires to frame you for some terrible disgrace, in order to have you expelled from the dojo. Make a Wisdom check (DC 10). If you have Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, the master of the dojo recognizes that it was not you who perpetrated this act, and there are no consequences. If you fail, you are permanently banned from this career. Either way, you gain the scheming martial artist as an enemy.

2. Your dojo is destroyed, whether through natural disaster, being seized by local government, or attacked by bandits, raiders, monsters, or something worse. Most of the dojo's inhabitants, including its master, are killed, and what few remain are scattered to the winds. If you are to continue your training, you will need to seek out another dojo. You are banned from this career for 2 turns (after this time, you can return to the career and are not treated as though you had left it, though you must still qualify for it).

3. The master of your dojo dies, whether due to age and natural causes, or treachery, deceit, or even murder. Without the master, the dojo suffers, and is left temporarily without leadership as a new master is determined. Make a Wisdom check (DC 10). If you have Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to remain focused on your training, physically and spiritually, in this difficult time. Otherwise, you must make a qualification check next turn in order to continue with this career.

4. While sparring, you are wounded, and it looks like it may have a serious impact on your ability to continue with martial arts. Make a Constitution check (DC 10). If you have Heal as a class skill, you gain a +2 bonus on this check. If you succeed, you recover fully, despite the doctor's misgivings. If you fail, you develop a lingering injury that interferes with martial arts, forcing you to make a qualification check each future turn that you continue with this career. You cannot gain this event more than once. If you would, roll again to determine your event this turn.

5. You are sent away from the dojo in order to perform an important mission. While you are away, you meet a variety of people. Make a Charisma check (DC 10). If you succeed, you gain 1d2 contacts. If you fail, you gain an enemy. Either way, you are also exposed to a variety of new and exciting things in the outside world. On your next turn, you must make a qualification check in order to continue this career. On the other hand, you gain a +4 bonus on all checks made to qualify for careers other than martial artist next turn.

6. You begin to develop a rivalry with another martial artist in your dojo, and constantly compete with him or her in training, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

7. One of the other students at the dojo is considering leaving his career in martial arts. He is less naturally skilled than many of the other students, including yourself, and is discouraged. Make a Wisdom or Charisma check (DC 10). If you have Diplomacy and/or Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, you help the student through this difficult time and back onto his path as a martial artist, and gain him as an ally. Otherwise, the student leaves, despite your best efforts.

8. A wandering philosopher visits the dojo. He is received as an honored guest, and the students at the dojo, including you, are encouraged to spend time with him. Make a Wisdom check (DC 10). If you succeed, you learn much from the philosopher, and add one of the following to your list of class skills: Heal, Knowledge (history), Knowledge (religion), Perception, or Sense Motive.

9. A famous wandering martial artist makes a stop in your dojo, causing quite a stir. At the master's request, he agrees to stay for a few days to fight exhibition matches against some of the students, including you. Make a Strength check (DC 10) and a Dexterity check (DC 10). You gain a bonus on each of these checks equal to the number of different types of weapon proficiencies you possess. If you succeed, you are able to fight well enough to not embarrass yourself, and you

Noble

You are one of society's elite. You may not technically possess any titles or lands, but no one questions your right to hob-nob with the upper crust.

Qualification Check: Cha DC 13 Primary Skills: Bluff, Diplomacy, Knowledge (nobility) Key Ability Scores: 1st—Charisma; 2nd—Intelligence; 3rd—Dexterity Income: 6d6 gp

Table 1-15: Noble Training

d20	Result
1	Class skill: Appraise
2	Class skill: Bluff
3	Class skill: Diplomacy
4	Class skill: Disguise
5	Class skill: Intimidate
6	Class skill: Knowledge (history)
7	Class skill: Knowledge (local)
8	Class skill: Knowledge (nobility)
9	Class skill: Linguistics
10	Class skill: Perception
11	Class skill: Perform (dance)
12	Class skill: Perform (sing)
13	Class skill: Perform (string)
14	Class skill: Ride
15	Class skill: Sense Motive
16	Class skill: Use Magic Device
17	Weapon proficiency: bow and arrow
18	Weapon proficiency: crossbows
19	Weapon proficiency: exotic (any one)
20	Weapon proficiency: light blades

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. A peasant uprising or the coup of a powerful noble threatens all of the nobility, yourself included. Make a Charisma check (DC 10). If you have Bluff and/or Disguise as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to distance yourself enough from the unrest that when the dust settles you are able to keep your position, though you must make a qualification check next turn in order to continue with his career. If you fail, you are permanently banned from this career, as you barely escape with your life.

2. One of your enemies sends an assassin to remove you as a political opponent. Make a Dexterity check (DC 10). If you have Escape Artist and/or Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you escape the assassin, who is caught and reveals the plan, ensuring your safety. If you fail, you still escape the assassin, but are forced to go into hiding. You are banned from this career for 2 turns (after this time you can attempt to return, but are treated as having left this career). Either way, you gain the political rival as an enemy.



learn much from the encounter, and gain a single weapon proficiency of your choice from among the following: close, double, light blades, monk, spear, or thrown.

10. You are selected to represent your dojo at a very prestigious martial arts tournament that is held once every 5 years. Make a Strength check (DC 10) and a Dexterity check (DC 10). If you have Climb and/or Swim as a class skill, or have two or more different weapon proficiencies, you gain a +2 bonus on the Strength check. If you have Acrobatics and/ or Sleight of Hand as a class skill, you gain a +2 bonus on the Dexterity check. If you succeed, you win the tournament, earning great honor for your dojo and a reward as well. You gain 50 gp in rewards from the tournament.

11. The master of your dojo gives a magnificent weapon as a gift each year to his best and brightest pupil, and this year, there is a chance that that may be you. Make a Dexterity check (DC 13). For each weapon proficiency you possess beyond the 1st, you gain a +2 bonus on this check. If you succeed, you are granted a masterwork weapon of any kind that you are currently proficient with.

12. The master of the dojo is rumored to know a secret and powerful technique which he does not teach, and is supposedly looking for a promising pupil to pass it on to before he dies. Make a Wisdom check (DC 14). If you have 3 or more different weapon proficiencies, you gain a +4 bonus on this check. If you succeed, he teaches you his secret, and when you begin play, your unarmed strikes deal 1 additional point of damage with each hit. This bonus damage does not stack with any enhancement bonus to damage that may apply to your unarmed strike. 3. A horrible secret of yours gets out, causing a scandal that makes you the gossip of the nobility. Make a Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to quell the rumors before too much damage is done, and the only penalty is that you must make a qualification check next turn in order to continue with this career. Otherwise, you are treated as having left this career.

4. Bored by your life of luxury, you wind up seeking out an exotic source of entertainment with some of your peers, and ultimately turn to opium. Make a Constitution check (DC 10). If you have Heal as a class skill, you gain a +2 bonus on this check. If you succeed, your affair with the drug is brief, and you suffer no ill effects in the long run. Otherwise, you begin play addicted to opium (see the *Pathfinder Roleplaying Game: GameMastery Guide* for more information on drugs and addiction).

5. Maintaining the lavish lifestyle of nobility is taxing, and unfortunately your income does not match your social status, making it difficult for you to continue living in a way that suits your station. You will need to find a source of income, or else you will have difficulty maintaining your status. Make a Charisma check (DC 10). If you have Diplomacy and/or Knowledge (nobility) as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to find a wealthy patron who will provide you with wealth in exchange for political favors, or else find a wealthy noble interested in marriage or some other arrangement to provide you with funds. If you choose to take them up on this offer, you gain a creditor. Otherwise, you either lose half your current wealth, or must make a qualification check on each future turn that you continue with this career.

6. You are approached by a peer about a potential alliance. Make a Charisma check (DC 10). If you have Knowledge (nobility) as a class skill, you gain a +2 bonus on this check. If you succeed, you gain an ally, and the next time you roll an event for this career, you can roll twice and take the better result. If you fail, the alliance doesn't go through, and while your personal relationship with this peer remains amicable, in business he or she turns against you, and you must make a qualification check next turn in order to continue with this career.

7. You begin to develop a rivalry with one of your peers, and constantly compete with him or her at various galas and social events, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

8. After years of waiting and trying, you are finally able to secure a position in a prestigious social club. Make a Charisma check (DC 12). If you succeed, you gain 1d2 contacts and 1 ally. Otherwise, you gain 1 contact and 1 enemy.

9. One of your relatives dies, and you are summoned to the reading of the will. Make a Charisma check (DC 12). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, you are left three topaz gemstones in the will, worth 20 gp each. Otherwise, you are left nothing, something that the deceased relative takes time



to point out in the will, claiming that he or she never really liked you, anyway.

10. It doesn't do for someone of your social status to travel on foot, and you determine to purchase a horse and learn to ride it. Make a Dexterity check (DC 10). If you succeed, and you do not have Ride as a class skill, you gain Ride as a class skill, and gain a combat-trained horse, which is your choice of either a light horse or a heavy horse. If you succeed and do have Ride as a class skill, you gain a +2 trait bonus on all Ride checks, and gain a combat-trained horse, which is your choice of either a light horse or a heavy horse. If you fail, you determine that riding is not for you, sell the horse, and resolve to take a carriage everywhere, instead.

11. There is a grand ball approaching, and all the eyes of the nobility will be on it, and those attending it. There is a particular member of the nobility, slightly above your station, whose attention you are hoping to catch. Make a Charisma check (DC 12). If you have Diplomacy and/or Knowledge (nobility) as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to secure a date for the ball with the object of your affection, who also insists on providing you with an outfit for the ball. Not only are you the talk of the occasion, but you also gain a royal outfit and 50 gp worth of jewelry.

12. A major member of the nobility was recently found to be committing treason, and his various lands and titles were seized and are being redistributed, and your name is on the short list for a minor fiefdom. Make a Charisma check (DC 14). If you have Diplomacy and/or Knowledge (nobility) as a class skill, you gain a +2 bonus on this check. If you succeed, you gain the official title of "Lord," granting you a +3 bonus to your Leadership score if you ever take the Leadership feat. This bonus also applies to all future checks made to qualify for this career. Finally, while the land holdings associated with the title are quite poor, they can be counted on for a small stipend: you gain an additional 50 gp worth of wealth, and gain 50 gp in taxes every month, for as long as you retain the title and your lands remain intact.

Performer

Whether you're a solo act or part of a greater troupe of performers, you travel the land, with your act as your most valuable possession (and your only source of livelihood).

Qualification Check: Dex or Cha DC 13 Primary Skills: Acrobatics, Disguise, Perform (any one) Key Ability Scores: 1st—Charisma; 2nd—Dexterity; 3rd—Strength Income: 4d6 gp

Table 1-16: Performer Training

d20	Result
1	Class skill: Acrobatics
2	Class skill: Bluff
3	Class skill: Climb
4	Class skill: Disguise
5	Class skill: Escape Artist
6	Class skill: Handle Animal
7	Class skill: Knowledge (local)
8	Class skill: Perform (act, oratory, or sing)
9	Class skill: Perform (comedy or dance)
10	Class skill: Perform (keyboard or percussion)
11	Class skill: Perform (string or wind)
12	Class skill: Ride
13	Class skill: Sense Motive
14	Class skill: Sleight of Hand
15	Class skill: Stealth
16	Weapon proficiency: double
17	Weapon proficiency: exotic (any one)
18	Weapon proficiency: light blades
19	Weapon proficiency: monk
20	Weapon proficiency: thrown

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. While travelling with your act on the road, you come to a town where you (and your troupe, if you are not travelling alone) are accused of several crimes. The town is clearly prejudiced against travelling performers, but the danger is very real, even if the crimes aren't. Make a Dexterity check (DC 10) or a Charisma check (DC 10). If you have Disable Device and/or Escape Artist as a class skill, you gain a +2 bonus on the Dexterity check. If you have Diplomacy and/ or Knowledge (local) as a class skill, you gain a +2 bonus on the Charisma check. If you succeed on the check, you either escape (if you made a Dexterity check) or argue your way out of (if you made a Charisma check) jail. If you fail, you are jailed, and must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

2. You receive a scathing review, ruining your reputation as a performer, and robbing you of your audiences. Make a Charisma check (DC 10). If you have Diplomacy and/or any Perform skill as a class skill, you gain a +2 bonus on this check. If you succeed, the bad review quickly blows over as the quality of your performance is self-evident. Otherwise, you are treated as having left this career, as you are unable to draw an audience and support yourself.

3. Shortly after a performance, you are shocked to discover that some thief has made off with your instrument (or other necessary performance tool). Without it, it's hard for you to perform, and you don't have the funds for a replacement. Make a Charisma check (DC 10). If you succeed, and do not have Perform (act, comedy, dance, oratory, or sing) as a class skill, choose one of those skills and you gain it as a class skill. If you succeed and you do have Perform (act, comedy, dance, oratory, or sing) as a class skill, choose one of those skills, and you gain a +1 trait bonus on all checks made for that skill. If you fail, you are treated as having left this career.

4. Being a performer is not a lucrative business, and you begin to have trouble making ends meet. You know that many performers seek out wealthy patrons to help support them, and it is suggested to you that you do the same. Make a Charisma check (DC 10). If you have any Perform skills as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to find a wealthy patron who can support you, although there are some compromises to your artistic vision. If you choose to take them up on this offer, you gain a creditor. Otherwise, you either lose half your current wealth, or are treated as having left this career.

5. Your most recent performance is taken by many to be a satirical slight against a powerful noble, who is none too pleased. While you insist publicly that this is not the case, the noble doesn't believe you, or else doesn't care. You gain an enemy out of the noble. Additionally, he or she uses influence to attempt to blacklist you. Make a Charisma check (DC 10). If you have any Perform skills as a class skill, you gain a +2 bonus on this check. If you succeed, there are no further penalties, but if you fail, you must make a qualification check next turn in order to continue with this career.

6. Your skills come to the attention of a powerful individual who is interested in hiring you for some other line of work. Make a Dexterity check (DC 10). If you have Acrobatics, Escape Artist, and/or Perform (dance) as a class skill, you gain a +2 bonus on this check. If you have all three, you gain a +4 bonus, instead. If you succeed, you automatically qualify for the criminal, martial artist, and scout careers on your next turn. If you do not choose to take one of those careers, you gain an enemy from the spurned recruiter. If you fail, there are no bonuses or penalties.

7. You begin to develop a rivalry with another performer in your area, whose act is similar to yours, and constantly compete with him or her at every opportunity, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

8. Another performer is injured, and there is talk of having you take the stage and handle their act. Make a Charisma check (DC 10). If you succeed, you are chosen, and receive training in the act, which is different from your current one. Add your choice of one of the following skills to your class skills: Acrobatics, Escape Artist, Handle Animal, Perform (choose one), Ride, or Sleight of Hand.



9. You encounter a legendary performer, and even get a chance to watch him or her perform, and chat with them later. The performer also watches your act. Make a Charisma check (DC 12). If you have any Perform skills as a class skill, you gain a +2 bonus on this check. If you succeed, you impress the performer enough you receive his or her instrument as a gift, and gain a masterwork instrument of your choice.

10. Your performances have attracted the attention of a wealthy noble, who asks you to give him or her a private performance. Make a Charisma check (DC 12). For each Performance skill that you have as a class skill, you gain a +2 bonus on this check. If you succeed, the noble is impressed by your performance, and raves about you to his or her friends, as well as showering you in gold. You gain 50 gp. Additionally, you can leverage this incident towards increasing your social status: you gain a +4 bonus on checks to qualify for the noble career next turn. If you fail the Charisma check, there are no benefits or penalties.

11. A fancy venue is interested in potentially hiring you to perform as part of a series of themed performances. Make a Charisma check (DC 14). If you have any Perform skills as a class skill, you gain a +2 bonus on this check. If you succeed, you are hired for the job, and because the performances are themed, they provide you with a costume, which is unusually nice. You gain a rapier and a masterwork suit of studded leather armor. If you fail the check, there are no bonuses or penalties.

12. A particularly wealthy audience member decides to pay you not in gold, but in potions. You are disappointed at first, and would prefer the gold, but the number of potions is surprising, and they seem to actually be genuine. Some other performers, who are also entitled to part of the payment, want to sell the potions. If you agree to their plan, you gain 30 gp from the proceeds. If you don't agree, make a Charisma check (DC 12). If you have Appraise, Bluff, and/or Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, you instead gain 1d3 1st-level potions which contain spells of your choice.

Priest

You are a member of the clergy, and live a life devoted to your god and your religion. You spend your days tending to the well-being of your flock and pondering the mysteries of the divine.

Qualification Check: Wis DC 13

Primary Skills: Diplomacy, Knowledge (religion), Sense Motive **Key Ability Scores:** 1st—Wisdom; 2nd—Charisma; 3rd—Intelligence

Income: 3d6 gp

Table 1-17: Priest Training

d20	Result
1	Class skill: Appraise
2	Class skill: Craft (alchemy)
3	Class skill: Diplomacy
4	Class skill: Handle Animal
5	Class skill: Heal
6	Class skill: Intimidate
7	Class skill: Knowledge (history)
8	Class skill: Knowledge (local)
9	Class skill: Knowledge (planes)
10	Class skill: Knowledge (religion)
11	Class skill: Linguistics
12	Class skill: Perception
13	Class skill: Profession (clerk)
14	Class skill: Profession (herbalist)
15	Class skill: Profession (scribe)
16	Class skill: Sense Motive
17	Class skill: Spellcraft
18	Weapon proficiency: deity
19	Weapon proficiency: staves
20	Weapon proficiency: thrown

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. A terrible tragedy leads you to have a crisis of faith. Make a Wisdom check (DC 10). If you have Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to maintain your faith and emerge stronger than ever. If you fail, you lose your faith, and are permanently banned from this career.

2. Your faith falls out of favor with the local government, and is banned, with harsh punishments for anyone who continues to practice it. Make a Wisdom check (DC 10) or a Charisma check (DC 10). If you have Diplomacy and/or Knowledge (religion) you gain a +2 bonus on the Wisdom check, and if you have Bluff and/or Disguise as a class skill, you gain a +2 bonus on the Charisma check. If you succeed on the Wisdom check, you are able to passively resist the decree and repeal the ban, and if you succeed on the Charisma check, you are able to continue your church in secret. If you fail on either check, you are imprisoned, you must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

3. You are accused of corruption, and a formal church inquiry is made. Whether or not the claims are true, the evidence against you is weak, so it is primarily your reputation that will determine the outcome of the trial. Make a Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check, but you suffer a -4 penalty for each previous event in which you were accused of or arrested for some crime or other misbehavior. If you fail, you are permanently banned from the church, and are permanently banned from this career.

4. Your church or temple is destroyed, whether through natural disaster, being seized by local government, or attacked by bandits, raiders, monsters, or something worse. Most of the temple's inhabitants are either killed or scattered, and there seems to be little hope of rebuilding. Make a Wisdom check (DC 10). If you succeed, you are guided to another church and are able to resume your religious existence there. Otherwise, you are treated as having left this career.

5. A wealthy individual comes to you and offers to provide you and your church with a great deal of funding that can be used to aid the poor and the needy, in exchange for a few minor concessions and a little special treatment for him. If you agree, you gain 100 gp, but also gain a creditor. You can keep this 100 gp for yourself, or you can distribute it to the needy. If you distribute it to the needy, roll on Table 2-11: Priest Training, as though receiving training normally. If you do not agree to the wealthy individual's request, he becomes an enemy, instead.

6. Another member of your local clergy has a crisis of faith, and comes to you for help. Make a Charisma check (DC 10). If you have Diplomacy and/or Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to help him with this issue, and he becomes a close friend, causing you to gain him as an ally. If you fail, he decides to leave the church and eventually becomes bitter over the entire exchange, blaming you for "driving him out." In this case, he becomes an enemy.

7. A higher-up member of your faith selects you to travel from church to church and temple to temple in order to help train new clergy members and ensure that proper doctrine is being followed. Make a Charisma check (DC 10). If you succeed, you gain 1d2 contacts and 1 ally. If you fail, you gain 1 contact and 1 enemy, instead.

8. A rare religious text comes into your possession, written in another language. It is believed to contain valuable information about your faith, but must first be translated. Make an Intelligence check (DC 10). If you succeed, and you do not have Linguistics as a class skill, add Linguistics to your list of class skills. If you succeed, and you do have Linguistics as a class skill, you gain a +1 trait bonus on all Knowledge (religion) checks, as your knowledge of the tome grants you deeper insight into your faith.

9. The church is currently working to recognize exceptional priests, and your name comes up. Make a Wisdom check (DC 12). If you have Diplomacy and/or Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, you are officially honored in a religious ceremony. You gain a gold holy symbol (worth 100 gp).



10. A dying paladin bursts into your church one day, dripping blood. You are the only one about, and he rushes to you, explaining that he has been mortally wounded in battle with dark forces, and has made his way here to receive last rites before he dies. Make a Wisdom check (DC 12). If you have Diplomacy and/or Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, before he dies, the paladin offers you his weapon. You gain a masterwork weapon of the same type as your deity's favored weapon.

11. You discover a strange set of symbols engraved on the back of a statue in your church or temple, which you believe are part of a large puzzle leading to something hidden. Make an Intelligence check (DC 12). If you have Knowledge (history) and/or Knowledge (religion) as a class skill, you gain a +2 bonus on this check. If you succeed, you find a cache of hidden scrolls, and gain 1d3+1 1st-level scrolls. These scrolls contain spells of your choice from the cleric/oracle spell list.

12. One day, you begin having visions, and suspect that they may be of a divine nature, although they are difficult for you to understand. Make a Wisdom check (DC 16). If you have Knowledge (religion) and/or Sense Motive as a class skill, you gain a +2 bonus on this check. If you succeed, you develop a direct connection to your deity which allows you to know his or her will. This functions as a *phylactery of faithfulness*, except that it requires a standard action and concentration to use it, instead of having it happen automatically. If you fail, there are no benefits or penalties.

Raider

You are a lawless warrior who makes his living by raiding and plundering others. You live on the fringes of society, preying on it, but not part of it, along with your band of fellow raiders and bandits. The strong take what they want, and you are strong.

Oualification Check: Str or Con DC 13 Primary Skills: Climb, Ride, Swim Key Ability Scores: 1st—Strength; 2nd—Constitution; 3rd—Dexterity Income: 6d6 gp

Table 1-18: Raider Training

d20 Result **Class skill: Acrobatics** 1 Class skill: Appraise 2 Class skill: Climb 3 Class skill: Craft (armor) 4 Class skill: Craft (weapons) 5 6 Class skill: Handle Animal Class skill: Intimidate 7 8 Class skill: Knowledge (local) Class skill: Profession (farmer) 9 Class skill: Profession (sailor) 10 Class skill: Ride 11 Class skill: Stealth 12 Class skill: Survival 13 Class skill: Swim 14 Weapon proficiency: axes 15 Weapon proficiency: bow and arrow 16 Weapon proficiency: flails 17 18 Weapon proficiency: hammers 19 Weapon proficiency: heavy blades Weapon proficiency: spears 20 Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You and your band of raiders are surprised by a contingent of knights and foot soldiers in the king's service, and are to be tried for your crimes. Make a Strength check (DC 10) or a Dexterity check (DC 8). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on the Strength check, and if you have Escape Artist and/or Stealth as a class skill, you gain a +2 bonus on the Dexterity check. If you succeed on the check, you either fight your way past the soldiers (if you made a Strength check), or sneak past them (if you made a Dexterity check). If you fail, you are jailed, and must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

2. During a raid against a particularly well-defended settlement, you find yourself alone facing a strong opponent. Make a Strength or Constitution check (DC 10). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on this check. If you succeed, you make it

through the fight with only minor injuries. Otherwise, you are wounded, and are treated as having left this career.

3. During a particularly harsh winter, your raiding band finds itself unable to raid, and with little game to hunt. It is a tough season, some of the raiders even die. Make a Constitution check (DC 10). If you have Knowledge (nature) and/or Survival as a class skill, you gain a +2 bonus on this check. If you fail, you fall ill and are left behind by the band, and are treated as having left this career.

4. Several new raiders join the band, led by a grizzled old veteran covered in scars. He takes an immediate disliking to you, calling you "green," and makes a point of harassing and tormenting you. Make a Charisma check (DC 10). If you have Intimidate as a class skill, you gain a +2 bonus on this check. If you succeed, you manage to earn his respect, and gain him as a contact. Otherwise, you gain the veteran as an enemy, and must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

5. The band decides to perform a daring raid on a clifftop monastery, which will require some hard work to reach, though the bounty should be great. Make a Strength check (DC 10). You suffer a -2 penalty on this check if you do not have Climb as a class skill, and suffer an additional -2 penalty on the check if you do not have Swim as a class skill. If you succeed, you take part in the raid and gain an additional 100 gp in wealth. If you fail, you are unable to take part, and must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

6. Your band of raiders encounters another band, and you wind up camping together for a brief while. There are even talks of merging the two together. Make a Charisma check (DC 10). If you succeed, you gain 1 ally and 1d2 contacts. If you fail, you gain 1 contact and 1d3 enemies.

7. You begin to develop a rivalry with another raider in your band, and constantly compete with him or her at every opportunity, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

8. Your skills and abilities come to the attention of someone who is considering giving you a job offer. Make a Strength check (DC 10). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on this check. If you succeed, you automatically qualify for the bounty hunter, scout, or soldier careers on your next turn. If you take one of those careers next turn, you gain 1d2 contacts from your current raiding party. Otherwise, the potential employer becomes a contact. If you fail, no job offer is given, and there are no bonuses or penalties.

9. Your band of raiders captures several prize horses, and the leader decides that you will use them to make quick, mounted raids, increasing your effectiveness. Make a Dexterity check (DC 10). If you succeed, and do not have Ride as a class skill, you gain Ride as a class skill, and gain a combat-trained light horse. If you succeed, and you do have Ride as a class skill, you gain a +1 trait bonus on Ride checks,



and gain a combat-trained light horse. If you fail, you struggle to keep up with the band, and must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

10. During one raid on a particularly wealthy noble's villa, you find a small cache of gemstones, and decide to pocket them, rather than split them with your fellow raiders. Make a Dexterity check (DC 12). If you have Sleight of Hand and/ or Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you gain 1d4+1 gems worth 20 gp each.

 The leader of your raiding band announces that this will be his final campaign, as he is too old to continue, and plans to retire. He says that he will give his weapon, forged in the blood of his enemies, to whoever most distinguishes him- or herself during the next battle. Make a Strength check (DC
If you have at least two weapon proficiencies other than daggers or staves, you get a +2 bonus on this check. If you succeed, you gain a masterwork weapon of any type that you are currently proficient with.

12. After a particularly successful raid, you recover a suit of fine armor. Several other members of your raiding party lay claim to it, and it is determined that ownership of the armor will be determined with a contest of martial prowess. Make a Strength check (DC 12). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, you gain a suit of masterwork scale mail armor.

Scout

You are employed by your nation, or some similar power, to travel alone across dangerous lands to gather information. It may be about the movements of your nation's enemies, or it may be to explore uncharted lands, but either way it's full of adventure.

Qualification Check: Dex or Wis DC 13 **Primary Skills:** Climb, Knowledge (geography), Survival **Key Ability Scores:** 1st—Dexterity; 2nd—Wisdom; 3rd—Intelligence **Income:** 4d6 gp

Table 1-19: Scout Training

d20	Result
1	Class skill: Acrobatics
2	Class skill: Bluff
3	Class skill: Climb
4	Class skill: Disable Device
5	Class skill: Disguise
6	Class skill: Escape Artist
7	Class skill: Handle Animal
8	Class skill: Heal
9	Class skill: Knowledge (geography)
10	Class skill: Knowledge (local)
11	Class skill: Knowledge (nature)
12	Class skill: Linguistics
13	Class skill: Perception
14	Class skill: Sleight of Hand
15	Class skill: Stealth
16	Class skill: Survival
17	Class skill: Swim
18	Weapon proficiency: bow and arrow
19	Weapon proficiency: light blades
20	Weapon proficiency: spears

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You are accused of being a double-agent, and spying for the enemy. The accusation is all but groundless, and is based more on speculation and fear than on the few pieces of flimsy circumstantial evidence available, but such things are taken quite seriously. Make an Intelligence or Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, you are found to be innocent, although this black mark on your record forces you to make a qualification check next turn in order to continue with this career. If you fail, you are jailed, and must spend the next turn in the beggar career (afterwards, you are permanently banned from this career).

2. While on a scouting mission, you are captured by the enemy and imprisoned. Make a Dexterity check (DC 10). If you have Disable Device and/or Escape Artist as a class skill, you gain a +2 bonus on this check. If you succeed, you escape intact, with no further consequences. If you fail, you are imprisoned, and must spend the next turn in the beggar career (afterwards, you can return to this career normally; you are not treated as having left this career).

3. A routine patrol turns dangerous and you are injured in the leg. While you successfully make it back to safety, your wound is serious. Make a Constitution check (DC 10). If you have Heal as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to make a full recovery. Otherwise, your wounded leg continues to pain you for some time, and you must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

4. Your return from a field mission and provide intelligence about the terrain and enemy layout to your superiors, who choose to ignore what you say, with a devastating result. For some reason, you are blamed for the disaster, even though it would have been prevented had they listened to you. Make a Charisma check (DC 10). If you have Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, the spurious accusations are quickly forgotten. If you fail, you must make a qualification check next turn in order to continue with this career.

5. You are assigned a mission to deal with an enemy spy and scout who has, through sabotage and subterfuge, been causing a variety of problems lately. Make a Wisdom check (DC 10). If you have Perception and/or Survival as a class skill, you gain a +2 bonus on this check. If you succeed, you catch the enemy agent, earning you valuable information: the next time you roll for an event for this career, you may roll twice and take the better result. If you fail, you gain the enemy agent as an enemy.

6. You begin to develop a rivalry with another scout on your team, and constantly compete with him or her during missions and at every other opportunity, trying to outdo one another. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

7. You spend some time exploring uncharted territory, gathering information about it and attempting to create a useful map of at least some of the area, as well as a rough understanding of the strange language that the locals speak. Make an Intelligence check (DC 10). If you succeed, add your choice of Knowledge (geography) or Linguistics to your list of class skills. If you already have both of those as class skills, choose one of those skills, and you gain a +1 trait bonus on all skill checks made with that skill, instead.

8. Your skills bring you to the attention of some individuals who are considering giving you a job opportunity. Make a Dexterity check (DC 10). If you have Acrobatics and/or Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you gain a +4 bonus on checks made to qualify for the bounty hunter, criminal, martial artist, or performer careers on your next turn. The job offer comes with a generous sign-on bonus, and if you successfully qualify for one of those careers next turn, you gain an additional 50 gp in wealth.

9. You get stranded in hostile territory, and are forced to lay low for an extended period of time, surviving in the wild and dodging enemy patrols and dangerous animals both. Make



an Intelligence check (DC 12). If you succeed, and you do not have Survival as a class skill, add it to your list of class skills. If you succeed, and you do have Survival as a class skill, you gain a +1 trait bonus on Survival checks. If you fail, you must make a qualification check next turn in order to continue with this career.

10. After a particularly critical mission during which you provided valuable information at great risk, there is talk of giving you a promotion. Make a Charisma check (DC 12). If you have Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, you are promoted. This grants you a +2 bonus on all future checks to qualify for this career. The promotion also comes with a ceremonial uniform, and you gain a suit of breastplate armor. Finally, there is a moderate pay increase: increase your income for this career in future turns by 1d6.

11. During one particularly dangerous scouting mission, you are ambushed and forced to defend yourself against your attacker. Make a Dexterity check (DC 12). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, you defeat the opponent, and recover a fine weapon from the corpse. You gain a masterwork weapon, which can be a weapon of any type that you are currently proficient with (or any simple weapon, if you are not currently proficient with any weapons). If you fail, you are forced to flee and abandon your mission, and you must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

12. A scouting mission takes you to what appears to be an abandoned temple, which is long since overgrown. You think that there may be squatters, or other things of interest within, and decide to take a look. Make a Wisdom check (DC 12). If you have Perception as a class skill, you gain a +2 bonus on this check. If you succeed, you find a cache of hidden potions, and gain 1d₃ 1st-level potions containing spells of your choice.

Soldier

You are a rank and file soldier in the employ of some lord's army. Your days are full of marching, training, and drilling, except when they are full of bloody conflict.

Qualification Check: Str or Con DC 13 **Primary Skills:** Heal, Intimidate, Profession (soldier) **Key Ability Scores:** 1st—Constitution; 2nd—Strength; 3rd—Intelligence **Income:** 5d6 gp

Table 1-20: Soldier Training

d20	Result
1	Class skill: Climb
2	Class skill: Craft (armor)
3	Class skill: Craft (weapons)
4	Class skill: Handle Animal
5	Class skill: Heal
6	Class skill: Intimidate
7	Class skill: Knowledge (engineering)
8	Class skill: Knowledge (local)
9	Class skill: Perception
10	Class skill: Profession (soldier)
11	Class skill: Ride
12	Class skill: Sense Motive
13	Class skill: Survival
14	Class skill: Swim
15	Weapon proficiency: axes
16	Weapon proficiency: bow and arrow
17	Weapon proficiency: crossbows
18	Weapon proficiency: heavy blades
19	Weapon proficiency: polearms
20	Weapon proficiency: spears
-	

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. Despite being outnumbered over seven to one, your unit is directed to engage in a desperate battle against opposing forces in what essentially amounts to a suicidal charge. Make a Wisdom check (DC 10). If you fail, your will to fight fails you, and you flee the battlefield. You are marked as a deserter, and are permanently banned from this career. If you succeed on the Wisdom check, make a Strength check (DC 10). If you have any weapon proficiencies other than daggers or staves, you gain a +2 bonus on this check. If you succeed on the Strength check, you survive the battle, though your side is defeated. If you fail the Strength check, you are critically wounded, and must proceed to event 2.

2. You are critically wounded on the battlefield. While you are found and brought back to the healers' tent, and are not slain, the wound is bad, and may prevent you from fighting for some time. Make a Constitution check (DC 10). If you have Heal as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to recover quickly. Otherwise, you are bedridden for an extremely long recovery. You must spend the next turn in the beggar career, and on the turn after that, you suffer a -4 penalty on checks made to qualify

for all careers except arcane schooling, healer, magical adept, noble, or priest.

3. Your commanding officer orders you to do something morally questionable, such as attack innocent civilians, sack a town indiscriminately, use underhanded and cruel tactics, or something even worse. If you follow the orders, you are wracked with unbearable guilt, and you must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check. If you refuse, you are charged with mutiny. You are permanently banned from this career, and must succeed on a Charisma check (DC 10) or be imprisoned and forced to spend the next turn in the beggar career.

4. Whether due to a lull in fighting or an increase in unrest at home, it is determined that the cities need soldiers more than the borders do, and you are among those who are repurposed to become a town guard. You can appeal this decision, if desired, by making a Charisma check (DC 10). If you have Diplomacy and/or Profession (soldier) as a class skill, you gain a +2 bonus on this check. If you succeed, nothing happens. If you fail, or choose not to appeal, you must take the town guard career on your next turn, and automatically qualify for it. You are considered to have left this career.

5. Your unit is broken up, and you are assigned to a completely different one. Make a Charisma check (DC 10). If you have Diplomacy as a class skill, or have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, you gain 1d2 contacts.

6. You begin to develop a rivalry with another soldier in your unit, and constantly compete with him or her both in training and on the battlefield. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

7. You are drilled extensively on the use of several different types of weapons. Make a Strength check (DC 10). If you succeed, choose one of the following weapon proficiencies: axes, bow and arrow, crossbows, heavy blades, polearms, or spears. You gain that weapon proficiency.

8. A knight in need of a squire is looking at your unit, and you in particular, for a potential recruit. Make a Strength check (DC 10). If you have Knowledge (nobility) and/or Ride as a class skill, or have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, you are offered the opportunity to become a squire. On your next turn, you automatically qualify for the knight career. If you choose to enter the knight career, you are treated as having left this career.

9. The leader of your unit is killed in battle, and the powers that be have decided to promote from within your unit. Make a Charisma check (DC 12). If you have Intimidate and/or Profession (soldier) as a class skill, you gain a +2 bonus on this check. If you succeed, you are promoted. Your leadership score is increased by +2 if you ever gain the Leadership feat, and your pay increases: increase your income for this career in future turns by 1d6.



10. In order to increase morale, your commander offers a suit of fine armor—far superior to what the rank and file normally receive—to a handful of soldiers who distinguish themselves during the upcoming battle. Make a Strength check (DC 12). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, you gain your choice of the following: a suit of masterwork scale mail and a heavy steel shield, or a suit of banded mail.

11. A grizzled veteran in your unit takes you under his wing, teaching you everything he knows, and looking out for you. One day, during a particularly hectic battle, you lose track of him. Make a Wisdom check (DC 12). If you succeed, you manage to find him, mortally wounded, just before he dies. He hands you his weapon and tells you to "give them hell." You gain your choice of one of the following: a masterwork glaive, a masterwork halberd, a masterwork longsword, or a masterwork spear.

12. You receive truly extensive training in combat techniques and styles. Make a Strength check (DC 14). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, the training takes hold. Once you begin play, you count as a fighter whose fighter level is equal to your base attack bonus for the purposes of qualifying for feats (for example, if you have a base attack bonus of +4, and had Weapon Focus, you could select Weapon Specialization, even if you weren't a fighter). Alternatively, if you have levels in fighter, you treat your fighter level as being 2 higher than normal for the purposes of meeting the prerequisites of feats.

Town Guard

You are responsible for keeping the peace and upholding the law in your little slice of civilization. You may not technically be a soldier, but every day you fight a war against crime in your city.

Qualification Check: Str or Wis DC 13 **Primary Skills:** Intimidate, Perception, Sense Motive **Key Ability Scores:** 1st—Strength; 2nd—Wisdom; 3rd—Constitution **Income:** 5d6 gp

Table 1-21: Town Guard Training

d20	Result
1	Class skill: Appraise
2	Class skill: Climb
3	Class skill: Diplomacy
4	Class skill: Handle Animal
5	Class skill: Heal
6	Class skill: Intimidate
7	Class skill: Knowledge (local)
8	Class skill: Perception
9	Class skill: Profession (clerk)
10	Class skill: Profession (soldier)
11	Class skill: Ride
12	Class skill: Sense Motive
13	Class skill: Swim
14	Weapon proficiency: axes
15	Weapon proficiency: bow and arrow
16	Weapon proficiency: crossbows
17	Weapon proficiency: hammers
18	Weapon proficiency: heavy blades
19	Weapon proficiency: polearms
20	Weapon proficiency: spears

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d12 to determine which of the following events occur.

1. You are accused of corruption, and abusing your authority as a guard, claims which may or may not be true. The evidence against you is weak, so it is primarily your reputation that will determine the outcome of the trial. Make a Charisma check (DC 10). If you have Bluff and/or Diplomacy as a class skill, you gain a +2 bonus on this check, but you suffer a -2 penalty for each previous event in which you were accused of or arrested for some crime or other misbehavior. If you fail, you are permanently banned from this career.

2. A confrontation with a criminal gets slightly out of hand, and there is a lot more property damage than you had anticipated. You are blamed for the entire thing, and your superiors are furious, even though you caught the criminal. There are threats of removing you from your position. Make a Charisma check (DC 10). If you have ranks in Diplomacy, Profession (clerk), and/or Profession (soldier), you gain a +2 bonus on this check. If you succeed, you get off lightly, and only need to make a qualification check next turn in order to continue with this career. If you fail, you are thrown out, and are considered to have left this career.

3. War breaks out, and soldiers are in such desperate supply that the members of the town guard are being pulled into military service. You can appeal this decision, if desired, by making a Charisma check (DC 10). If you have Diplomacy and/or Profession (soldier) as a class skill, you gain a +2 bonus on this check. If you succeed, nothing happens. If you fail, or choose not to appeal, you must take the soldier career on your next turn, and automatically qualify for it. You are considered to have left this career.

4. You are moved from the day shift to the night shift, or vice versa. It is difficult for you to adjust. Make a Constitution or Wisdom check (DC 10). If you succeed, you manage to do so without too much difficulty. If you fail, you are tired and distracted on the job, and must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

5. You begin to develop a rivalry with another town guard, and constantly compete with him or her both in training and on patrol. Make a Charisma check (DC 10). If you succeed, the rivalry grows to a friendship, and you gain an ally. If you fail, the rivalry only intensifies, and you gain an enemy.

6. There are several new recruits to the town guard, and you are given the job of showing them the ropes. Make a Wisdom or Charisma check (DC 10). If you have Intimidate and/ or Profession (soldier) as a class skill, you gain a +2 bonus on this check. If you succeed, you gain 1d2 contacts from the rookies you train, as they develop into fully-trained and capable guards, and your Leadership score is increased by 2, if you ever gain the Leadership feat. If you fail, the new recruits are poorly trained, and you must make a qualification check next turn in order to continue with this career. You suffer a -2 penalty on this qualification check.

7. You are approached by a man who offers you a fair deal of money in order to inform him about the goings-on of the town guard, and to turn a blind eye to certain "minor" crimes. If you accept, make a Charisma check (DC 10). If you have Bluff as a class skill, you gain a +2 bonus on this check. If you succeed, your actions go unnoticed, and you gain an additional 100 gp in wealth. If you fail, you are caught, and are permanently banned from this career. If you choose not to accept the offer, you gain a powerful local criminal as an enemy.

8. It is decided that you are to be better trained in the ways of criminals, in order to better be able to comprehend them. Make an Intelligence check (DC 10). If you succeed, choose one of the following skills to add to your list of class skills: Bluff, Disable Device, Disguise, Perception, Sense Motive, Sleight of Hand, or Stealth.

9. You are drilled extensively on the use of several different types of weapons. Make a Strength check (DC 10). If you succeed, choose one of the following weapon proficiencies: axes, bow and arrow, crossbow, hammers, heavy blades, polearms, or spears. You gain that weapon proficiency.

10. There is to be a grand parade in honor of a local noble, and you are on the short list to serve as his honor guard. In



addition to prestige, this position would also come with a suit of fine ceremonial armor. Make a Charisma check (DC 12). If you have Knowledge (nobility) and/or Profession (soldier) as a class skill, you gain a +2 bonus on this check. If you succeed, you gain a suit of breastplate armor.

11. Every so often, you are provided with a potion to aid you in your duties in times of crisis. Over time, you begin to accumulate them, though it is only by being patient and avoiding expending them that you can do so. Make a Wisdom check (DC 12). If you succeed, you amass a reasonable stockpile, and gain 1d2+1 1st-level potions of your choice. Otherwise, you gain only a single 1st-level potion of your choice.

12. You witness a murder occur in broad daylight, and quickly chase after the black-clad assassin before even realizing what you are doing. You corner him, and he draws a fine blade. The two of you engage in a quick and deadly battle. Make a Strength check (DC 12). If you have any weapon proficiencies besides daggers or staves, you gain a +2 bonus on this check. If you succeed, you subdue the culprit, and keep his weapon as a memento. You gain your choice of the following: a masterwork longsword, a masterwork shortsword, or a masterwork spear.

Non-Heroic Careers

The following careers are generally not ideal for adventurers, but may be all that you have to fall back on in difficult times. If you ever fail to qualify for a career, roll a d6. On a result of 1 or 2, your career for the turn is beggar. On a result of 3-4, your career for the turn is peasant. On a result of 5-6, your career for the turn is townsperson. Certain events may direct you to spend your next turn in a non-heroic career, as well. While there is generally little reason why someone would deliberately choose a non-heroic career, you can choose to do so, and there is no need to qualify for it.

Unlike heroic careers, non-heroic careers have fewer skills and events, and a d6 is rolled for each of these, instead of a d12 or d20. Additionally, you cannot choose which ability scores are improved by a turn spent in a non-heroic career: instead, you must increase the lowest ability score from among those specified by the career. If two or more of those ability scores are tied for lowest, you choose which one to increase.

Beggar

You are forced to live in the streets, or have been thrown in jail. The difference is minimal. Either way you're cold, hungry, unwashed, and quite possibly diseased.

Qualification Check: None

Ability Score Improvement: Add +1 to your lowest ability score.

Income: -2d6 gp (reduce your wealth by 2d6 gp, minimum o)

Tabl	le	1-22:	Beggar	Training

d6	Result
1	Class skill: Appraise
2	Class skill: Bluff
3	Class skill: Knowledge (local)
4	Class skill: Perform (act, dance, or string)
5	Class skill: Profession (courtesan or gambler)
6	Class skill: Sleight of hand

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d6 to determine which of the following events occur.

1. You are exposed to a nasty disease. Make a Constitution check (DC 8). If you have Heal as a class skill, you gain a +1 bonus on this check. If you succeed, you manage to shake off the disease. Otherwise, you begin play with leprosy.

2. Your time as a beggar leaves you in poor shape, making it difficult for you to get out of this situation. Make a Constitution check (DC 8). If you fail, you are wracked by hunger, cold, disease, and/or abuse, and suffer a -4 penalty on your next check to qualify for a career.

3. You see something that you were not meant to see. Make a Dexterity check (DC 10). If you have Stealth as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to get away without being seen. If you fail, you are seen, and you gain an enemy. Either way, work with the GM to determine what you saw and who the enemy is.

4. You spend a lot of time socializing with other beggars. You gain 1d2 contacts from among their ranks. Additionally, make a Constitution check (DC 10). Failure means that you begin play with an addiction to alcohol (see *Pathfinder Roleplaying Game: GameMastery Guide* for more information about drugs and addiction).

5. Someone notices you and sees potential in you, or, at the very least, is desperate for warm bodies. On your next turn, you gain a +4 bonus on checks made to qualify for any of the following careers: arcane schooling, criminal, raider, or soldier.

6. You are ravaged by hunger and disease, leaving you forever hardened to their effects. You begin play with a +1 trait bonus on Fortitude saves made to resist diseases, and a +1 trait bonus on Constitution checks and Fortitude saves made to avoid negative effects associated with hunger, fatigue, or exhaustion.

Peasant

You make your living through manual labor, whether it's managing a farm, chopping down wood, working in a mine, or something even worse. It's dull, monotonous, backbreaking work, but it needs to be done, and you're the one to do it.

Qualification Check: None

Ability Score Improvement: Add +1 to the lowest of Strength, Constitution, or Wisdom. Income: 2d6 gp

Table 1-23: Peasant Training

d6	Result
1	Class skill: Craft (clothes)
2	Class skill: Handle animal
3	Class skill: Knowledge (local)
4	Class skill: Profession (baker or brewer)
5	Class skill: Profession (farmer)
6	Class skill: Profession (trapper or woodcutter)

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d6 to determine which of the following events occur.

1. There is a tragic accident on the job, and you are seriously injured. Make a Constitution check (DC 8). If you have Heal as a class skill, you gain a +2 bonus on this check. If you succeed, you are able to make a full recovery. Otherwise, you are bedridden by your injury for an extended period, and must spend your next turn in the beggar career.

2. You accidentally offend a local lord, knight, or other person of importance. While you avoid being killed or imprisoned, this individual does go out of his way to make life difficult for you. You gain him or her as an enemy, and suffer a -2 penalty on your next check to qualify for a career. **3.** There is a drought, famine, war, or some other force of nature that leaves you struggling to get by. You do not gain an income this turn, and lose half your existing wealth, which you sell in order to make ends meet.

4. While you work, you manage to attract the attention of someone in need of a skilled, hard worker. On your next turn, you gain a +4 bonus on checks made to qualify for any of the following careers: bounty hunter, healer, hunter, soldier, or town guard.

5. You get married. Your spouse becomes an ally. If you already are married, you have a child, instead.

6. You spend much of your time in backbreaking physical labor, with tools that conveniently resemble weapons. Make a Strength check (DC 10). If you succeed, choose one of the following weapons: handaxe, scythe, sickle, trident, or warhammer. You are proficient with that weapon.

Townsperson

You are a specialized professional. A craftsman, a merchant, a clerk, or something similar. It may not be a glamorous adventuring career, but it beats being a peasant or beggar by some degree.

Qualification Check: None

Ability Score Improvement: +1 to the lowest of Dexterity, Intelligence, or Charisma. Income: 3d6 gp

Table 1-24: Townsperson Training

d6	Result
1	Class skill: Appraise
2	Class skill: Craft (any one)
3	Class skill: Diplomacy
4	Class skill: Knowledge (local)
5	Class skill: Profession (any one)
6	Class skill: Sense Motive

Events

Numerous events occur during your time in this career, but one in particular stands out. Roll 1d6 to determine which of the following events occur.

1. Your hard work and dedication to your craft is rewarded, but your craft demands a lot of your time. Increase your income by 3d6 this turn, as well as all future turns that you spend in this career. Because it takes up so much of your time, however, you suffer a -4 penalty on all future checks to qualify for careers. These bonuses stack (so if this occurred two times, you would have an income of 9d6, and suffer a -8 penalty), and last until you leave this career.

2. You accidentally offend a local lord, knight, or other person of importance. While you avoid being killed or imprisoned, this individual does go out of his way to make life difficult for you. You gain him or her as an enemy, and suffer a -2 penalty on your next check to qualify for a career.

3. Your connections as a craftsman give you many opportunities to make contacts. Make a Charisma check (DC

10). If you have Diplomacy as a class skill, you gain a +2 bonus on this check. If you succeed, you gain 1d2 contacts from among craftsmen and other townspeople. If you fail, you do not establish any lasting relationships.

4. Your skills in your craft attract the attention of someone who wants to give you an opportunity for something more. On your next turn, you gain a +4 bonus on checks made to qualify for the arcane schooling, criminal, noble, performer, or priest careers.

5. You get married. Your spouse becomes an ally. If you already are married, you have a child, instead.

6. You become an expert at your trade. Choose a Craft or Profession skill that you have as a class skill. You gain the Skill Focus feat for that skill as a bonus feat. If you do not have any Craft or Profession skills as class skills, you may choose one to become a class skill, instead.

Additional Proficiencies and Skills by Class

While this method of character creation divorces class skills and weapon proficiencies from your choice of class somewhat, a character's class still has some influence on these factors. This section describes the additional proficiencies and class skills that the character receives once he has chosen his class.

Additional Proficiencies: This lists any additional proficiencies that the character gains automatically by taking that class. Generally, this will either be "none," in which case no additional weapon proficiencies are gained, or it will direct you to choose a certain number of times from a list.

Additional Class Skills: This lists how many additional class skills you can select upon gaining a level in that class. The exact amount varies depending on the type of campaign (low fantasy, standard fantasy, high fantasy, or epic fantasy), as indicated on the class's entry. The class skills must be chosen from among the class's normal class skills.

If a proficiency entry is marked with an asterisk (*), then if the character has no other weapon proficiencies, he may choose a single simple weapon, and he is treated as being proficient with that weapon. The oracle and sorcerer class skills are listed with a dagger ([†]), which serves as a reminder that any additional class skills granted by a mystery or bloodline are still added to the character's list of class skills, as normal.

Alchemist

Additional Proficiencies: Add bombs. Otherwise, none*. Additional Class Skills: Low fantasy 6; Standard fantasy 4; High fantasy 3; Epic fantasy 1

Arcanist

Additional Proficiencies: None* Additional Class Skills: Low fantasy 9; Standard fantasy 7; High fantasy 6; Epic fantasy 4

Barbarian

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Bard

Additional Proficiencies: Choose one: bow and arrow, short blades

Additional Class Skills: Low fantasy 12; Standard fantasy 10; High fantasy 9; Epic fantasy 7

Bloodrager

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Brawler

Additional Proficiencies: Choose one: axes, close, or light blades.

Additional Class Skills: Low fantasy 6; Standard fantasy 4; High fantasy 3; Epic fantasy 1

Cavalier

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Cleric

Additional Proficiencies: None*

Additional Class Skills: Low fantasy 6; Standard fantasy 4; High fantasy 3; Epic fantasy 1

Druid

Additional Proficiencies: Add natural. Otherwise, none*. Additional Class Skills: Low fantasy 6; Standard fantasy 4; High fantasy 3; Epic fantasy 1

Fighter

Additional Proficiencies: Choose three: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Gunslinger

Additional Proficiencies: Choose three: axes, bow and arrow, close, crossbows, double, firearms, hammers, heavy blades, light blades, polearms, spears, or thrown. Additional Class Skills: Low fantasy 8; Standard fantasy 6; High fantasy 5; Epic fantasy 3

Hunter

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 8; Standard fantasy 6; High fantasy 5; Epic fantasy 3

Inquisitor

Additional Proficiencies: Choose one: bow and arrow or crossbows.

Additional Class Skills: Low fantasy 13; Standard fantasy 11; High fantasy 10; Epic fantasy 8

Investigator

Additional Proficiencies: Choose one: bow and arrow, close, crossbows, or light blades. Additional Class Skills: Low fantasy 16; Standard fantasy 14; High fantasy 13; Epic fantasy 11

Magus

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown. Additional Class Skills: Low fantasy 5; Standard fantasy 3; High fantasy 2; Epic fantasy o

Monk

Additional Proficiencies: Choose two: close, double, monk, light blades, spear, or thrown. Additional Class Skills: Low fantasy 7; Standard fantasy 5; High fantasy 4; Epic fantasy 2

Oracle

Additional Proficiencies: None* Additional Class Skills: Low fantasy 2⁺; Standard fantasy 0⁺; High fantasy 0⁺; Epic fantasy 0⁺

Paladin

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown. Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Ranger

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown. Additional Class Skills: Low fantasy 8; Standard fantasy 6; High fantasy 5; Epic fantasy 3

Rogue

Additional Proficiencies: Choose one: bow and arrow, close, crossbows, or light blades. Additional Class Skills: Low fantasy 14; Standard fantasy 12; High fantasy 11; Epic fantasy 9

Shaman

Additional Proficiencies: None* Additional Class Skills: Low fantasy 5; Standard fantasy 3; High fantasy 2; Epic fantasy 0

Skald

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 12; Standard fantasy 10; High fantasy 9; Epic fantasy 7
Sidebar: Necromancers of the Northwest Classes



Included here are the additional proficiencies and additional class skills for a variety of Necromancers of the Northwest classes.

Elite Arcanist^{AA4}

and the second

Additional Proficiencies: None* **Additional Class Skills:** Low fantasy 5; Standard fantasy 3; High fantasy 2; Epic fantasy 0

Golden Soul Acolyte^{MA2}

Additional Proficiencies: Choose two: close, double, monk, light blades, spears, or thrown. Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Iron Duelist MA2

Additional Proficiencies: Choose three: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Lycaonite^{MDD}

Additional Proficiencies: Add natural. Otherwise, none*.

Additional Class Skills: Low fantasy 7; Standard fantasy 5; High fantasy 4; Epic fantasy 2

Revenant Bloodletter^{LV}

Additional Proficiencies: Choose three: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy 0; Epic fantasy 0

Revenant Infiltrator^{LV}

Additional Proficiencies: Choose one: bow and arrow, close, crossbows, or light blades. Additional Class Skills: Low fantasy 14; Standard fantasy 12; High fantasy 11; Epic fantasy 9

Slayer

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Ŝkills: Low fantasy 12; Standard fantasy 10; High fantasy 9; Epic fantasy 7

Sorcerer

Additional Proficiencies: None* Additional Class Skills: Low fantasy 2⁺; Standard fantasy 0⁺; High fantasy 0⁺; Epic fantasy 0⁺

Summoner

Additional Proficiencies: None* Additional Class Skills: Low fantasy 11; Standard fantasy 9; High fantasy 8; Epic fantasy 6

Swashbuckler

Additional Proficiencies: Choose three: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown.

Revenant Occultist^{LV}

Additional Proficiencies: None* **Additional Class Skills:** Low fantasy 2; Standard fantasy 0; High fantasy 0; Epic fantasy 0

Revenant Scourge^{NA13}

Additional Proficiencies: None* Additional Class Skills: Low fantasy 4; Standard fantasy 2; High fantasy 1; Epic fantasy 0

River Walker MA2

Additional Proficiencies: Choose three: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown. Additional Class Skills: Low fantasy 3; Standard fantasy 1; High fantasy o; Epic fantasy o

Shadow Assassin^{MA2}

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, exotic (any one), hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 4; Standard fantasy 2; High fantasy 1; Epic fantasy 0

Swallow^{MA2}

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, exotic (any one), hammers, heavy blades, light blades, polearms, spears, or thrown.

Additional Class Skills: Low fantasy 4; Standard fantasy 2; High fantasy 1; Epic fantasy 0



Additional Class Skills: Low fantasy 8; Standard fantasy 6; High fantasy 5; Epic fantasy 3

Warpriest

Additional Proficiencies: Choose two: axes, bow and arrow, close, crossbows, double, hammers, heavy blades, light blades, polearms, spears, or thrown. Additional Class Skills: Low fantasy 6; Standard fantasy 4; High fantasy 3; Epic fantasy 1

Witch

Additional Proficiencies: None* Additional Class Skills: Low fantasy 4; Standard fantasy 2; High fantasy 1; Epic fantasy 0

Wizard Additional Proficiencies: None* Additional Class Skills: Low fantasy 9; Standard fantasy 7; High fantasy 6; Epic fantasy 4



Proficiency Categories

The following section defines which weapons are included in each of the proficiency categories used in this character creation method. For the most part, they are closely related to, but not exact copies of, the fighter weapon groups used for the weapon training class feature.

Axes: bardiche, battleaxe, dwarven waraxe, greataxe, handaxe, heavy pick, light pick, mattock, and throwing axe.

Bombs: alchemist bombs, thrown alchemical items (acid flask, alchemist's fire, etc.)

Bow and Arrow: composite longbow, composite shortbow, longbow, and shortbow.

Close: gauntlet, heavy shield, light shield, punching dagger, sap, spiked armor, spiked gauntlet, spiked shield, or unarmed strike.

Crossbows: hand crossbow, heavy crossbow, heavy repeating crossbow, light crossbow, and light repeating crossbow.

Daggers: dagger, kukri, and punching dagger.

Deity: The favored weapon of your deity. You can determine your deity (and by extension, the associated weapon) at the end of character creation.

Double: dire flail, dwarven urgrosh, gnome hooked hammer, orc double axe, quarterstaff, and two-bladed sword.

Exotic (any one): Any single exotic weapon of your choice.

Flails: dire flail, flail, heavy flail, morningstar, nunchaku, spiked chain, and whip.

Hammers: club, greatclub, heavy mace, light hammer, light mace, and warhammer.

Heavy Blades: bastard sword, elven curve blade, falchion, greatsword, katana, longsword, scimitar, and scythe.

Light Blades: dagger, kama, kukri, rapier, shortsword, sickle, starknife, and wakizashi.

Monk: kama, nunchaku, sai, shuriken, and siangham.

Natural: This applies to any natural attacks the character gains from class features, such as wild shape.

Polearms: glaive, guisarme, halberd, and ranseur.

Spears: javelin, harpoon, lance, longspear, shorspear, spear, and trident.

Staves: quarterstaff.

Thrown: alchemist bombs, blowgun, club, dagger, javelin, shortspear, shuriken, sling, spear, starknife, throwing axe, thrown alchemical items (acid flask, alchemist's fire, etc.), and trident.

Contacts, Allies, Enemies, and Creditors

Several events can cause a player to begin the game with one or more contacts, allies, enemies, and/or creditors. These represent relationships that the character has with individuals in his or her past, and can provide useful resources for the character to draw on, and/or useful plot hooks for GMs, as well. The following section provides some guidelines for how to handle these various characters, but GMs should feel free to handle such NPCs in another way, if desired.

The relationships that a player character has with contacts, allies, enemies, and creditors are not intended to be set in stone, and can change over time. A player might lose all of his allies or contacts due to abuse on his part, or because they are attacked by his foes, or through simply growing apart from them. His allies may die aiding him in dangerous tasks, may become disillusioned and "downgrade" to contacts, or may feel betrayed and become enemies. A creditor might be paid off, and cease to have any hold over the player. This is perfectly fine, and such contacts, allies, enemies, and creditors do not need to be replaced.

Contacts

Contacts are characters with which a player has a friendly and positive working relationship, but who are not that terribly close to him or her. They can be relied upon for small favors that do not involve much risk or personal expense. There are two suggested ways for a GM to handle contacts.

Contacts from Ultimate Campaign: The book Ultimate Campaign provides a robust set of rules for handling contacts. If you have access to these rules, we recommend using them to handle the contacts provided by this character creation process. The player and GM should work together to determine what type of contact (such as academic, assassin, crime boss, and so on) is most appropriate, based on the event that generated the contact. Contacts gained in this way have a starting trust of 1 (wary) or 2 (skeptical). For each contact, make a Charisma check (DC 15). If you succeed, the contact's starting trust is 2 (skeptical). Otherwise, it is 1 (wary).

Contacts gained in this way should be either 1st or 2nd level (GM's choice). If you do not want to create a full set of game statistics for the contact, choose 4 skills that are appropriate, based on the type of contact, and assume that the contact has a bonus of +6 on those skills.

Other Contacts: If you do not have access to the rules in *Ultimate Campaign*, then you can use the following method to handle them, instead. Based on the event that generated the contact, the player and GM should work together to determine 4 skills for the contact to be skilled with (we recommend picking from the following list: Appraise, Craft [each taken individually], Disable Device, Disguise, Handle Animal, Heal, Knowledge [each taken individually], Linguistics, Profession [each taken individually], or Spellcraft). Assume that the contact has a bonus of +6 on each of those four skills. Once per week, the player can call upon the contact to perform a single simple skill check on his behalf, provided that there is no risk involved, and the player covers any necessary expenses.

Allies

Allies are like contacts, but have a much stronger relationship with the player character, allowing him or her to rely on them for much more complicated or difficult tasks. There are two suggested ways for a GM to handle allies.

Allies from Ultimate Campaign: The book Ultimate Campaign provides a robust set of rules for handling contacts. If you have access to these rules, we recommend using them to handle the allies provided by this character creation process. The player and GM should work together to determine what type of contact (such as academic, assassin, crime boss, and so on) is most appropriate, based on the event that generated the contact. Allies are treated as contacts with a trust of 3 (reliable) or 4 (trustworthy). For each ally, make a Charisma check (DC 15). If you succeed, the contact's starting trust is 4 (trustworthy). Otherwise, it is 3 (reliable).

Allies gained in this way should be either 1st or 2nd level (GM's choice). If you do not want to create a full set of game statistics for the contact, choose 4 skills that are appropriate, based on the type of contact, and assume that the contact has a bonus of +6 on those skills.

Other Allies: If you do not have access to the rules in *Ultimate Campaign*, then you can use the following method to handle them, instead. Based on the event that generated the contact, the player and GM should work together to determine 4 skills for the ally to be skilled with (alternatively, if you have the time, it may be worthwhile to create an actual set of game statistics for the ally, especially if the player is likely to ask for his help in combat situations). Assume that the ally has a bonus of +6 on each of those four skills.

Three times per week, the player can call upon the ally to perform a single simple skill check on his behalf, provided that there is no risk involved, and the player covers any necessary expenses. Alternatively, the player can instead call upon the ally to perform a more complex or risky task on his behalf. Depending on the task, the GM can simply decide whether he succeeds or fails (if it is particularly easy or completely impossible), have the ally make one or two skill checks or ability checks that best fit the situation, or completely roll out the entire situation. Whatever the case, allies who are routinely called upon for dangerous aid, or are otherwise mistreated, may cease to be allies as time goes on.



Enemies

Enemies are characters who are actively opposed to the player character, and wish to do him or her harm. While an enemy could certainly be one who attacks the player character on sight and attempts to kill him or her, GMs will likely find that they get more satisfaction and use from enemies who hamper player characters in other ways, if only because the alternative is likely to lead to the enemy's death in short order. Ideally, these enemies will appear irregularly to create problems for the party through means other than direct combat.

The player and GM should work together to come up with a general concept and idea of the enemy, based on the event that generated him or her. The enemy should begin the game as a 2nd- or 3rd-level character, and should gain levels along with the player (at a rate of somewhere between 1 level for the enemy for every 2 levels the player gains to 1 level for the enemy for every 1 level the player gains, based on how much of a threat the GM wants the enemy to be). Unlike contacts and allies, it is strongly advised that the GM create a full set of game statistics for all enemies.

Exactly what way an enemy interferes with or obstructs the player is left to the GM's imagination. Not all enemies are necessarily actively working to thwart the player at all times: instead of having the enemy proactively attack the player, consider having other circumstances bring the enemy into play. For example, the player might need to receive a license in order to cast spells in a certain city where he is currently operating. Getting a license requires passing an examination, which happens to be being administered by his rival from his arcane college, who is now a bitter enemy, and has no intention of allowing the player to pass the test. The player has to find some way of convincing or forcing his enemy to let him through, or find some other way to get a license, or be forced to operate without a license, etc.

Creditors

Perhaps the most dangerous relationship for a player character to have with an NPC, creditors represent individuals to whom the player character is indebted, and who have some measure of control over that character as a result. Creditors should occasionally intervene in a player character's life to demand that he perform certain tasks or other favors, as part of paying off their debt. These favors should be dangerous and difficult enough that they qualify as small adventures in their own right. Depending on the nature of the debt, the creditor may also be willing to accept gold or magic items instead, but a creditor should always be willing to accept service in a dangerous task as payment, instead.

The player and the GM should work together to come up with a general concept for the creditor, based on the event that generated him or her. Ideally, in order to enforce their debt, the creditor should either be a 4th- or 5th-level character, or be able to call upon individuals of at least CR 4 or 5, or there should be some other method of preventing the player from simply murdering the creditor and refusing to honor his or her debt. A creditor should demand no more than 3 tasks before declaring that the debt has been fulfilled.

Prototype Character Creation

Even for a 1st-level character, the process of character creation can be an involved one, which requires lots of decisions. While some players, particularly those who have played for a very long time and have become very familiar with the system, can "throw together" a first level character in a few minutes, for many, doing so involves a thorough search of various races, classes, and feats, before purchasing ability score points is even considered.

Most of the alternate character creation methods included in this book focus on methods that produce a more robust and enjoyable experience of character creation, which draws the process out into something of a game. This character creation method, however, focuses on making the process simpler and quicker.

In order to do so, some of the various decisions involved in the character creation process are either removed or simplified, streamlining the experience and resulting in a fast process that produces a character with an easilydefined mechanical focus. In order to compensate for the restrictiveness of this character creation method, characters built in this fashion receive 1 or 2 unique special abilities that play into their character's focus.

What is a Prototype?

Prototypes are essentially the skeletons or blueprints of 1st-level characters. This book presents 3 prototypes for each base class found in the *Pathfinder Roleplaying Game Core Rulebook*, the *Advanced Player's Guide*, and *Ultimate Magic*. In addition to being tied to a specific class, each prototype has a particular theme or focus: for example, the prototypes for alchemist include the genius alchemist, who is particularly intelligent and good at alchemy, the mutated alchemist, who is more physically-inclined and uses mutagens to be a powerful melee combatant, and the volatile alchemist, who is more dexterous and makes expert use of bombs.

In order to support this mechanical theme, each prototype has pre-determined ability scores, and places restrictions on which skills and feats the character can select at 1st level. The prototype also provides 1 or 2 special abilities unique to that prototype, which the character automatically gains, as well. A prototype does not affect a character's race, alignment, age, or other factors, and although skill and feat options are restricted, there is usually still room for the player to make meaningful choices.

Because prototypes provide additional bonuses, and because the purpose of using prototypes is to streamline the character creation process, it is recommended that characters created using prototypes do not gain traits, but this decision is left to the GM.

Reading Prototypes

Each prototype is laid out in the same way. The following section explains each component of a prototype in greater detail.

Ability Scores

This section details the character's ability scores at 1st level. These ability scores are derived using the point-buy method described in the *Pathfinder Roleplaying Game Core Rulebook*, and is essentially an array built using point-buy points. Because the number of points available depends on the campaign style (low fantasy, standard fantasy, high fantasy, and epic fantasy), there are different arrays for each of these campaign styles. The ability scores are listed on a table, with each row indicating a different ability, and each column indicating a campaign style.

These ability scores do not include any racial ability score bonuses that the character may possess, nor do they have any impact on which ability score the character increases every 4 levels when he can do so.

Skills

This section details any restrictions that the prototype imposes on how the character spends his skill points at 1st level. Typically, this will list one or two specific skills that the character must spend one rank on at 1st level. Some prototypes do not have any restrictions on skills at all, and other prototypes have more complicated restrictions.

If a character does not have enough skill points to fulfill all of the requirements listed by the prototype, he must spend all of his skill points on the listed skills, but can choose which of the listed skills to select. This will only occur if the character chooses a race that imposes an Intelligence penalty, and even then it will only occur with a few archetypes. Typically, there will still be at least 1 skill point available for the player to spend as he chooses.

Feats

This section describes the restrictions that the prototype imposes on what feat the character can select at 1st level. This takes the form of a list of 4-5 feats, from which the character must choose his feat. If the feat has any prerequisites, the character must meet those prerequisites (this will typically only occur with low fantasy characters, as the prototype may qualify for feats like Dodge or Power Attack at higher campaign styles, but not be able to qualify at low fantasy).

This restriction applies only to the feat that all characters gain at 1st level. If the character gains a bonus feat as a result of her race or class, they may choose any appropriate feat for that bonus feat.

Special Abilities

This section describes any special abilities that the character may gain from taking the archetype. The character gains all listed abilities. Note that some abilities do not come into effect until the character has a certain number of levels, or gains a certain class feature. These abilities only count levels in the class that the archetype is associated with. If the character multiclasses, levels from other classes do not apply for the purposes of that ability.

Alchemist

The following prototypes are available for players interested in an alchemist character.

Genius Alchemist

These alchemists throw themselves wholeheartedly into their studies, giving them a very high Intelligence score. They are knowledgeable, and particularly good at crafting alchemical items.

Ability Scores

A genius alchemist's starting ability scores are as follows.

Table 2-1: Genius Alchemist

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	15	16	17	18
Wisdom	11	12	12	13
Charisma	10	10	10	10

Skills

A genius alchemist must spend 1 rank on two different Knowledge skills of his choice at 1st level.

Feats

A genius alchemist must select from among the following feats at 1st level: Alertness, Improved Initiative, Magical Aptitude, Point-Blank Shot, or Skill Focus.

Special Abilities

Master Alchemist (Ex): A genius alchemist adds 1/2 his alchemist level on all Craft (alchemy) checks (minimum +1).

Mutated Alchemist

These alchemists take advantage of their mutagens to fight on the front lines, and maintain a balance between their Intelligence and their physical ability scores.

Ability Scores

A mutated alchemist's starting ability scores are as follows.

Table 2-2: Mutated Alchemist

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	12	14	14	15	
Dexterity	12	14	14	14	
Constitution	12	12	14	14	
Intelligence	14	14	15	16	
Wisdom	10	10	10	10	
Charisma	9	8	8	8	

Skills

A mutated alchemist must spend 1 rank on Intimidate at 1st level.

Feats

A mutated alchemist must select from among the following feats at 1st level: Athletic, Great Fortitude, Intimidating Prowess, Power Attack, or Toughness.

Special Abilities

Lasting Mutagen (Su): A mutated alchemist's mutagens last for 15 minutes per alchemist level, instead of 10 minutes per alchemist level.

Melee Bomb (Ex): A mutated alchemist is capable of holding one of his bombs in his fist and hitting an opponent with it as a melee weapon. This is a standard action that involves making a normal melee attack (not a touch attack), and if it hits, it deals damage as normal for the bomb, as well as an amount of slashing damage equal to 1d2 + the mutated alchemist's Strength modifier. The bomb deals splash damage, as normal, but the mutated alchemist automatically succeeds on the Reflex save for half damage. The alchemist is treated as being proficient with the bomb, and so does not suffer any penalty on the attack roll.

Volatile Alchemist

These alchemists are quick and nimble, with good Dexterity and Intelligence scores. They specialize in bombs and similar explosives.

Ability Scores

A volatile alchemist's starting ability scores are as follows.

Table 2-3: Volatile Alchemist

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	8	8	8	8
Dexterity	14	14	15	16
Constitution	10	12	13	12
Intelligence	14	15	15	16
Wisdom	12	13	14	14
Charisma	10	10	10	10

Skills

A volatile alchemist must spend 1 rank on Acrobatics and 1 rank on Craft (alchemy) at 1st level.

Feats

A volatile alchemist must select from among the following feats at 1st level: Deft Hands, Dodge, Lightning Reflexes, or Point-Blank Shot.

Special Abilities

Extra Ammunition (Ex): A volatile alchemist can throw one additional bomb per day.

Strategic Bombardment (Ex): The DC for Reflex saves to take half damage from the splash damage of one of the volatile alchemist's bombs is increased by +1.



Antipaladin

The following prototypes are available for players interested in an antipaladin character.

Brutal Antipaladin

These antipaladins inflict misery and suffering through physical might, and have high Strength and Constitution scores.

Ability Scores

A brutal antipaladin's starting ability scores are as follows.

Table 2-4: Brutal Antipaladin

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	14	15	16	17	
Dexterity	11	11	12	13	
Constitution	12	14	14	15	
Intelligence	10	10	10	10	
Wisdom	10	10	11	10	
Charisma	12	12	12	12	

Skills

A brutal antipaladin must spend 1 rank on Intimidate at 1st level.

Feats

A brutal antipaladin must select from among the following feats at 1st level: Improved Sunder, Power Attack, Toughness, or Weapon Focus.

Special Abilities

Raging Smite (Su): While using the smite good class feature, a brutal antipaladin gains a +2 morale bonus on attack rolls against the target of his smite.

Favored Antipaladin

These antipaladins have particularly high Charisma scores, and are terrifying conduits of dark energy.

Ability Scores

A favored antipaladin's starting ability scores are as follows.

Table 2-5: Favored Antipaladin

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	12	14	14	14
Dexterity	10	10	10	10
Constitution	11	11	12	11
Intelligence	10	10	10	10
Wisdom	12	12	13	12
Charisma	14	15	16	18

Skills

A favored antipaladin must spend 1 rank on Knowledge (religion) at 1st level.

Feats

A favored antipaladin must select from among the following feats at 1st level: Combat Casting, Intimidating Prowess, Iron Will, Step Up, or Weapon Focus.

Special Abilities

Improved Channel (Su): A favored antipaladin gains the channel negative energy class feature at 2nd level, instead of 4th level, and using this ability consumes only a single use of his touch of corruption ability.

Nefarious Antipaladin

These antipaladins strike a balance between their martial and divine powers, with decent physical ability scores and above average Charisma.

Ability Scores

A nefarious antipaladin's starting ability scores are as follows.

Table 2-6: Nefarious Antipaladin

Campaign Type				
Low	Standard	High	Epic	
13	14	15	16	
10	12	12	12	
12	13	14	14	
10	10	10	10	
10	10	11	11	
14	14	14	15	
	13 10 12 10 10	Low Standard 13 14 10 12 12 13 10 10 10 10 10 10	Low Standard High 13 14 15 10 12 12 12 13 14 10 10 10 10 10 10	

Skills

A nefarious antipaladin is not restricted in the skills he chooses at 1st level.

Feats

A nefarious antipaladin is not restricted in the feat he chooses at 1st level.

Special Abilities

Hateful (Su): A nefarious antipaladin increases the damage bonus from his smite good class feature by +2. Additionally, even when not smiting, a nefarious antipaladin's attacks deal 1 additional point of damage against any creature that he successfully identified as good with his detect good class feature within the last 10 minutes.

Barbarian

The following prototypes are available for players interested in a barbarian character.

Destroyer Barbarian

Destroyer barbarians favor overwhelming power, whether on the battlefield or off it. They use intimidation and brute force to get their way.

Ability Scores

A destroyer barbarian's starting ability scores are as follows.

Table 2-7: Destroyer Barbarian

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	14	15	16	16	
Dexterity	12	12	13	13	
Constitution	12	12	13	14	
Intelligence	9	9	9	10	
Wisdom	10	10	10	10	
Charisma	12	14	14	15	

Skills

A destroyer barbarian must spend 1 rank on Intimidate at 1st level.

Feats

A destroyer barbarian must select from among the following feats at 1st level: Exotic Weapon Proficiency, Intimidating Prowess, Power Attack, or Weapon Focus.

Special Abilities

Destroyer (Ex): The destroyer barbarian never provokes attacks of opportunity when using the sunder

combat maneuver, and deals 2 additional damage on each successful sunder attempt.

Fearsome (Ex): Once per day, the destroyer barbarian can use Intimidate to demoralize an opponent as a swift action, instead of a standard action.

Invulnerable Barbarian

Invulnerable barbarians aren't just tough as nails they're tougher. Their high Constitution allows them to absorb more blows, and they are particularly hard to kill.

Ability Scores

An invulnerable barbarian's starting ability scores are as follows.

Table 2-8: Invulnerable Barbarian

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	12	12	13	12
Dexterity	12	12	13	12
Constitution	14	15	16	18
Intelligence	9	9	9	9
Wisdom	12	14	14	14
Charisma	10	10	10	10

Skills

An invulnerable barbarian is not restricted in the skills she chooses at 1st level.

Feats

An invulnerable barbarian must select from among the following feats at 1st level: Great Fortitude, Heavy Armor Proficiency, Self-Sufficient, or Toughness.

Special Abilities

Armored Hulk (Ex): An invulnerable barbarian still benefits from the fast movement class feature when wearing heavy armor.

Hard to Kill (Ex): An invulnerable barbarian does not die until her negative hit points are equal to three times her Constitution score.

Feral Barbarian

These barbarians embrace the savagery of wild animals, and find balance between brute force, easy grace, and hardy durability.

Ability Scores

A feral barbarian's starting ability scores are as follows.

Table 2-9: Feral Barbarian

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	14	15	16	16	
Dexterity	14	14	14	16	
Constitution	12	14	14	14	
Intelligence	8	8	8	8	
Wisdom	10	10	12	12	
Charisma	10	10	10	10	

Skills

A feral barbarian must spend 1 rank on Survival at 1st level.

Feats

A feral barbarian must select from among the following feats at 1st level: Alertness, Dodge, Improved Initiative, Improved Unarmed Strike, or Self-Sufficient.

Special Abilities

Hand-To-Hand Fighter (Ex): A feral barbarian never provokes attacks of opportunity for attempting to start a grapple. Additionally, she gains the Improved Unarmed Strike feat at 1st level as a bonus feat.

Unarmored Specialist (Ex): While raging, a feral barbarian gains a +3 dodge bonus to AC as long as she is not wearing armor or using a shield.

Bard

The following prototypes are available for players interested in a bard character.

Dueling Bard

These bards keep themselves well-rounded, but place slightly more emphasis on combat ability than on their ability to perform.

Ability Scores

A dueling bard's starting ability scores are as follows.

Table 2-10: Dueling Bard

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	12	14	14	15	
Dexterity	14	14	16	16	
Constitution	11	10	10	13	
Intelligence	10	10	10	10	
Wisdom	10	10	10	10	
Charisma	12	14	14	14	

Skills

A dueling bard must spend 1 rank on Acrobatics at 1st level.

Feats

A dueling bard must select from among the following feats at 1st level: Agile Maneuvers, Arcane Strike, Catch Off-Guard, Defensive Combat Training, or Dodge.

Special Abilities

Inspired (Ex): Whenever a dueling bard benefits from the inspire courage bardic performance (whether his own performance or that of another), the morale and competence bonuses that he gains are increased by 1. At 11th level, they are increased by 2, instead.

Weapon Proficiency (Ex): A dueling bard is proficient with all martial weapons, in addition to the normal bard proficiencies.

Knowledgeable Bard

These bards are more concerned with accumulating knowledge than they are with performances or combat. They have a high Intelligence, and are particularly adept with Knowledge skills.

Ability Scores

A knowledgeable bard's starting ability scores are as follows.

Table 2-11: Knowledgeable Bard

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	10	10	12	14	
Dexterity	12	13	14	14	
Constitution	10	10	10	10	
Intelligence	12	14	14	14	
Wisdom	11	12	13	14	
Charisma	14	14	14	14	

Skills

A knowledgeable bard must spend 1 rank on two different Knowledge skills of his choice at 1st level.

Feats

A knowledgeable bard must select from among the following feats at 1st level: Combat Casting, Extra Performance, Magical Aptitude, Scribe Scroll, or Skill Focus.

Special Abilities

Spell Lore: A knowledgeable bard can select a single 1st-level spell from the sorcerer/wizard spell list that is of the divination or enchantment schools, and add it to his list of spells known at 1st level. This spell doesn't count against his maximum number of spells known. Whenever the knowledgeable bard gains access to a new level of spellcasting (2nd level spells, 3rd level spells, etc.), he can select a single spell of that level of the divination or enchantment schools from the sorcerer/wizard spell list and add it to his list of spells known in the same way.

Provocative Bard

These bards focus on their ability to befriend, enthrall, or manipulate others. They have a high Charisma, and are skilled at Bluff and Diplomacy.

Ability Scores

A provocative bard's starting ability scores are as follows.

Table 2-12: Provocative Bard

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	11	12	12	12
Wisdom	10	10	10	11
Charisma	15	16	17	18

Skills

A provocative bard must spend 1 rank on both Bluff and Diplomacy at 1st level.

Feats

A provocative bard must select from among the following feats at 1st level: Deceitful, Dodge, Extra Performance, Persuasive, or Skill Focus.

Special Abilities

Sex Appeal (Ex): A provocative bard gains a +2 circumstance bonus on Bluff and Diplomacy checks made against characters that are normally attracted to characters of his race and gender.

Quick Explanation (Ex): Once per day, after failing a Bluff or Diplomacy check, a provocative bard can attempt that check again immediately as a free action. He suffers a -4 penalty on the second check.

Cavalier

The following prototypes are available for players interested in a cavalier character.

Brash Cavalier

These cavaliers focus primarily on their Strength, and are fearsome and deadly warriors, especially in one-onone combat.

Ability Scores

A brash cavalier's starting ability scores are as follows.

Table 2-13: Brash Cavalier

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	15	16	17	18
Dexterity	11	12	12	12
Constitution	12	13	14	14
Intelligence	10	10	10	10
Wisdom	10	10	10	11
Charisma	10	10	10	10

Skills

A brash cavalier must spend 1 rank on both Intimidate and Ride at 1st level.

Feats

A brash cavalier must select from among the following feats at 1st level: Improved Initiative, Mounted Combat, Power Attack, Step Up, or Weapon Focus.

Special Abilities

Brash Challenge (Ex): A brash cavalier gains a +1 morale bonus on attack rolls made against the target of his challenge. This bonus increases to +2 at 6th level, and by an additional +1 every six levels thereafter (+3 at 12th level, +4 at 18th level).

Dashing Cavalier

These cavaliers prefer mobility and agility, and have a high Dexterity score. They are particularly accustomed to doing battle in little or no armor.

Ability Scores

A dashing cavalier's starting ability scores are as follows.

Table 2-14: Dashing Cavalier

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	14	14	14	14	
Dexterity	14	15	16	16	
Constitution	10	12	13	14	
Intelligence	10	10	10	10	
Wisdom	10	11	12	14	
Charisma	10	10	10	10	

Skills

A dashing cavalier must spend 1 rank on both Acrobatics and Ride at 1st level.

Feats

A dashing cavalier must select from among the following feats at 1st level: Athletic, Combat Reflexes, Dodge, Mounted Combat, or Weapon Focus.

Special Abilities

Riding Dodge (Ex): While mounted, a dashing cavalier that is wearing light armor or no armor gains a +2 dodge bonus to AC, and a dashing cavalier that is wearing medium armor gains a +1 dodge bonus to AC.

Riding Acrobat (Ex): A dashing cavalier is a natural in the saddle, and is perfectly comfortable doing all kinds of stunts on horseback. He gains a bonus equal to 1/2 his cavalier level on all Acrobatics checks made while on a mount (such as to balance while standing on a moving horse, or to jump from one horse to another), as well as on all Ride checks made to control a mount while performing such an act. At the GM's discretion, this bonus may also apply to checks made to perform similar activities on non-living vehicles.

Veteran Cavalier

These cavaliers are tough as nails and hard to kill, and have very high Constitution scores.

Ability Scores

A veteran cavalier's starting ability scores are as follows.

Table 2-15: Veteran Cavalier

Low	Standard	High	Epic
12	13	15	16
11	12	12	12
15	16	16	17
10	10	10	10
10	10	11	10
10	10	10	10
	12 11 15 10 10	Low Standard 12 13 11 12 15 16 10 10 10 10	12 13 15 11 12 12 15 16 16 10 10 10 10 10 11

Skills

A veteran cavalier is not restricted in the skills he chooses at 1st level.

Feats

A veteran cavalier must select from among the following feats at 1st level: Endurance, Great Fortitude, Iron Will, Toughness, or Tower Shield Proficiency.

Special Abilities

Veteran's Luck (Ex): A veteran cavalier gains a +1 luck bonus on all saving throws.

Cleric

The following prototypes are available for players interested in a cleric character.

Evangelist Cleric

These clerics take it upon themselves to spread their faith to others. They can be very persuasive, and are often tireless healers.

Ability Scores

An evangelist cleric's starting ability scores are as follows.

Table 2-16: Evangelist Cleric

		Campaign Type			
Ability	Low	Standard	High	Epic	
Strength	10	10	10	13	
Dexterity	10	11	10	12	
Constitution	10	10	10	10	
Intelligence	10	10	10	10	
Wisdom	14	15	16	16	
Charisma	14	15	16	16	

Skills

An evangelist cleric must spend 1 rank on both Diplomacy and Knowledge (religion) at 1st level.

Feats

An evangelist cleric must select from among the following feats at 1st level: Alignment Channel, Extra Channel, Improved Channel, Persuasive, or Selective Channeling.

Special Abilities

Faith Healing (Su): An evangelist cleric adds her Charisma modifier to the amount of damage healed or inflicted by her channel energy class feature. At 6th level, she adds twice her Charisma modifier, instead. At 11th level, this increases to three times her Charisma modifier, and at 16th level it increases further to four times her Charisma modifier.

Favored of the Flock (Ex): An evangelist cleric gains a +2 sacred bonus on Diplomacy checks made to influence the attitudes of creatures that share her deity's alignment, as well as on Diplomacy checks to request favors from such creatures.

War Cleric

These clerics constantly train and hone themselves for the battlefield, so as to best battle their deity's enemies.

Ability Scores

A war cleric's starting ability scores are as follows.

Table 2-17: War Cleric

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	12	14	14	14
Dexterity	11	11	12	14
Constitution	10	10	11	12
Intelligence	10	10	10	10
Wisdom	14	15	16	16
Charisma	12	12	12	13

Skills

A war cleric is not restricted in the skills she chooses at 1st level.

Feats

A war cleric must select from among the following feats at 1st level: Blind-Fight, Channel Smite, Combat Casting, Power Attack, or Toughness.

Special Abilities

Armor Proficiency: A war cleric is proficient with heavy armor.

Zealotry (Ex): A war cleric gains a +1 morale bonus on attack and damage rolls made against creatures whose alignment is opposed to her deity's alignment on one or more axes (for example, if the cleric's deity was lawful good, this bonus would apply to all evil creatures and all chaotic creatures). At 11th level, this bonus increases to +2.

Wise Cleric

These clerics are more focused on ecclesiastical pursuits than combat, and seek to uncover the deeper mysteries of their faith.

Ability Scores

A wise cleric's starting ability scores are as follows.

Table 2-18: Wise Cleric

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	8	8	8	8
Dexterity	10	10	12	12
Constitution	10	10	10	10
Intelligence	12	12	12	13
Wisdom	15	16	17	18
Charisma	13	14	14	14

Skills

A wise cleric must spend 1 rank on both Knowledge (religion) and Spellcraft at 1st level.

Feats

A wise cleric must select from among the following feats at 1st level: Improved Counterspell, Iron Will, Skill Focus, or Spell Focus.

Special Abilities

Scholarly Background (Ex): A wise cleric gains 2 additional skill points at each class level. These skill points must be spent on Knowledge or Profession skills.

Faithful Insight (Su): Three times per day, as a swift action, a wise cleric can contemplate the mysteries of her faith and immediately learn with perfect certainty whether or not her deity would disapprove of taking a specific proposed action. Other than the number of times per day this ability can be used and the action required to use it, this functions as a *phylactery of faithfulness*.

Druid

The following prototypes are available for players interested in a druid character.

Balanced Druid

These druids strike a balance between physical mastery and harmony with nature, having generally good ability scores all around.

Ability Scores

A balanced druid's starting ability scores are as follows.

Table 2-19: Balanced Druid

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	12	14	14	14
Dexterity	12	13	13	14
Constitution	11	12	12	14
Intelligence	10	10	10	10
Wisdom	14	14	16	16
Charisma	10	10	10	10

Skills

A balanced druid is not restricted in the skills she chooses at 1st level.

Feats

A balanced druid is not restricted in the feat she chooses at 1st level.

Special Abilities

Improved Nature Bond (Ex): If a balanced druid selects an animal companion for her nature bond, she treats her druid level as being 2 higher than it actually is for the purposes of determining that animal companion's statistics. If a balanced druid selects a cleric domain for her nature bond, she treats her cleric level as 2 higher than her druid level for the purposes of determining the benefits she gains from that domain (including potentially gaining a bonus spell slot for domain spells that is higher than the spell slots she gains from being a druid).

Hermit Druid

These druids focus on achieving harmony with nature, and are in touch with the mysteries of the world around them.

Ability Scores

A hermit druid's starting ability scores are as follows.

Table 2-20: Hermit Druid

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	10	10	10	10	
Dexterity	12	13	14	14	
Constitution	11	12	12	12	
Intelligence	10	10	10	11	
Wisdom	15	16	17	18	
Charisma	10	10	10	10	

Skills

A hermit druid must spend 1 rank on both Knowledge (nature) and Spellcraft at 1st level.

Feats

A hermit druid must select from among the following feats at 1st level: Alertness, Self-Sufficient, Spell Focus, or Spell Penetration.

Special Abilities

Nature Lore (Ex): A hermit druid adds 1/2 her druid level on all Knowledge (nature) and Survival checks she makes. This bonus stacks with that granted by the nature sense class feature.

Nature's Ally (Su): A hermit druid gains a competence bonus on wild empathy checks equal to 1/2 her druid level (minimum 1). This effectively makes the check 1d20 + 1.5 times her druid level + her Charisma modifier.

Savage Druid

These druids are used to combat, and can prove to be dangerous foes even when they are not using wild shape.

Ability Scores

A savage druid's starting ability scores are as follows.

Table 2-21: Savage Druid

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	14	15	16	16	
Dexterity	12	14	14	16	
Constitution	12	12	12	12	
Intelligence	8	8	8	8	
Wisdom	14	14	15	15	
Charisma	8	8	8	8	

Skills

A savage druid must spend 1 rank on Survival at 1st level.

Feats

A savage druid must select from among the following feats at 1st level: Dodge, Great Fortitude, Lightning Reflexes, Power Attack, or Toughness

Special Abilities

Fierce Retaliation (Ex): A savage druid gains a +1 morale bonus on attack and damage rolls against any creature that damaged her since the end of her last turn. At 6th level, and every 6 levels thereafter, this bonus increases by +1.

Fighter

The following prototypes are available for players interested in a fighter character.

Clever Fighter

These fighters prefer a good defense and the use of clever maneuvers to defeat their opponents. They have good physical ability scores, as well as a higher than average Intelligence.

Ability Scores

A clever fighter's starting ability scores are as follows.

Table 2-22: Clever Fighter

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	14	14	15	16
Dexterity	12	13	14	14
Constitution	10	12	13	13
Intelligence	13	14	14	14
Wisdom	10	10	10	12
Charisma	10	10	10	10

Skills

A clever fighter must spend 1 rank on Bluff at 1st level.

Feats

A clever fighter must select from among the following feats at 1st level: Blind Fight, Combat Expertise, Deceitful, Dodge, or Weapon Focus.

Special Abilities

Combat Training (Ex): A clever fighter adds his Intelligence modifier to his CMB and CMD.

Steady Head (Ex): A clever fighter gains a +2 bonus on Will saves.

Nimble Fighter

These fighters rely on their speed and agility in combat, rather than brute strength. They have a particularly high Dexterity.

Ability Scores

A nimble fighter's starting ability scores are as follows.

Table 2-23: Nimble Fighter

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	13	14	14	14
Dexterity	14	15	16	18
Constitution	12	13	14	13
Intelligence	10	10	10	10
Wisdom	10	10	10	10
Charisma	10	10	10	10

Skills

A nimble fighter must spend 1 rank on Acrobatics at 1st level.

Feats

A nimble fighter must select from among the following feats at 1st level: Deadly Aim, Dodge, Point-Blank Shot, Weapon Finesse, or Weapon Focus.

Special Abilities

Maneuverable Combatant (Ex): As long as a nimble fighter is wearing no armor or light armor, he gains a +2 dodge bonus to AC. If he is wearing medium armor, he gains a +1 dodge bonus to AC. At μ th level, these bonuses increase to +3 and +2, respectively.

Quick Reflexes (Ex): A nimble fighter gains a +2 bonus on Reflex saves.

Ruthless Fighter

These fighters hone their bodies into deadly weapons, and are experts at beating their enemies into submission.

Ability Scores

A ruthless fighter's starting ability scores are as follows.

Table 2-24: Ruthless Fighter

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	15	16	17	18
Dexterity	12	12	12	13
Constitution	12	14	14	14
Intelligence	10	10	10	10
Wisdom	11	10	12	12
Charisma	8	8	8	8

Skills

A ruthless fighter must spend 1 rank on Intimidate at 1st level.

Feats

A ruthless fighter must select from among the following feats at 1st level: Exotic Weapon Proficiency, Power Attack, Step Up, Toughness, or Weapon Focus.

Special Abilities

Intimidating Prowess: A ruthless fighter gains Intimidating Prowess as a bonus feat at 1st level.

Terrifying Intimidation (Ex): Once per day, when a ruthless fighter uses Intimidate to demoralize a foe, he can choose to make it a terrifying intimidation, instead. If he does, and the attempt is successful, the target is frightened, instead of shaken. The ruthless fighter must declare that he is using this ability before making the Intimidate check.

Gunslinger

The following prototypes are available for players interested in a gunslinger character.

Lone Gunslinger

These mysterious gunslingers have a higher Wisdom than most, giving them more grit.

Ability Scores

A lone gunslinger's starting ability scores are as follows.

Table 2-25: Lone Gunslinger

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	10	10	10	10	
Dexterity	14	15	16	17	
Constitution	12	12	12	12	
Intelligence	10	11	10	12	
Wisdom	14	15	16	16	
Charisma	8	8	8	8	

Skills

A lone gunslinger is not restricted in the skills she chooses at 1st level.

Feats

A lone gunslinger must select from among the following feats at 1st level: Deadly Aim, Iron Will, Point-Blank Shot, Self-Sufficient, or Weapon Focus.

Special Abilities

Grit Reserve (Ex): A lone gunslinger gains 1 extra grit point at the start of each day, and her maximum grit is increased by 1.

Time of Need (Ex): Once per day, a lone gunslinger can expend 1 grit point in order to gain a +2 morale bonus to a single attack roll, damage roll, skill check, ability check, or saving throw. The lone gunslinger can wait until she sees the result of her roll before deciding whether or not to use this ability, but must do so before learning whether the roll was a success or failure (if success or failure does not apply, such as on a damage roll, or the lone gunslinger's player is able to determine whether the roll is a success or not because the DC is known, they are still able to wait until after seeing the result of the die roll before declaring whether or not to use this ability).

Sharpshooting Gunslinger

These gunslingers focus entirely on their aim, which leaves them with a very high Dexterity score, and the ability to hit opponents with greater accuracy from far away.

Ability Scores

A sharpshooting gunslinger's starting ability scores are as follows.

Table 2-26: Sharpshooting Gunslinger

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	15	16	17	18
Constitution	10	10	10	11
Intelligence	11	12	12	12
Wisdom	12	13	14	14
Charisma	10	10	10	10

Skills

A sharpshooting gunslinger must spend 1 rank on Perception at 1st level.

Feats

A sharpshooting gunslinger must select from among the following feats at 1st level: Alertness, Deadly Aim, Lightning Reflexes, Point-Blank Shot, or Weapon Focus.

Special Abilities

Sharp Shot (Ex): A sharpshooting gunslinger is able to resolve attacks with firearms against touch AC instead of normal AC at one range increment further than she would normally be able to (up to the second range increment for early firearms, up to the sixth range increment for advanced firearms). She still suffers the normal penalty to attack rolls for attacks beyond the first range increment.

Tough Gunslinger

These gunslingers are less reluctant to wade into the thick of battle to get the shot they need, as their high Constitution lets them survive some hard blows.

Ability Scores

A tough gunslinger's starting ability scores are as follows.

Table 2-27: Tough Gunslinger

Campaign Type			
Low	Standard	High	Epic
10	10	10	10
13	14	14	16
14	15	16	16
10	10	10	10
12	13	14	14
10	10	10	10
	10 13 14 10 12	Low Standard 10 10 13 14 14 15 10 10 12 13	LowStandardHigh101010131414141516101010121314

Skills

A tough gunslinger is not restricted in the skills she chooses at 1st level.

Feats

A tough gunslinger must select from among the following feats at 1st level: Deadly Aim, Endurance, Point-Blank Shot, Toughness, or Weapon Focus.

Special Abilities

Close Combat Shooter (Ex): A tough gunslinger does not provoke attacks of opportunity for loading or firing a firearm.

Toughness: A tough gunslinger gains Toughness as a bonus feat at 1st level.

Inquisitor

The following prototypes are available for players interested in an inquisitor character.

Devout Inquisitor

These inquisitors focus almost exclusively on their connection to the divine, giving them particularly high Wisdom scores.

Ability Scores

A devout inquisitor's starting ability scores are as follows.

Table 2-28: Devout Inquisitor

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	12	13	14	14	
Dexterity	11	12	12	12	
Constitution	10	10	10	11	
Intelligence	10	10	10	10	
Wisdom	15	16	17	18	
Charisma	10	10	10	10	

Skills

A devout inquisitor must spend 1 rank on Knowledge (religion) at 1st level.

Feats

A devout inquisitor must select from among the following feats at 1st level: Blind-Fight, Combat Casting, Iron Will, Skill Focus, or Spell Focus.

Special Abilities

Extra Domain: A devout inquisitor can select two domains, instead of just one.

Fervent Inquisitor

These inquisitors prefer to slay heretics personally whenever they can, and are accustomed to battle, leaving them with better physical ability scores than most.

Ability Scores

A fervent inquisitor's starting ability scores are as follows.

Table 2-29: Fervent Inquisitor

		Campaign Type		
Ability	Low	Standard	High	Epic
Strength	14	14	15	16
Dexterity	12	14	14	14
Constitution	10	10	13	14
Intelligence	10	10	10	10
Wisdom	13	14	14	14
Charisma	10	10	10	10

Skills

A fervent inquisitor is not restricted in the skills she chooses at 1st level.

Feats

A fervent inquisitor must select from among the following feats at 1st level: Athletic, Combat Casting, Dodge, Power Attack, or Toughness.

Special Abilities

Monster Slayer (Ex): A fervent inquisitor gains a +1 morale bonus on attack and damage rolls made against creatures that she successfully identifies with a Knowledge check. This bonus does not apply to creatures of the animal or humanoid types. At 6th level, and every six levels thereafter, this bonus increases by +1.

Investigative Inquisitor

These inquisitors spend their time rooting out infidels through cunning and guile, and have high Intelligence and Charisma, along with their Wisdom.

Ability Scores

An investigative inquisitor's starting ability scores are as follows.

Table 2-30: Investigative Inquisitor

Campaign Type

Ability	Low	Standard	High	Epic
Strength	8	8	8	8
Dexterity	12	12	12	12
Constitution	10	10	10	10
Intelligence	13	14	14	14
Wisdom	14	15	16	16
Charisma	12	13	14	16

Skills

An investigative inquisitor must spend 1 rank on both Bluff and Sense Motive at 1st level.

Feats

An investigative inquisitor must select from among the following feats at 1st level: Alertness, Combat Expertise, Deceitful, Persuasive, or Skill Focus.

Special Abilities

Knowledgeable (Ex): An investigative inquisitor gains a +1 bonus on all Knowledge checks, and is able to make Knowledge checks untrained.

Trustworthy (Ex): An investigative inquisitor adds 1/2 her class level on all Bluff and Diplomacy checks that she makes (minimum +1).

Magus

The following prototypes are available for players interested in a magus character.

Blended Magus

These magi keep a careful balance between their physical ability scores and the Intelligence that grants them their spells.

Ability Scores

A blended magus's starting ability scores are as follows.

Table 2-31: Blended Magus

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	13	14	14	16	
Dexterity	12	13	14	14	
Constitution	12	12	12	12	
Intelligence	14	15	16	16	
Wisdom	10	10	10	10	
Charisma	8	8	8	8	

Skills

A blended magus must spend 1 rank on either Knowledge (arcana) or Spellcraft at 1st level.

Feats

A blended magus is not restricted on the feat he chooses at 1st level.

Special Abilities

Arcane Reservoir (Su): A blended magus gains 1 additional point in his arcane pool.

Armored Casting (Ex): A blended magus is better than other magi at casting spells in armor. He suffers only half the arcane spell failure chance from wearing medium armor. At 7th level, when he gains the medium armor class feature, this benefit applies to heavy armor, instead. At 13th level, when he gains the heavy armor class feature, this benefit applies to shields, instead.

Spellslinger Magus

These magi are more wizard than warrior, and have a very high Intelligence, to the detriment of their other ability scores.

Ability Scores

A spellslinger magus's starting ability scores are as follows.

Table 2-32: Spellslinger Magus

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	11	12	12	12
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	15	16	17	18
Wisdom	10	10	10	11
Charisma	10	10	10	10

Skills

A spellslinger magus must spend 1 rank on both Knowledge (arcana) and Spellcraft at 1st level.

Feats

A spellslinger magus must select from among the following feats at 1st level: Combat Casting, Dodge, Iron Will, Spell Focus, or Weapon Finesse.

Special Abilities

Intense Concentration (Ex): A spellslinger magus gains a +2 competence bonus on concentration checks.

Unexpected Power (Su): Once per day, when a spellslinger magus casts a spell that deals acid, cold, electricity, or fire damage, he can choose to have that spell deal an additional amount of damage of the same type equal to his Intelligence modifier. The spellslinger magus must declare that he is using this ability before the spell is actually cast.

Warrior Magus

These magi favor steel more than spells, and have higher physical ability scores than other magi typically do.

Ability Scores

A warrior magus's starting ability scores are as follows.

Table 2-33: Warrior Magus

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	13	14	14	16	
Dexterity	13	14	14	14	
Constitution	11	10	13	12	
Intelligence	13	14	15	15	
Wisdom	10	10	10	11	
Charisma	10	10	10	10	

Skills

A warrior magus is not restricted in the skills he chooses at 1st level.

Feats

A warrior magus must select from among the following feats at 1st level: Combat Casting, Combat Expertise, Dodge, Lightning Reflexes, or Power Attack.

Special Abilities

Potent Spellstrike (Su): Beginning at 2nd level, when a warrior magus gains the spellstrike class feature, he deals 1 additional point of damage with each successful melee attack made as part of the spellstrike ability.

Trained Combatant (Ex): A warrior magus is treated as a fighter whose level is equal to his magus level minus 2 for the purposes of qualifying for feats that list a fighter level as a prerequisite (such as Weapon Specialization).

Monk

The following prototypes are available for players interested in a monk character.

Centered Monk

These monks work tirelessly to find a balance between their spiritual pursuits and their physical ones, and so tend to be well-rounded.

Ability Scores

A centered monk's starting ability scores are as follows.

Table 2-34: Centered Monk

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	12	13	14	15	
Dexterity	13	14	14	14	
Constitution	12	12	14	14	
Intelligence	10	10	10	10	
Wisdom	14	15	15	16	
Charisma	8	8	8	8	

Skills

A centered monk is not restricted in the skills he chooses at 1st level.

Feats

A centered monk is not restricted in the feat he chooses at 1st level.

Special Abilities

Defensive (Ex): A centered monk gains the +1 bonus to AC and CMD that would normally be gained at 4th level at 1st level, instead. This bonus increases to +2 at 4th level, and continues to increase as normal every four levels thereafter.

Elusive Monk

These monks focus on their agility, speed, and physical training first and foremost. They are difficult to pin down on the battlefield, and their movements are fast and unpredictable.

Ability Scores

An elusive monk's starting ability scores are as follows.

Table 2-35: Elusive Monk

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	12	12	13	14	
Dexterity	14	15	16	16	
Constitution	10	11	12	14	
Intelligence	10	10	10	10	
Wisdom	13	14	14	14	
Charisma	10	10	10	10	

Skills

An elusive monk must spend 1 rank on both Acrobatics and Escape Artist at 1st level.

Feats

An elusive monk must select from among the following feats at 1st level: Acrobatic, Athletic, Dodge, Fleet, Lightning Reflexes, or Weapon Finesse.

Special Abilities

Slippery (Ex): An elusive monk gains a +2 bonus to CMD versus drag, grapple, reposition, and trip combat maneuvers.

Unpredictable Movement (Ex): An elusive monk gains a +4 bonus on Acrobatics checks made to move through threatened squares or through an opponent's space.

Zen Monk

These monks focus primarily on the spiritual and religious aspects of their training, and derive their combat prowess more from their discipline than from brute force or agility.

Ability Scores

A zen monk's starting ability scores are as follows.

Table 2-36: Zen Monk

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	11	12	12	13
Dexterity	12	12	13	13
Constitution	10	11	12	12
Intelligence	10	10	10	10
Wisdom	15	16	17	18
Charisma	10	10	10	10

Skills

A zen monk must spend 1 rank on both Diplomacy and Knowledge (religion) at 1st level.

Feats

A zen monk must select from among the following feats at 1st level: Alertness, Blind-Fight, Iron Will, Skill Focus, or Step Up.

Special Abilities

Iron Fist (Ex): A zen monk's unarmed strike deals 1 additional point of damage. At 11th level, this increases to 2 additional points of damage.

Zen Focus (Ex): A zen monk gains a +2 bonus on saving throws made to resist spells or abilities with the emotion descriptor, as well as anything that would give him the confused condition.

Oracle

The following prototypes are available for players interested in an oracle character.

Battle Oracle

These oracles constantly hone their body for rigor and hardship, and have good physical ability scores, along with their Charisma.

Ability Scores

A battle oracle's starting ability scores are as follows.

Table 2-37: Battle Oracle

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	13	14	14	14
Dexterity	12	12	12	14
Constitution	10	11	12	13
Intelligence	10	10	10	10
Wisdom	10	10	11	12
Charisma	14	15	16	16

Skills

A battle oracle is not restricted in the skills she chooses at 1st level.

Feats

A battle oracle must select from among the following feats at 1st level: Combat Casting, Great Fortitude, Improved Initiative, Power Attack, or Toughness.

Special Abilities

Armor Proficiency: A battle oracle is proficient with heavy armor, in addition to her other armor proficiencies.

Weapon Proficiency: A battle oracle is proficient with the favored weapon of her deity, in addition to her other weapon proficiencies. If the battle oracle does not have a deity, she must choose a deity whose alignment matches her own, and she is proficient with that deity's favored weapon, instead.

Exalted Oracle

These oracles have immense Charisma, but are not particularly well-developed in any of their other ability scores.

Ability Scores

An exalted oracle's starting ability scores are as follows.

Table 2-38: Exalted Oracle

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	10	10	10	10
Wisdom	11	12	12	13
Charisma	15	16	17	18

Skills

An exalted oracle must spend 1 rank on Spellcraft at 1st level.

Feats

An exalted oracle must select from among the following feats at 1st level: Combat Casting, Iron Will, Magical Aptitude, Skill Focus, or Spell Focus.

Special Abilities

Extra Orisons: An exalted oracle begins play knowing 2 additional orisons from the cleric/oracle spell list. These orisons do not count against the number of o-level spells that the exalted oracle can know (allowing her to eventually know a total of 11 o-level spells).

Unexpected Potency (Su): Once per day, when an exalted oracle casts a spell with a single target, she can increase the saving throw DC of that spell by 1. She must declare that she is using this ability before the spell is cast.

Sagacious Oracle

These oracles place a high value on all mental pursuits, and have good Intelligence and Wisdom scores, along with their Charisma.

Ability Scores

A sagacious oracle's starting ability scores are as follows.

Table 2-39: Sagacious Oracle

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	11	12	12	14
Constitution	10	10	10	10
Intelligence	12	13	13	14
Wisdom	12	13	14	14
Charisma	14	15	16	16

Skills

A sagacious oracle must spend 1 rank on Knowledge (religion) at 1st level.

Feats

A sagacious oracle must select from among the following feats at 1st level: Alertness, Iron Will, Persuasive, Skill Focus, or Spell Focus.

Special Abilities

Divine Authority (Ex): Choose two of the following skills: Bluff, Diplomacy, Intimidate, or Sense Motive. The sagacious oracle gains a +2 bonus on the chosen skills.

Expanded Knowledge (Ex): A sagacious oracle treats all Knowledge skills as class skills.

Paladin

The following prototypes are available for players interested in a paladin character.

Blessed Paladin

These paladins strive to maintain a balance between their martial and spiritual roles, giving them decent physical ability scores along with their Charisma.

Ability Scores

A blessed paladin's starting ability scores are as follows.

Table 2-40: Blessed Paladin

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	13	14	15	16
Dexterity	10	12	12	12
Constitution	12	13	14	14
Intelligence	10	10	10	10
Wisdom	10	10	11	11
Charisma	14	14	14	15

Skills

A blessed paladin is not restricted in the skills she chooses at 1st level.

Feats

A blessed paladin is not restricted in the feat she chooses at 1st level.

Special Abilities

Righteous (Su): A blessed paladin increases the damage bonus from her smite evil class feature by +2. Additionally, even when not smiting, a blessed paladin's attacks deal 1 additional point of damage against any creature that she successfully identified as evil with her detect evil class feature within the last 10 minutes.

Crusader Paladin

These paladins are elite warriors first and foremost. Though they serve the cause of their god, they do so more as enforcers than as emissaries. Their Charisma is somewhat lower than other paladins, but their physical ability scores, especially Strength, are above average.

Ability Scores

A crusader paladin's starting ability scores are as follows.

Table 2-41: Crusader Paladin

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	14	15	16	17
Dexterity	11	11	12	13
Constitution	12	14	14	15
Intelligence	10	10	10	10
Wisdom	10	10	11	10
Charisma	12	12	12	12

Skills

A crusader paladin must spend 1 rank on her choice of Intimidate, Knowledge (engineering), or Ride at 1st level.

Feats

A crusader paladin must select from among the following feats at 1st level: Improved Sunder, Power Attack, Toughness, or Weapon Focus.

Special Abilities

Zealous Smite (Su): While using the smite evil class feature, a crusader paladin gains a +2 morale bonus on attack rolls against the target of his smite.

Faithful Paladin

These paladins focus more on their spiritual side than their martial side. Their superior Charisma makes them excellent and inspiring leaders.

Ability Scores

A faithful paladin's starting ability scores are as follows.

Table 2-42: Faithful Paladin

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	12	14	14	14
Dexterity	10	10	10	10
Constitution	11	11	12	11
Intelligence	10	10	10	10
Wisdom	12	12	13	12
Charisma	14	15	16	18

Skills

A faithful paladin must spend 1 rank on Knowledge (religion) at 1st level.

Feats

A faithful paladin must select from among the following feats at 1st level: Combat Casting, Intimidating Prowess, Iron Will, Step Up, or Weapon Focus.

Special Abilities

Improved Channel (Su): A faithful paladin gains the channel positive energy class feature at 2nd level, instead of 4th level, and using this ability consumes only a single use of her lay on hands ability.

Ranger

The following prototypes are available for players interested in a ranger character.

Agile Ranger

These rangers are quick and lithe, and favor combat styles that require lots of Dexterity, such as ranged attacks.

Ability Scores

An agile ranger's starting ability scores are as follows.

Table 2-43: Agile Ranger

		Campaign Type				
Ability	Low	Standard	High	Epic		
Strength	10	10	10	10		
Dexterity	15	16	17	18		
Constitution	10	10	10	10		
Intelligence	11	12	12	13		
Wisdom	12	13	14	14		
Charisma	10	10	10	10		

Skills

An agile ranger must spend 1 rank each on any two of the following skills at 1st level: Acrobatics, Climb, Escape Artist, Ride or Swim.

Feats

An agile ranger must select from among the following feats at 1st level: Acrobatic, Athletic, Fleet, Improved Initiative, Point-Blank Shot, or Weapon Finesse.

Special Abilities

Combat Style Feat (Ex): At 3rd level, when an agile ranger would normally gain Endurance as a bonus feat, he may choose to gain an additional bonus feat from among the list of bonus feats for his chosen combat style, instead.

Fleet of Foot (Ex): An agile ranger can move at full speed while using Acrobatics or while using Survival to follow tracks, without suffering any penalties for doing so.

Grizzled Ranger

These rangers strike a balance between the numerous demands of their profession, from physical might and toughness to agility and intuition.

Ability Scores

A grizzled ranger's starting ability scores are as follows.

Table 2-44: Grizzled Ranger

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	12	13	14	14
Dexterity	13	14	14	16
Constitution	12	12	14	14
Intelligence	12	12	12	12
Wisdom	13	14	14	14
Charisma	8	8	8	8

Skills

A grizzled ranger must spend 1 rank each on any two of the following skills at 1st level: Climb, Handle Animal, Knowledge (nature), Survival, or Swim.

Feats

A grizzled ranger is not restricted in the feat he chooses at 1st level.

Special Abilities

Extra Favored Enemy (Ex): At 1st level, a grizzled ranger may select one additional favored enemy.

Vicious Ranger

These rangers prefer raw power, and favor combat styles that benefit from a high Strength score.

Ability Scores

A vicious ranger's starting ability scores are as follows.

Table 2-45: Vicious Ranger

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	14	15	16	16
Dexterity	12	13	14	14
Constitution	11	12	12	14
Intelligence	10	10	10	10
Wisdom	12	13	13	14
Charisma	10	10	10	10

Skills

A vicious ranger is not restricted in the skills he chooses at 1^{st} level.

Feats

A vicious ranger must select from among the following feats at 1st level: Dodge, Exotic Weapon Proficiency, Power Attack, Toughness, or Weapon Focus.

Special Abilities

Combat Style Feat (Ex): At 3rd level, when a vicious ranger would normally gain Endurance as a bonus feat, he may choose to gain an additional bonus feat from among the list of bonus feats for his chosen combat style, instead.

Favored Target (Ex): The bonus a vicious ranger gains on damage rolls made against his favored enemies increases to +3.

Rogue

The following prototypes are available for players interested in a rogue character.

Charming Rogue

These rogues operate by using their wit and charm to manipulate those around them into doing what they want.

Ability Scores

A charming rogue's starting ability scores are as follows.

Table 2-46: Charming Rogue

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	12
Dexterity	11	11	13	14
Constitution	10	10	10	10
Intelligence	12	12	12	13
Wisdom	12	14	14	14
Charisma	14	15	16	16

Skills

A charming rogue must spend 1 rank each on any two of the following skills at 1st level: Bluff, Diplomacy, Disguise, or Sense Motive.

Feats

A charming rogue must select from among the following feats at 1st level: Combat Expertise, Deceitful, Improved Initiative, Persuasive, or Skill Focus.

Special Abilities

Quick Explanation (Ex): Once per day, after failing a Bluff or Diplomacy check, a charming rogue can attempt that check again immediately as a free action. She suffers a -4 penalty on the second check.

Sex Appeal (Ex): A charming rogue gains a +2 circumstance bonus on Bluff and Diplomacy checks made against characters that are normally attracted to characters of her race and gender.

Opportunistic Rogue

These rogues are jacks of all trades, and strike a balance between physical and social means of accomplishing their goals.

Ability Scores

An opportunistic rogue's starting ability scores are as follows.

Table 2-47: Opportunistic Rogue

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	11	12	14
Dexterity	14	15	16	16
Constitution	10	10	10	10
Intelligence	12	12	13	14
Wisdom	10	10	10	10
Charisma	13	14	14	14

Skills

An opportunistic rogue is not restricted in the skills she chooses at 1st level.

Feats

An opportunistic rogue is not restricted in the feat she chooses at 1st level.

Special Abilities

Rogue Talent: A opportunistic rogue gains an extra rogue talent of her choice that she qualifies for at 1st level.

Slippery Rogue

These rogues value their Dexterity above all else, and focus on evading, eluding, and outmaneuvering their opponents.

Ability Scores

A slippery rogue's starting ability scores are as follows.

Table 2-48: Slippery Rogue

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	12	12	12	12
Dexterity	15	16	17	18
Constitution	10	10	10	10
Intelligence	11	12	13	12
Wisdom	10	10	10	12
Charisma	10	11	12	12

Skills

A slippery rogue must spend 1 rank each on any three of the following skills at 1st level: Acrobatics, Climb, Disable Device, Escape Artist, Sleight of Hand, or Stealth.

Feats

A slippery rogue must select from among the following feats at 1st level: Acrobatic, Dodge, Improved Initiative, Nimble Moves, Point-Blank Shot, or Weapon Finesse.

Special Abilities

Opportunistic (Ex): A slippery rogue gains a +2 competence bonus on attack rolls made against flanked opponents (whether she herself is flanking the target or not).

Unpredictable Movement (Ex): A slippery rogue gains a +4 bonus on Acrobatics checks made to move through threatened squares or through an opponent's space.

Sorcerer

The following prototypes are available for players interested in a sorcerer character.

Hardened Sorcerer

Though they do not neglect the force of their Charisma, these sorcerers are also somewhat capable combatants, with Strength and Constitution being their secondary concerns.

Ability Scores

A hardened sorcerer's starting ability scores are as follows.

Table 2-49: Hardened Sorcerer

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	12	13	13	13	
Dexterity	10	10	12	12	
Constitution	13	14	14	16	
Intelligence	10	10	10	10	
Wisdom	10	10	10	10	
Charisma	14	15	16	16	

Skills

A hardened sorcerer is not restricted in the skills she chooses at 1st level.

Feats

A hardened sorcerer must select from among the following feats at 1st level: Combat Casting, Magical Aptitude, Silent Spell, Spell Focus, or Still Spell.

Special Abilities

Arcane Body: A hardened sorcerer gains a +1 bonus on Fortitude saves.

Indomitable (Su): Once per day, when a creature confirms a critical hit against a hardened sorcerer, the hardened sorcerer can choose to treat that attack as though it were a regular hit, instead of a critical hit.

Maneuverable Sorcerer

While the primary focus for these sorcerers remains their Charisma and magic abilities, they place a secondary focus on Dexterity, and avoiding the attacks of their opponents.

Ability Scores

A maneuverable sorcerer's starting ability scores are as follows.

Table 2-50: Maneuverable Sorcerer

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	14	15	16	16
Constitution	10	10	10	10
Intelligence	10	10	10	10
Wisdom	10	11	10	14
Charisma	14	15	16	16

Skills

A maneuverable sorcerer must spend 1 rank on her choice of Acrobatics, Fly, or Escape Artist at 1st level.

Feats

A maneuverable sorcerer must select from among the following feats at 1st level: Acrobatic, Combat Casting, Dodge, Improved Initiative, Nimble Moves, or Point-Blank Shot.

Special Abilities

Cast on the Run (Ex): Once per day, when a maneuverable sorcerer casts a spell with a casting time of 1 round, she may move up to her movement speed as a free action.

Evasive Spellcasting (Ex): A maneuverable sorcerer gains a +4 dodge bonus to AC versus attacks of opportunity caused by casting spells. Additionally, she gains a +2 bonus on concentration checks made to cast spells defensively.

Potent Sorcerer

These sorcerers draw their power from vast reserves of personal Charisma, and focus slightly more on their magic abilities than others, leaving them weaker in other fields.

Ability Scores

A potent sorcerer's starting ability scores are as follows.

Table 2-51: Potent Sorcerer

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	12	13	14	14
Constitution	10	10	10	11
Intelligence	10	10	10	10
Wisdom	11	12	12	12
Charisma	15	16	17	18

Skills

A potent sorcerer must spend 1 rank on both Knowledge (arcana) and Spellcraft at 1st level.

Feats

A potent sorcerer must select from among the following feats at 1st level: Combat Casting, Magical Aptitude, Silent Spell, Spell Focus, or Still Spell.

Special Abilities

Extra Cantrips: A potent sorcerer begins play knowing 2 additional cantrips from the sorcerer/wizard spell list. These cantrips do not count against the number of o-level spells that the potent sorcerer can know (allowing her to eventually know a total of 11 o-level spells).

Unexpected Potency (Su): Once per day, when a potent sorcerer casts a spell with a single target, she can increase the saving throw DC of that spell by 1. She must declare that she is using this ability before the spell is cast.

Summoner

The following prototypes are available for players interested in a summoner character.

Combat Summoner

These summoners fight alongside their summoned creatures, and so have much higher physical ability scores than many other summoners.

Ability Scores

A combat summoner's starting ability scores are as follows.

Table 2-52: Combat Summoner

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	13	14	14	14	
Dexterity	12	12	13	14	
Constitution	12	12	12	14	
Intelligence	8	8	8	8	
Wisdom	10	11	12	12	
Charisma	14	15	16	16	

Skills

A combat summoner is not restricted in the skills he chooses at 1st level.

Feats

A combat summoner must select from among the following feats at 1st level: Combat Casting, Great Fortitude, Improved Initiative, Power Attack, or Toughness.

Special Abilities

Shielded Summoner (Ex): A combat summoner treats the arcane spell failure chance of shields as though they were 1/2 their actual amount, rounded down (minimum 1%).

Weapon and Armor Proficiencies: A combat summoner is proficient with any three martial weapons of his choice, in addition to the weapon proficiencies normally granted by his class. Additionally, he is proficient with shields (but not tower shields).

Commanding Summoner

These summoners have particularly high Charisma scores, and are used to getting their way, but their other ability scores suffer for this.

Ability Scores

A commanding summoner's starting ability scores are as follows.

Table 2-53: Commanding Summoner

Campaign Type			
Low	Standard	High	Epic
10	10	10	10
11	13	14	14
10	10	10	11
10	10	10	10
12	12	12	12
15	16	17	18
	10 11 10 10 12	Low Standard 10 10 11 13 10 10 10 10 10 10 11 13 10 10 10 10 11 13 12 12	LowStandardHigh101010111314101010101010121212

Skills

A commanding summoner must spend 1 rank on either Diplomacy or Intimidate at 1st level.

Feats

A commanding summoner must select from among the following feats at 1st level: Combat Casting, Persuasive, Skill Focus, Spell Focus, or Spell Penetration.

Special Abilities

Force of Personality (Ex): A commanding summoner gains a +2 bonus on his choice of either Diplomacy or Intimidate checks. Additionally, whenever he uses the chosen skill to improve a character's attitude, he is not limited to shifting it a maximum of two steps, if his die roll would normally allow him to adjust it further, and the duration that the creature's attitude remains shifted is doubled.

Potent Summons (Sp): Once per day, when a commanding summoner uses his summon monster class feature, he can choose to have all creatures summoned by that use of the class feature have maximum hit points.

Learned Summoner

These summoners have a high Intelligence and Wisdom to complement their Charisma, placing little value on their physical ability scores.

Ability Scores

A learned summoner's starting ability scores are as follows.

Table 2-54: Learned Summoner

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	8	8	8	8
Dexterity	12	12	12	12
Constitution	10	10	10	10
Intelligence	13	14	14	14
Wisdom	12	13	14	16
Charisma	14	15	16	16

Skills

A learned summoner must spend 1 rank on at least two different Knowledge skills at 1st level.

Feats

A learned summoner must select from among the following feats at 1st level: Alertness, Improved Initiative, Magical Aptitude, Skill Focus, or Spell Focus.

Special Abilities

Scholarly Background (Ex): A learned summoner gains 2 additional skill points at each class level. These skill points must be spent on Knowledge or Profession skills.

Unexpected Potency (Su): Once per day, when a learned summoner casts a spell with a single target, he can increase the saving throw DC of that spell by 1. He must declare that he is using this ability before the spell is cast.

Witch

The following prototypes are available for players interested in a witch character.

Cunning Witch

These witches have high Intelligence and Dexterity, and use them to avoid danger as much as possible.

Ability Scores

A cunning witch's starting ability scores are as follows.

Table 2-55: Cunning Witch

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	8	8	8	8	
Dexterity	14	15	16	16	
Constitution	10	10	10	10	
Intelligence	14	15	16	16	
Wisdom	12	12	12	14	
Charisma	10	11	10	12	

Skills

A cunning witch must spend 1 rank each on any two of the following skills at 1st level: Acrobatics, Escape Artist, Fly, or Stealth.

Feats

A cunning witch must select from among the following feats at 1st level: Combat Casting, Dodge, Improved Initiative, Improved Familiar, Nimble Moves, or Spell Focus.

Special Abilities

Evasive Spellcasting (Ex): A cunning witch gains a +4 dodge bonus to AC versus attacks of opportunity caused by casting spells. Additionally, she gains a +2 bonus on concentration checks made to cast spells defensively.

Unexpected Potency (Su): Once per day, when a cunning witch casts a spell with a single target, she can increase the saving throw DC of that spell by 1. She must declare that she is using this ability before the spell is cast.

Frail Witch

These witches forsake their physical ability scores in order to have well-rounded Intelligence, Wisdom, and Charisma scores.

Ability Scores

A frail witch's starting ability scores are as follows.

Table 2-56: Frail Witch

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	8	8	8	8	
Dexterity	10	11	12	12	
Constitution	8	8	8	8	
Intelligence	16	16	16	18	
Wisdom	12	14	15	14	
Charisma	12	13	14	14	

Skills

A frail witch is not restricted in the skills she chooses at 1st level.

Feats

A frail witch must select from among the following feats at 1st level: Alertness, Improved Familiar, Magical Aptitude, Persuasive, Self-Sufficient, Skill Focus, or Spell Focus.

Special Abilities

Extra Hex: A frail witch gains an additional hex for which she qualifies at 1st level.

Gifted Witch

These witches focus exclusively on their arcane might, leaving them with a very high little else.

Ability Scores

A gifted witch's starting ability scores are as follows.

Table 2-57: Gifted Witch

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	10	10	10	10	
Dexterity	12	13	14	14	
Constitution	10	10	10	10	
Intelligence	15	16	17	18	
Wisdom	11	12	12	13	
Charisma	10	10	10	10	

Skills

A gifted witch must spend 1 rank on both Knowledge (arcana) and Spellcraft at 1st level.

Feats

A gifted witch must select from among the following feats at 1st level: Combat Casting, Iron Will, Magical Aptitude, Spell Focus, or Spell Penetration.

Special Abilities

Improved Familiar: A gifted witch attracts a more accomplished familiar than most other witches receive. At 1st level, her familiar gains a permanent +2 bonus to Strength, Dexterity, and Constitution. At 5th level, the gifted witch gains Improved Familiar as a bonus feat. If she chooses to make use of this feat, her familiar changes its form to that of the new familiar, rather than actually being replaced, and it retains all of its spells, as a result.

Wizard

The following prototypes are available for players interested in a wizard character.

Enlightened Wizard

While they remain primarily focused on their Intelligence and magical abilities, these wizards strive to stay well-rounded in mental fields, with reasonable Wisdom and Charisma scores, as well.

Ability Scores

An enlightened wizard's starting ability scores are as follows.

Table 2-58: Enlightened Wizard

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	8	8	8	8
Dexterity	10	12	12	12
Constitution	8	8	8	8
Intelligence	16	16	16	18
Wisdom	12	14	15	14
Charisma	12	12	14	14

Skills

An enlightened wizard is not restricted in the skills he chooses at 1st level.

Feats

An enlightened wizard must select from among the following feats at 1st level: Alertness, Persuasive, Magical Aptitude, Spell Focus, or Spell Penetration.

Special Abilities

Bonus Feat: An enlightened wizard gains a single metamagic feat of his choice for which he qualifies at 1st level.

Focused Wizard

These wizards focus exclusively on their magical studies, and so tend to have slightly more potent magic than others, at the expense of their other abilities.

Ability Scores

A focused wizard's starting ability scores are as follows.

Table 2-59: Focused Wizard

	Campaign Type			
Ability	Low	Standard	High	Epic
Strength	10	10	10	10
Dexterity	12	13	14	14
Constitution	10	10	10	10
Intelligence	15	16	17	18
Wisdom	11	12	12	13
Charisma	10	10	10	10

Skills

A focused wizard must spend 1 rank on both Knowledge (arcana) and Spellcraft at 1st level.

Feats

A focused wizard must select from among the following feats at 1st level: Combat Casting, Improved Familiar, Magical Aptitude, Spell Focus, or Spell Penetration.

Special Abilities

Extra School Power: For any abilities granted by the focus wizard's arcane school that can normally be used a number of times per day equal to 3 + his Intelligence modifier, he can use that ability a number of times per day equal to 5 + his Intelligence modifier, instead.

Well-Learned (Ex): A focused wizard can make Knowledge checks untrained.

Sly Wizard

These wizards place a secondary focus on Dexterity, and the ability to dodge their opponents' attacks.

Ability Scores

A sly wizard's starting ability scores are as follows.

Table 2-60: Sly Wizard

	Campaign Type				
Ability	Low	Standard	High	Epic	
Strength	8	8	8	8	
Dexterity	14	15	16	16	
Constitution	10	10	10	10	
Intelligence	14	15	16	16	
Wisdom	12	12	12	14	
Charisma	10	11	10	12	

Skills

A sly wizard must spend 1 rank each on any two of the following skills at 1st level: Acrobatics, Escape Artist, Fly, or Stealth.

Feats

A sly wizard must select from among the following feats at 1st level: Acrobatic, Combat Casting, Dodge, Improved Initiative, Magical Aptitude, or Spell Focus.

Special Abilities

Ranged Magic Specialist: Whenever a sly wizard makes a ranged attack or ranged touch attack as part of a spell, he gains a +1 bonus on the attack roll.

Unexpected Potency (Su): Once per day, when a sly wizard casts a spell with a single target, he can increase the saving throw DC of that spell by 1.

Tarot Character Creation

For centuries, tarot cards have been a resource that people have turned to in order to learn not only about their future, but also about themselves as individuals, as well as about the nature of others in their lives. This character creation method uses them in a similar fashion, turning them into tools to create and inspire your character.

At its heart, tarot character creation is essentially the purchase method of ability score generation laid out in the *Pathfinder Roleplaying Game Core Rulebook*, but instead of having players pick and choose exactly how their ability score points are spent, it uses the cards to distribute the points semi-randomly. Players have some amount of influence over the distribution, and can spend a small number of points directly, but much of the decision-making process is left to fate, and the wisdom of the cards, rather than to the player, creating characters with ability score distributions that more closely resemble those achieved by rolling dice, but who have the consistency of characters created using the purchase method, as every character has the same number of ability score points, merely distributed in different ways.

As an added benefit, this character creation method also provides some helpful suggestions about the character's background and personality, which can help flesh the character out and lead players to play characters that they might not try on their own. Players are, of course, free to interpret the cards' meanings for themselves, or even to ignore them altogether, but for those who are interested in such suggestions, they can be of tremendous assistance.

Introduction

This method of character creation will require a full deck of tarot cards, or some way to simulate them. You'll also need some way of keeping track of points: coins, tokens, or dice will do nicely, although pen and paper can work as well. While not strictly necessary, players and GMs will both get the most from this character creation method if they have some knowledge of the traditional meanings of the cards. While a brief explanation is included here, a book or website with further information about card meanings can add flavor to the finished character.

Card Meanings

One of the benefits of this method of character creation is that it provides some suggestions about your character's personality, background, and history, based on which cards are drawn and in what positions. At the end of this section, there is a brief description of each card and what kind of flavorful meaning it has. Feel free to consult these meanings as each card is drawn, or all at once at the end.

Assigning Tokens

For the most part, the tables that describe how to distribute tokens based on which card is drawn are fairly straightforward, specifically calling out the name of the pile to which the tokens should be added. However, there are a few specific entries and unusual circumstances that may require further explanation, which is provided here.

Any and Any Other: A reference to add tokens to any or any other (such as "1/2 to any, 1/2 to any other" or "1/2 to Con, 1/2 to any other") means that the player is allowed to choose which ability score's pool to add the tokens to. In the case of the Body and Mind positions, these must be chosen from the three ability scores associated with that position (Strength, Dexterity, and Constitution for Body; Intelligence, Wisdom, and Charisma for Mind). If the phrase "any other" is used, that means that the player cannot select an ability score pool that was already chosen: for example, "1/2 to Dex, 1/2 to any other" would mean that half the tokens must go to Dexterity, and the other half can go to any pool other than Dexterity.

Highest and Lowest: A reference to add tokens to highest or lowest (such as "all to highest," or "1/2 to highest, 1/2 to lowest") indicates that the player should add the tokens to whichever ability score's pool currently has the most (in the case of highest) or least (in the case of lowest) tokens in it. If two or more ability scores are tied for the highest or lowest, the player can choose between them. In the case of the Body and Mind positions, this refers only to ability scores associated with that position (Strength, Dexterity, and Constitution for Body; Intelligence, Wisdom, and Charisma for Mind).

Random: A reference to add tokens to random (such as "1/3 to random" or "all to random") indicates that the tokens should be added to a random ability score pool. Typically, this is resolved by rolling 1d6, and assigning the tokens to the corresponding ability score (1 is Strength, 2 is Dexterity, and so on). In the case of Body and Mind cards, only the three relevant ability scores (Strength, Dexterity, and Constitution for Body; Intelligence, Wisdom, and Charisma for Mind) are eligible.

Remainders: In the unlikely event that a remainder occurs (such as if you are instructed to divide a pool with 5 points in it into thirds), the player decides how to divide the tokens from among the available pools, doing his best to stay as close to the instructions as possible.

Instructions

The following section provides step-by-step instructions for performing this character creation method.

Step 1: Point Pools

First, determine what type of campaign the character will be used in. There are four different campaign types supported by this character creation method, which roughly correspond to the four different campaign types listed for the purchase method of character creation included in the *Pathfinder Roleplaying Game Core Rulebook*. Ask your GM which of these is most appropriate for the campaign in which you'll be playing, and consult Table 3-1: Starting Pools throughout this step to determine the appropriate number of tokens to place in each pile.

Table 3-1: Starting Pools

Campaign Type	Nature	Spirit	Body	Mind	Nurture	Ability Scores	Floating Pool	Total
Low Fantasy	6	3	0	0	1	5	0	40
Average Fantasy	6	3	0	0	2	5	4	45
High Fantasy	12	3	0	0	2	5	5	52
Epic Fantasy	12	6	0	0	2	5	8	58

First, set the appropriate amount of tokens in a Nature pile (this will be either 6 or 12), and then place the appropriate amount of tokens in a Spirit pile (3 or 6), and then a Nurture pile (1 or 2). Leave spaced for a Body pile and a Mind pile, but do not put any tokens in them yet. Next, create one pile for each ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma), and place 5 tokens in each pile. Finally, put the appropriate number of tokens in a final Floating Pool that you will be able to spend points from as you please, at the end of the process (this number ranges from o to 8, depending on the campaign type).

Step 2: Draw the Cards

Have the player whose character is being generated draw eleven cards from the deck and place them face down in a pile. Add as much theatrics to this as you desire, having the player shuffle the cards and handpick them from the middle of the deck, or just grabbing them off the top. Be sure to shuffle thoroughly, and to keep track of the order in which the cards were drawn, as this will determine what they do. Also be sure not to rotate any of them, as some cards do different things depending on whether or not they are upside-down once they are flipped over.



Step 3: The Nature Card

Reveal the first card. This is the character's "nature card," which serves as a sort of quick summary of the character as a whole, painted in broad brushstrokes. As a result, it is often the most important card in determining what the character's final ability scores will be.

Consult Table 3-2: Nature Cards, and, based on the card drawn, divide the points in the Nature pool and move them to the pools indicated in the table.

Table 3-2: Nature Cards

Card	Effect			
Cups (any)	1/3 to Body, 2/3 to Mind			
Pentacles (any)	2/3 to Body, 1/3 to Mind			
Swords (any)	2/3 to Body, 1/3 to Mind			
Wands (any)	1/3 to Body, 2/3 to Mind			
The Fool	1/3 to Body, 1/3 to Mind, 1/3 to floating pool			
The Magician	1/3 to Mind, 1/3 to Dex, 1/3 to Int			
The High Priestess	1/3 to Mind, 1/3 to Spirit, 1/3 to Con			
The Empress	1/3 to Body, 2/3 to Mind			
The Emperor	1/3 to Body, 1/3 to Mind, 1/3 to Nurture			
The Hierophant	1/3 to Body, 1/3 to Mind, 1/3 to Spirit			
The Lovers	1/3 to Body, 1/3 to Mind, 1/3 to Cha			
The Chariot	1/3 to Body, 2/3 to Dex			
Strength	2/3 to Body, 1/3 to Str			
The Hermit	All to Spirit			
The Wheel	1/3 to random, 1/3 to random, 1/3 to random			
Justice	1/3 to Body, 1/3 to Mind, 1/3 to Wis			
The Hanged Man	1/3 to Body, 1/3 to Mind, 1/3 to Dex			
Death	1/3 to Body, 1/3 to Mind, 1/3 to Wis			
Temperance	1/6 to each ability pool			
The Devil	1/3 to Con, 1/3 to Int, 1/3 to Cha			
The Tower	1/3 to Str, 1/3 to Int, 1/3 to Cha			
The Stars	1/3 to Body, 1/3 to Mind, 1/3 to Cha			
The Moon	1/3 to Mind, 1/3 to Int, 1/3 to Wis			
The Sun	1/3 to Body, 1/3 to Str, 1/3 to Con			
Judgment	1/3 to Str, 1/3 to Con, 1/3 to Wis			
The World	2/3 to Nurture, 1/3 to floating pool			

Step 4: The Spirit Card

The Spirit card represents the little things about a character's personality that make them different from everyone else of the same nature. It can be thought of as a "twist" on the Nature card, and something that modifies the nature card in a subtle but profound way.

Consult Table 3-3: Spirit Cards, and, based on the card drawn, divide the points in the Spirit pool evenly amongst the pools for the ability scores listed on the table.

Table 3-3: Spirit Cards

Card	Effect		
Cups (any)	Con, Wis, Cha		
Pentacles (any)	Str, Con, Wis		
Swords (any)	Str, Dex, Int		
Wands (any)	Dex, Int, Cha		
The Fool	Str, Dex, Int		
The Magician	All to Int		
The High Priestess	All to Wis		
The Empress	Dex, Con, Cha		
The Emperor	Int, Wis, Cha		
The Hierophant	Con, Int, Wis		
The Lovers	All to Cha		
The Chariot	Str, Dex, Int		
Strength	All to Str		
The Hermit	Dex, Con, Wis		
The Wheel	All to a random ability score		
Justice	Str, Con, Wis		
The Hanged Man	All to Dex		
Death	All to Con		
Temperance	Dex, Con, Wis		
The Devil	Str, Con, Cha		
The Tower	Str, Int, Cha		
The Stars	Dex, Int, Cha		
The Moon	Int, Wis, Cha		
The Sun	Str, Dex, Con		
Judgment	Str, Wis, Cha		
The World	All to floating pool		

Step 5: The Body Card

The Body card describes the character physically. It refers to his physical fitness, his appearance, his birthmarks, his injuries, and so on. The points from the Body pool are divided between Strength, Dexterity, and Constitution.

Consult Table 3-4: Body Cards], and, based on the card drawn, divide the points in the Body pool amongst the listed ability scores, as indicated by the table. For the purposes of the Body card, the character's mental ability scores (Intelligence, Wisdom, and Charisma) do not exist, so entries listing "each," or "random" refer only to physical ability scores. Under no circumstances should points from the Body pool go directly to any mental ability score.



Table 3-4: Body Cards

Card	Effect
Ace of Cups	1/2 to any, 1/2 to any other
Two of Cups	1/2 to Str, $1/2$ to any other
Three of Cups	1/2 to Str, $1/2$ to any other
Four of Cups	1/2 to Str, 1/2 to any other
Five of Cups	1/2 to Dex, $1/2$ to any other
Six of Cups	1/2 to Dex, 1/2 to any other
Seven of Cups	1/2 to Dex, 1/2 to any other
Eight of Cups	1/2 to Con, 1/2 to any other
Nine of Cups	1/2 to Con, 1/2 to any other
Ten of Cups	1/2 to Con, 1/2 to any other
Knave of Cups	1/2 to any, 1/2 to any other
Knight of Cups	1/2 to any, 1/2 to any other
Queen of Cups	1/2 to any, 1/2 to any other
King of Cups	1/2 to any, 1/2 to any other
Ace of Pentacles	All to Con
Two of Pentacles	1/2 to Str, 1/2 to Con
Three of Pentacles	1/2 to Str, 1/2 to Con
Four of Pentacles	1/2 to Str, 1/2 to Con
Five of Pentacles	1/2 to Str, 1/2 to Con
Six of Pentacles	1/2 to Str, 1/2 to Con
Seven of Pentacles	1/2 to Str, 1/2 to Con
Eight of Pentacles	1/2 to Con, 1/2 to any other
Nine of Pentacles	1/2 to Con, 1/2 to any other
Ten of Pentacles	1/2 to Con, 1/2 to any other
Knave of Pentacles	All to Con
Knight of Pentacles	All to Con
Queen of Pentacles	All to Con
King of Pentacles	All to Con
Ace of Swords	All to Str
Two of Swords	1/2 to Str, 1/2 to Dex
Three of Swords	1/2 to Str, 1/2 to Dex
Four of Swords Five of Swords	1/2 to Str, $1/2$ to Dex
Six of Swords	1/2 to Str, $1/2$ to Dex
Seven of Swords	1/2 to Str, 1/2 to Dex 1/2 to Str, 1/2 to Dex
Eight of Swords	1/2 to Str, 1/2 to any other
Nine of Swords	1/2 to Str, $1/2$ to any other
Ten of Swords	1/2 to Str, $1/2$ to any other
Knave of Swords	All to Str
Knight of Swords	All to Str
Queen of Swords	All to Str
King of Swords	All to Str
Ace of Wands	All to Dex
Two of Wands	1/2 to Dex, 1/2 to Con
Three of Wands	1/2 to Dex, 1/2 to Con
Four of Wands	1/2 to Dex, 1/2 to Con
Five of Wands	1/2 to Dex, 1/2 to Con
Six of Wands	1/2 to Dex, 1/2 to Con
Seven of Wands	1/2 to Dex, 1/2 to Con
Eight of Wands	1/2 to Dex, 1/2 to any other
Nine of Wands	1/2 to Dex, 1/2 to any other
Ten of Wands	1/2 to Dex, 1/2 to any other
Knave of Wands	All to Dex
Knight of Wands	All to Dex
Queen of Wands	All to Dex
King of Wands	All to Dex

1/2 to any, 1/2 to floating pool		
1/2 to Dex, 1/2 to any other		
All to Nurture		
1/2 to Con, 1/2 to floating pool		
1/2 to Str, 1/2 to floating pool		
1/2 to Str, 1/2 to Con		
1/2 to Dex, 1/2 to Con		
All to Dex		
All to Str		
All to Con		
All to random		
All to lowest		
All to Dex		
All to Con		
All to lowest		
All to highest		
All to Str		
All to highest		
1/2 to random, $1/2$ to any other		
1/2 to Str, 1/2 to Dex		
Divide as you choose		
1/2 to highest, 1/2 to lowest		



Step 6: The Mind Card

This card, not surprisingly, represents a character's mind. This can have some grey areas and overlap with cards like Nature or Spirit, but in general is more specifically concerned with how the character thinks and how they perform in more esoteric and intellectual arenas. Mechanically, it determines the distribution of points in the Mind pool between the three mental ability scores: Intelligence, Wisdom, and Charisma.

Consult Table 3-5: Mind Cards, and, based on the card drawn, divide the points in the Mind pool amongst the listed ability scores, as indicated by the table. For the purposes of the Mind card, the character's physical ability scores (Strength, Dexterity, and Constitution) do not exist, so entries listing "each," or "random" refer only to mental ability scores. Under no circumstances should points from the Mind pool go directly to any physical ability score.

Table 3-5: Mind Cards

Card	Effect		
Ace of Cups	All to Wis		
Two of Cups	1/2 to Wis, 1/2 to Cha		
Three of Cups	1/2 to Wis, 1/2 to Cha		
Four of Cups	1/2 to Wis, 1/2 to Cha		
Five of Cups	1/2 to Wis, 1/2 to Cha		
Six of Cups	1/2 to Wis, 1/2 to Cha		
Seven of Cups	1/2 to Wis, 1/2 to Cha		
Eight of Cups	1/2 to Wis, 1/2 to any other		
Nine of Cups	1/2 to Wis, 1/2 to any other		
Ten of Cups	1/2 to Wis, 1/2 to any other		
Knave of Cups	All to Wis		
Knight of Cups	All to Wis		
Queen of Cups	All to Wis		
King of Cups	All to Wis		
Ace of Pentacles	1/2 to any, 1/2 to any other		
Two of Pentacles	1/2 to Int, 1/2 to any other		
Three of Pentacles	1/2 to Int, 1/2 to any other		
Four of Pentacles	1/2 to Int, 1/2 to any other		
Five of Pentacles	1/2 to Wis, 1/2 to any other		
Six of Pentacles	1/2 to Wis, 1/2 to any other		
Seven of Pentacles	1/2 to Wis, 1/2 to any other		
Eight of Pentacles	1/2 to Cha, 1/2 to any other		
Nine of Pentacles	1/2 to Cha, 1/2 to any other		
Ten of Pentacles	1/2 to Cha, 1/2 to any other		
Knave of Pentacles	1/2 to any, 1/2 to any other		
Knight of Pentacles	1/2 to any, 1/2 to any other		
Queen of Pentacles	1/2 to any, 1/2 to any other		
King of Pentacles	1/2 to any, 1/2 to any other		
Ace of Swords	All to Int		
Two of Swords	1/2 to Int, 1/2 to Wis		
Three of Swords	1/2 to Int, 1/2 to Wis		
Four of Swords	1/2 to Int, 1/2 to Wis		
Five of Swords	1/2 to Int, 1/2 to Wis		
Six of Swords	1/2 to Int, 1/2 to Wis		
Seven of Swords	1/2 to Int, 1/2 to Wis		
Eight of Swords	1/2 to Int, 1/2 to any other		
Nine of Swords	1/2 to Int, 1/2 to any other		
Ten of Swords	1/2 to Int, 1/2 to any other		
Knave of Swords	All to Int		
Knight of Swords	All to Int		

Queen of Swords	All to Int		
King of Swords	All to Int		
Ace of Wands	All to Cha		
Two of Wands	1/2 to Int, 1/2 to Cha		
Three of Wands	1/2 to Int, 1/2 to Cha		
Four of Wands	1/2 to Int, 1/2 to Cha		
Five of Wands	1/2 to Int, 1/2 to Cha		
Six of Wands	1/2 to Int, 1/2 to Cha		
Seven of Wands	1/2 to Int, 1/2 to Cha		
Eight of Wands	1/2 to Cha, 1/2 to any other		
Nine of Wands	1/2 to Cha, 1/2 to any other		
Ten of Wands	1/2 to Cha, 1/2 to any other		
Knave of Wands	All to Cha		
Knight of Wands	All to Cha		
Queen of Wands	All to Cha		
King of Wands	All to Cha		
The Fool	1/2 to any, 1/2 to floating pool		
The Magician	1/2 to Int, 1/2 to any other		
The High Priestess	All to Nurture		
The Empress	1/2 to Cha, 1/2 to floating pool		
The Emperor	1/2 to Wis, 1/2 to floating pool		
The Hierophant	1/2 to Wis, 1/2 to Cha		
The Lovers	1/2 to Int, 1/2 to Cha		
The Chariot	All to Int		
Strength	All to highest		
The Hermit	All to Wis		
The Wheel	All to random		
Justice	All to lowest		
The Hanged Man	All to Cha		
Death	1/2 to Int, 1/2 to Wis		
Temperance	All to lowest		
The Devil	1/2 to Int, 1/2 to Cha		
The Tower	1/2 to Int, 1/2 to Cha		
The Stars	All to highest		
The Moon	1/2 to random, 1/2 to any other		
The Sun	1/2 to Wis, 1/2 to Cha		
Judgment	Divide as you choose		
The World	1/2 to highest, 1/2 to lowest		

Step 7: The Nurture Card

The Nurture card represents a character's first forays into adulthood. It might refer to the character's first job raking manure in the stables, or it might refer to how they ran away from home at a tender age, or lived as an orphan on the mean streets of the local capital. Whatever the case, it gives a small boost to a single ability score, most likely one related to whatever the event in question is. Take all points from the Nurture pool and put them in the pool of the ability score indicated on Table 3-6: Nurture Cards.

Table 3-6: Nurture Cards

Card	Effect	Inverted Effect
Ace of Cups	Wis	Dex
Two of Cups	Con	Cha
Three of Cups	Con	Cha
Four of Cups	Con	Cha
Five of Cups	Wis	Dex
Six of Cups	Wis	Dex
Seven of Cups	Wis	Dex
Eight of Cups	Cha	Con
Nine of Cups	Cha	Con
Ten of Cups	Cha	Con
Knave of Cups	Con	Cha
Knight of Cups	Cha	Con
Queen of Cups	Wis	Dex
King of Cups	Cha	Con
Ace of Pentacles	Str	Str
Two of Pentacles	Str	Int
Three of Pentacles	Str	Int
Four of Pentacles	Str	Int
Five of Pentacles	Con	Cha
Six of Pentacles	Con	Cha
Seven of Pentacles	Con	Cha
Eight of Pentacles	Wis	Dex
Nine of Pentacles	Wis	Dex
Ten of Pentacles	Wis	Dex
Knave of Pentacles	Wis	Dex
Knight of Pentacles	Str	Int
Queen of Pentacles	Con	Cha
King of Pentacles	Con	Cha
Ace of Swords	Dex	Wis
Two of Swords	Str	Int
Three of Swords	Str	Int
Four of Swords	Str	Int
Five of Swords	Dex	Wis
Six of Swords	Dex	Wis
Seven of Swords	Dex	Wis
Eight of Swords	Int	Str
Nine of Swords	Int	Str
Ten of Swords	Int	Str
Knave of Swords	Dex	Wis
Knight of Swords	Str	Int
Queen of Swords	Int	Str
King of Swords	Int	Str
Ace of Wands	Int	Str
Two of Wands	Dex	Wis
Three of Wands	Dex	Wis
Four of Wands	Dex	Wis
Five of Wands	Int	Str

Six of Wands	Int	Str
Seven of Wands	Int	Str
Eight of Wands	Cha	Con
Nine of Wands	Cha	Con
Ten of Wands	Cha	Con
Knave of Wands	Dex	Wis
Knight of Wands	Cha	Con
Queen of Wands	Int	Str
King of Wands	Cha	Con
The Fool	Dex	Wis
The Magician	Int	Int
The High Priestess	Wis	Wis
The Empress	Dex	Wis
The Emperor	Str	Int
The Hierophant	Wis	Dex
The Lovers	Cha	Con
The Chariot	Dex	Wis
Strength	Str	Str
The Hermit	Wis	Dex
The Wheel	Int	Str
Justice	Con	Cha
The Hanged Man	Dex	Dex
Death	Int	Str
Temperance	Con	Con
The Devil	Cha	Con
The Tower	Str	Int
The Stars	Cha	Cha
The Moon	Wis	Dex
The Sun	Con	Cha
Judgment	Str	Int
The World	Con	Cha


Step 8: The History Cards

The final six cards each use the same table, and have the same mechanical affects on the character's ability scores regardless of which position they're drawn in. As such, they are treated as a single step, even though each of the individual history cards has a different flavorful meaning and symbolism.

Each of the History cards moves points between the different ability score pools, adding extra randomization to the process and creating a slightly more organic character. For each History card, consult [Table 1-6: History Cards] and apply the necessary adjustments to the indicated pools (for example, the Ace of Swords indicates to add 1 point to Strength, Dexterity, and Intelligence, and subtract 1 point from Constitution, Wisdom, and Charisma. To accomplish this, simply take the points from the pools that are having points subtracted, and add them to the pools that are having points added).

If a card would instruct you to remove points from a pool that does not have enough points for you to do so, remove all the points that you can, and place that many points in the indicated pool, instead of the listed amount. Under no circumstances can a History card add any additional points to the process: all added points come from somewhere: either a different ability score's pool, or the character's floating pool.

Some entries on Table 3-7: History Cards have an asterisk at the end of their name. This means that if the card is inverted (i.e., upside-down) when you flip it over, you should reverse the effect (for example, if the Empress card was inverted when you revealed her, you would take two points from the Constitution pool and put them in the character's floating pool, instead of taking two points from the floating pool and adding them to the Constitution pool, which is its normal effect).

The flavorful descriptions of the different History card positions are listed below.

Family: The Family card provides insight into what the character's life was like at home and with his family, especially as a child. This card might suggest that the character was an orphan, was constantly striving to earn the respect of a distant parent, or was obsessively protective of a younger sibling.

Community: The Community card provides insight into how the character (and, in a more general sense, the character's family as a whole) interacted with and was perceived by the community around them. This card might suggest that a character is descended from royal or noble blood, was an outcast driven out of town because his mother was a witch, or was considered to be an upstanding pillar of the community.

Relationships: The Relationships card provides insight into the character's relationships with those who are closest to him. Often, it reflects the single, strongest relationship, which is typically a romantic one, if such a relationship exists, but might be a relationship with a friend, family member, mentor, or co-adventurer, among others. Sometimes, it instead refers to the character's relationships in general. This card might suggest that the character is an incorrigible womanizer, or lost a loved one and is still in mourning, or that he is deeply involved in a loving relationship.

Life Events: The Life Events card provides insight into one of the formative events of the character's life. Often this event is one that occurred after the event described by the Nurture card, and so is rarely related to the character's childhood, but sometimes it can be an event that occurred before that, or may even refer to the same event, if it was a particularly important one. This card might suggest that the character swore revenge after goblins attacked his town, or that a powerful mage took a personal interest in him, or that he was cast out of the king's army in disgrace.

Ambitions: The Ambitions card provides insight into the character's strongest, most heartfelt desires and ambitions. This likely serves as an explanation for what causes them to adventure, but may provide more coloring to the character's actions, as well. This goal may not be constantly on the character's mind, and he may not even be aware of it consciously, but it is the thing that drives him. This card might suggest that the character desires to see his homeland freed from the grip of its unjust king, or that he seeks great personal power above all else, or that his only real interest is in gold.

Fears: The Fears card indicates one of your character's darkest fears. This is rarely a literal, physical object (such as snakes, spiders, or heights), though certain cards might suggest such a thing. More often, it is an intangible fear. This card might suggest that the character is afraid of dying alone, that he is afraid of showing weakness, or that he is afraid of water, and never learned to swim.



Table 3-7: History Cards

Table 3-7: History	
Card	Effect
Ace of Cups*	-2 from Str, Dex, and Int
	+2 to Con, Wis, and Cha
Two of Cups*	-2 from Dex, +2 to Cha
Three of Cups*	-2 from Wis, +2 to Cha
Four of Cups*	-2 from Cha, +2 to Con
Five of Cups*	-2 from Cha, +2 to Wis
Six of Cups*	-2 from Wis, +2 to Con
Seven of Cups*	-2 from Int, +2 to Wis
Eight of Cups*	-2 from Cha, +2 to Str
Nine of Cups*	-2from Dex, +2 to Int
Ten of Cups*	-2 from floating pool, +2 to Cha
Knave of Cups*	-4 from Dex, +4 to Con
Knight of Cups*	-4 from Int, +4 to Cha
Queen of Cups*	-4 from Str, +4 to Wis
	-4 from Str, Dex, and Int
King of Cups*	+4 to Con, Wis, and Cha
A (D 1 *	-2 from Dex, Int, and Cha
Ace of Pentacles*	+2 to Str, Con, and Wis
Two of Pentacles*	-2 from Con, +2 to Str
Three of Pentacles*	-2 from Int, +2 to Con
Four of Pentacles*	-2 from Str, +2 to Con
Five of Pentacles*	-2 from Con, +2 to Wis
Six of Pentacles*	-2 from Cha, +2 to Int
Seven of Pentacles*	-2 from Str, +2 to Dex
Eight of Pentacles*	-2 from Cha, +2 to Dex
Nine of Pentacles*	-2 from Dex, +2 to Str
Ten of Pentacles*	-2 from floating pool, +2 to Int
Knave of Pentacles*	-4 from Dex, +4 to Wis
Knight of Pentacles*	-4 from Cha, +4 to Str
Queen of Pentacles*	-4 from Int, +4 to Con
King of Pentacles*	-4 from Dex, Int, and Cha
	+4 to Str, Con, and Wis
Ace of Swords	-2 from Con, Wis, and Cha
	+2 to Str, Dex, and Int
Two of Swords*	-2 from Str, +2 to Cha
Three of Swords*	-2 from Str, +2 to Wis
Four of Swords*	-2 from Dex, +2 to Wis
Five of Swords*	-2 from Int, +2 to Cha
Six of Swords*	-2 from floating pool, +2 to Dex
Seven of Swords*	-2 from Con, +2 to Dex
Eight of Swords*	-2 from Dex, +2 to Con
Nine of Swords*	-2 from Wis, +2 to Int
Ten of Swords*	-2 from floating pool, +2 to Wis
Knave of Swords*	-4 from Wis, +4 to Dex
Knight of Swords*	-4 from Cha, +4 to Str
Queen of Swords*	-4 from Con, +4 to Int
King of Swords*	-4 from Con, Wis, and Cha
Ace of Wands*	+4 to Str, Dex, and Int -2 from Str, Con, and Wis
	+2 to Dex, Int, and Cha
Two of Wands*	-2 from Str, +2 to Int
Three of Wands*	-2 from Con, +2 to Int
Four of Wands*	-2 from Int, +2 to Dex
Five of Wands*	-2 from floating pool, +2 to Str
Six of Wands*	-2 from Int, +2 to Str
Seven of Wands*	-2 from Wis, +2 to Str

Eight of Wands*	-2 from Wis, +2 to Dex
Nine of Wands*	-2 from Con, +2 to Cha
Ten of Wands*	-2 from floating pool, +2 to Con
Knave of Wands*	-4 from Wis, +4 to Dex
Knight of Wands*	-4 from Con, +4 to Cha
Queen of Wands*	-4 from Str, +4 to Int
King of Wands*	-4 from Str, Con, and Wis
King of Wands*	+4 to Dex, Int, and Cha
TL . L . 1*	-1 from Str, Dex, Con, Int, Wis, and Cha
The Fool*	+6 to floating pool
	-4 from the lowest of Str, Con, and Wis
The Magician	+4 to the highest of Dex, Int, and Cha
	-4 from the lowest of Dex, Int, and Cha
The High Priestess	+4 to the highest of Str, Con, and Wis
The Empress*	-2 from floating pool, +2 to Con
	-4 from the lower of Str and Int
The Emperor	+4 to the higher of Str and Int
The Hierophant*	-2 from floating pool, +2 to Wis
	-4 from the lower of Dex and Cha
The Lovers	+4 to the higher of Dex and Cha
The Chariot*	-2 from floating pool, +2 to Dex
Strength*	-2 from floating pool, +2 to Dex
	-4 from the lower of Con and Wis
The Hermit	+4 to the higher of Con and Wis
	Randomly reassign each ability score pile
The Wheel	to a new ability score.
	-3 from the highest ability score
Justice*	+1 to the three lowest ability scores
The Hanged Man*	
The Hanged Man	-2 from floating pool, +2 to Int
Death	-4 from the lower of Dex and Wis
	+4 to the higher of Dex and Wis -2 from the three highest ability scores
Temperance*	
	+2 to the three lowest ability scores
The Devil	-4 from the lower of Con and Cha
	+4 to the higher of Con and Cha
The Tower	-4 from the lower of Str and Int
T1. C. *	+4 to the higher of Str and Int
The Stars*	-2 from floating pool, +2 to Cha
The Moon	-2 from Str, Dex, and Con
	+2 to Int, Wis, and Cha
The Sun	-2 from Int, Wis, and Cha
	+2 to Str, Dex, and Con
Judgment	Swap the largest and smallest ability score
	piles
The World	Take half the points from the highest
	ability score, and add them to the lowest
	ability score

Step 9: Adding It Up

Once all the cards have been addressed, there is still some work to do before the character's final ability scores can be determined. By the time that this stage begins, you should only have points in the six ability score pools (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma), as well as the character's floating pool. Count the number of points in each ability score's pool and refer to Table 3-8: Ability Scores to determine what the numerical value of that ability score currently is, at this point.

Most likely, one or more ability score pools will have a number of points that does not correspond to an exact ability score. On Table 3-8: Ability Scores, this is demonstrated by showing the remainder in parentheses (for example, 9 points is one more than necessary to get a score of 13, but one too few to get a score of 14. It is listed as "13 (1 remainder)."). If this occurs, that ability score has the number listed, but make a note of the remainder.

Once this has been done for each ability score, the remainders "trickle down" to the next-highest ability score, until it eventually finds a place where it can contribute. Start with the highest ability score that has a remainder, and check with the next-lowest ability score, to see if adding the remaining point(s) will increase the score. If it does, the points are added to that score (if a remainder trickles down to a score with another remainder, and the two together are enough to raise that score to a new number with no remainder, then it does so, eliminating both remainders in the process). If not, they continue to "trickle down." If there are two different ability score points that are tied for value, the player chooses which one to add the point to, assuming that it can be added to that ability score in a meaningful fashion.

Once all the remainders have been dealt with, move on to step 10.

Step 10: The Floating Pool

Finally, the character can spend any remaining points that he has in his floating pool, placing them into ability score pools and increasing the resulting ability scores accordingly, as indicated by Table 3-8: Ability Scores. The player may not spend these points in such a way that they would have a remainder.

Once all of the points from the floating pool have been spent, the character's ability scores have been determined, and the process is complete. Table 3-8: Points and Ability Scores

Points	Score
0	5
1	6
2	7
3	8
4	9
5	10
6	11
7	12
8	13
9	13 (1 remainder)
10	14
11	14 (1 remainder)
12	15
13	15 (1 remainder)
14	15 (2 remainder)
15	16
16	16 (1 remainder)
17	16 (2 remainder)
18	17
19	17 (1 remainder)
20	17 (2 remainder)
21	17 (3 remainder)
22	18
23	18 (1 remainder)
24	18 (2 remainder)
25	18 (3 remainder)



Tarot Card Meanings

Half the fun of the tarot character creation method is being able to use the meanings of the cards to get some suggestions about possible backgrounds and personality traits for your character. While they are just suggestions, and players are free to ignore them, they can nonetheless serve to spark creativity and direct players in directions they might not otherwise consider.

The following section provides one interpretation of the meanings of each of the tarot cards, with particular consideration to using them for this character creation method. Although they are based on a variety of other interpretations of the meanings of these cards, some have been adjusted in minor ways to make them better fit this purpose. The card meanings are presented in the same order that the cards are shown in the various tables in this section: with the minor arcana listed first, in order by the name of the suit and the number appearing on the card, and the major arcana at the end, in numerical order.

Ace of Cups

Upright: The Ace of Cups represents change, usually of a refreshing nature. The character may be unpredictable, or may carry with him an energy that revitalizes those who work alongside him. When drawn for the Nurture or History cards, it may indicate a fresh start or a new beginning. It can also refer specifically to the element of water or cold.

Inverted: When inverted, the Ace of Cups indicates a change for the worse. Alternatively, it may mean that the character's life is filled with a constant chaos that makes it difficult to accomplish his goals. Even while inverted, the card still carries an affinity for water.

Two of Cups

Upright: The Two of Cups stands for partnerships, and typically refers to romance in particular. It may indicate that the character is married, or otherwise part of a deeply committed relationship. In positions such as Nature or Spirit, it could mean that this relationship is a defining feature of his character, or it may mean that he is naturally predisposed towards friendliness and mutually beneficial resolutions.

Inverted: When inverted, the Two of Cups usually refers to an empty partnership founded on base lust or other, less fulfilling foundations. In some positions, it may indicate a habit of forming empty, meaningless relationships.

Three of Cups

Upright: The Three of Cups symbolizes the fruit of a blessed union. While this may be taken literally, referring to a literal birth or child, it may also symbolize a more abstract "birth," such as that of an organization, project, or law, which came from multiple sources. If drawn in the character's Nature or Spirit card, he himself may be the result of a particularly beneficent confluence of events, or may be destined or prophesied for greatness.

Inverted: When inverted, the Three of Cups indicates wild revely and drunken abandon. Depending on its position, it may refer to an isolated event, or may indicate a character's typical temperament.

Four of Cups

Upright: The Four of Cups is sometimes referred to as "the full cup," and refers to characters who have reached the pinnacle of their ambitions, and whose desires have been met. Generally, this is a positive thing, though it is rare for an adventurer to meet this description. As a Nature or Spirit card, it might represent an easygoing nature, making the character simple to please. As a History card, it's possible that the things the character had before that the card referred to may have been lost.

Inverted: When inverted, the Four of Cups refers more to stagnation than accomplishment, and indicates that the character may have set his sights too low, or may be growing bored of his current position, but not yet know what to do about it.

Five of Cups

Upright: The Five of Cups represents sorrow and loss, but with the possibility of redemption. Typically, this card represents a tragic occurrence in the character's past for which the character seeks to atone. Depending on the character, he may or may not have come to terms with that event, and may or may not be ready to move on. When drawn in the Body position, it may mean that the character was once in better shape before a disease or injury took a permanent toll.

Inverted: When inverted, the Five of Cups still represents a loss, but now takes on connotations of obsession, and the character never truly coming to terms with that loss, but instead dwelling on it endlessly and selfdestructively.

Six of Cups

Upright: The Six of Cups signifies the realization of a long-held and closely valued dream. The position that the card is drawn in may shed more light on the nature of the dream: in the Body position, it might indicate a desire to compete in high-level athletic games, or to become a mighty warrior, while in the Mind position it could signify a desire to master the highest levels of arcane spells, or to meet one's deity.

Inverted: When inverted, the Six of Cups indicates that the character focuses more on past accomplishments and glories than on striving towards new ones, and may indicate a lack of strong desires on the character's part.



Seven of Cups

Upright: The Seven of Cups indicates illusions or fantasies. This could be literal, indicating a specific event involving illusion magic in the character's past, or a talent for illusions, or it could instead refer to a mistaken belief that the character holds. In some cases, the card instead indicates a choice that can be made.

Inverted: When inverted, the Seven of Cups indicates delusion and reliance on false hopes. The character may be completely confused about whatever issue this refers to, and have deluded himself into believing that things are much better than they truly are. It can also refer to crippling indecision.

Eight of Cups

Upright: Sometimes referred to as the card of "abandoned success," the Eight of Cups represents a character who has taken the path less traveled, and opened himself up to potential failure in search of a greater success. As long as the card is upright, the path that the character has set for himself is not a foolhardy one, and good things may come of this decision. Drawing this card in positions like Nature or Spirit may indicate that this decision was particularly lifechanging, or may mean that the character does such things often.

Inverted: When inverted, the Eight of Cups represents recklessness and foolhardy, unnecessary risk.

Usually it is associated more with airheadedness and fantasy than with pride or other causes for such a decision, but the character nonetheless places too little value on the things he once had—and then cast aside.

Nine of Cups

Upright: The Nine of Cups represents matronly care and attention. Depending on the character, this may mean that he is the recipient of such attention, or he may be the one who is fussing over another. Drawn in the Body position, this card might indicate that the character takes obsessive and loving care over his own body, or may mean that he is particularly virile, or has been affected by having many children, depending on the other aspects of the character that are revealed.

Inverted: When inverted, the Nine of Cups demonstrates an overflow of affection, and the character may be smothering the object of his attentions (or may, himself, be being smothered).

Ten of Cups

Upright: In many ways, the Ten of Cups represents the folk wisdom that "when it rains, it pours." As long as it is upright, what is pouring is good fortune, and characters with this card are often blessed in every aspect of their lives, or at least every aspect related to the position the card was drawn in. In many cases, the card may have more to do with the character's outlook and response to events than it does to the actual events themselves, though.

Inverted: When inverted, the Ten of Cups represents an overflowing of misery, rather than joy, and characters laboring under such a card find that everything seems to be going wrong. As with the upright version, this may have more to do with how the character perceives events than actual good or bad fortune.

Knave of Cups

Upright: The Knave of Cups stands for a vivid and active imagination, and occasionally for the ability, however limited, to see glimpses into the future. Although this could easily just be good intuition and common sense, it can indicate oracular abilities, as well. When drawn in the Body position, this card can have a variety of meanings, from a character fighting with an unusual and creative stance, to the ability to predict the weather from an ache in his knees.

Inverted: When inverted, the Knave of Cups reveals a deception that has yet to be uncovered, but may be in the future. Often this is a deception on the character's part, that he wish to keep secret, but sometimes it is the character who has been deceived, assuming that the deception is vital enough that it has a major impact on the character's life.

Knight of Cups

Upright: The Knight of Cups shows a character full of energy, passion, and zeal. Such characters are never resting, but always striving to work towards whatever goals or issues they are particularly passionate about. Depending on what position the card is drawn in, it may give some idea of what sorts of things the character is generally passionate about.

Inverted: When inverted, the Knight of Cups demonstrates that passion by itself is not always enough. The character may be easily somewhat naïve, however, and those who are able to manipulate his passion may be able to use him in ways he would not appreciate, if he realized what was going on.

Queen of Cups

Upright: The Queen of Cups represents someone who is in tune with the feelings of those around him. He understands their motivations and respects their points of view, even when those differ from his own. If drawn in the Nurture or History positions, it might refer to time as a mediator or something similar, while an appearance in the Body position indicates someone who understands the needs and limitations of his body.

Inverted: When inverted, the Queen of Cups represents someone who is controlled by his emotions. Such characters tend to be erratic, like a stormy sea. The character may be prone to strong and extremely dramatic outbursts and fits of hysteria.

King of Cups

Upright: The King of Cups indicates that a character is well-composed, and able to keep his true thoughts and feelings hidden from those around him. He is not necessarily secretive, and may not have anything in particular to hide, but nonetheless remains inscrutable, not giving away more about his intentions than necessary. In the Body position, it might represent an exotic, hard-to-read fighting style.

Inverted: When inverted, the King of Cups indicates someone who is naturally suspicious, no more so than he is, himself, untrustworthy. Such characters are master manipulators, but often lack strong moral anchors.

Ace of Pentacles

Upright: The Ace of Pentacles represents a firm foundation, fertile soil from which great things can grow, or a valuable asset. It often indicates good fortune and capableness, and though it does not guarantee success, it promises that success is a possibility, if one works hard enough at it. It can also be interpreted as a symbol of elemental earth.

Inverted: When inverted, the Ace of Pentacles indicates a poor foundation, instead. Attempts to build or grow from this metaphorical cursed soil are doomed to



failure, and poor fortune casts a shadow on every endeavor related to this card.

Two of Pentacles

Upright: The Two of Pentacles centers around balance, specifically between two opposing forces. While it contains a subtle warning about the potential danger should this balance be lost, it is generally considered to be a positive omen. While this delicate balance leaves little room for other concerns besides the two main ones, those who are able to focus on navigating the difficult path between them are likely to do well.

Inverted: The inverted Two of Pentacles indicates someone who is overworked, or serves too many masters. In general, this version of the card refers to a costly downside to dividing oneself too much.

Three of Pentacles

Upright: The Three of Pentacles shows a straightforward path to success. This card indicates that the one who drew it has a set pattern, habit, or other behavior, which, if the character continues to follow it faithfully, will lead to good things. In the abstract, it can show a character who is particularly consistent or otherwise dependable.

Inverted: When inverted, the Three of Pentacles carries much the same meaning as when it is upright, but it



carries a faint warning that straying from the path may have more dire consequences. If an upright Three of Pentacles shows someone who is dependable, an inverted one shows someone who might rely on habit and routine to hold himself together.

Four of Pentacles

Upright: The Four of Pentacles shows a tendency to grasp and hold onto things that are important to the character, and a general policy of careful conservation. A character with this card has a tendency to fight dearly to hold onto the things he value, and not part with them lightly, whether that be people, objects, ideals, or cold, hard, currency.

Inverted: When inverted, the Four of Pentacles moves beyond a desire to keep the things the character has, and moves more into the realm of open greed, actively acquiring as much as possible and refusing to let it go. This often applies to material wealth, but can also apply to relationships, knowledge, or other things.

Five of Pentacles

Upright: The Five of Pentacles indicates a weakness or insecurity. This card indicates that the area in question is not one of the character's strengths, and that he has difficulty managing in that particular arena on his own. To a lesser extent, this card indicates that the character would benefit from the aid of others, and may shed some light on why he joined the adventuring party.

Inverted: When inverted, the Five of Pentacles still displays a weakness, but unlike when it is upright, the meaning of the card is not that reaching out to others for aid will help the character overcome. Instead, this weakness or insecurity is one that is best hidden, if possible, for others will likely exploit or take advantage of it.

Six of Pentacles

Upright: The Six of Pentacles indicates a character who demonstrates shrewdness and cunning. It symbolizes concepts like "good things come to those who earn them," and generally is associated with reaping the rewards of what was sown. Characters with this card likely often come up with clever stratagems to solve their problems, and are frequently rewarded for them.

Inverted: When inverted, the Six of Pentacles takes on a slightly darker connotation of manipulation. Whereas an upright card represents cleverness to be celebrated, the inverted form is somewhat murkier, and though it may be equally successful, it is perhaps more morally questionable.

Seven of Pentacles

Upright: The Seven of Pentacles represents a turning point, or a point of change, and of building on what came before to gain something new and different. If drawn for the Nurture or History cards, this would indicate that that particular event is particularly defining for the character, while drawing it for another position might mean that that position is one of the character's strong suits, or is what led him to where he is today.

Inverted: When inverted, the Seven of Pentacles still represents a potential turning point, but one that is being blocked or otherwise prevented due to an unresolved issue in the character's past. Essentially, the character is missing a crucial building block that is needed to progress in the area indicated by where the card is drawn.

Eight of Pentacles

Upright: The Eight of Pentacles symbolizes hard work and the professional pride that comes with doing a good job. This is an area that the character has worked hard on, and is justifiably proud of the results of that hard work. In some positions, it may mean that the character works hard on everything he does, and applies that work ethic to all aspects of his life.

Inverted: When inverted, the Eight of Pentacles indicates a willingness to suffer through hardships and difficulties in order to do what needs to be done. Characters with this card may not love what they're doing, but grit their teeth and bear it, anyway. This card usually indicates an unpleasant or difficult thing for the character.

Nine of Pentacles

Upright: The Nine of Pentacles indicates an unexpected and unearned windfall. While traditionally monetary in nature, this can be any kind of benefit that dropped unexpectedly into the character's lap. If the position that the card is drawn in is more inherent to the character's general being (such as his Nature, Spirit, Mind, or Body), it may indicate that he is lucky in general, rather than a specific event.

Inverted: When inverted, the Nine of Pentacles is strongly associated with theft, swindling, con-artistry, and other sorts of ill-gotten gains gleaned from the suffering of others. Depending on the card's position, it may indicate thieving done by the character, or done to him from another source.

Ten of Pentacles

Upright: The Ten of Pentacles indicates a longstanding and stable source of wealth and good fortune. While this traditionally refers to material wealth, it might refer to other positive things as well, such as family values or a keen intellect. Whatever its exact nature, it has a long-rooted history, often going back generations in the character's family.

Inverted: When inverted, the Ten of Pentacles typically refers to the crumbling of such a longstanding pattern. Perhaps the family fortune has dried up, or perhaps the character is the first member of his family not to inherit the specific trait referred to.

Knave of Pentacles

Upright: The Knave of Pentacles represents a practical-mindedness, common sense, and "down to earth" mentality, as well as a certain dignity or gravitas. If drawn for the Body or Nurture cards, it may represent time spent performing honest physical labor, like farming or mining. To a lesser extent, it may also refer to a code of conduct or a strong sense of honor.

Inverted: When inverted, the Knave of Pentacles indicates that the character places too much stress on his own importance, and may be pompous or petty. Depending on where it is drawn, this self-importance may be tied closely to a single aspect of himself, such as his family, his community status, or his physical provess.

Knight of Pentacles

Upright: The Knight of Pentacles symbolizes the importance of the little things, and how all of the minor details can come together to create a larger picture. It indicates a character who is fastidious in handling the details of a situation.

Inverted: When inverted, the Knight of Pentacles illustrates the chaos that can sometimes ensue when even small items are overlooked. It may be that the character



handles things in a haphazard way and suffers for it, or it may mean that he is completely intolerant of those who make mistakes.

Queen of Pentacles

Upright: The Queen of Pentacles symbolizes comfort, and, to a lesser extent, luxury. Typically this is the sort of comfort that can be bought through material wealth, but sometimes it means comfort of a more emotional sort. If drawn in the Body slot, it may indicate that the character's physical training comes from sports, rather than work. If drawn in Nature or Spirit, it would typically indicate that the character values his comforts very highly.

Inverted: When inverted, the Queen of Pentacles indicates sloth and laziness, or, in some cases, an unwillingness to try new things.

King of Pentacles

Upright: The King of Pentacles indicates steady, solid growth. It indicates a character who is dependable, trustworthy, and patient, and typically one with a fair degree of wisdom. A character with this card can be expected to slowly but steadily improve at whatever this card is drawn in relation to.

Inverted: When inverted, the King of Pentacles indicates someone with incredible ambition, and, in some



cases, greed. Though his growth may not be as much of a sure thing as the upright version, if the character is able to rise to the challenge, he will likely go much farther and achieve even more than he would have with an upright King of Pentacles.

Ace of Swords

Upright: The Ace of Swords represents a clear and singular focus for a character. A character with this card is driven by a single goal, desire, need, or purpose. The position may shed light on what this focus is, or limit it in some way: as a History card, it may mean that that purpose is behind him now, while as a Body card, it may mean that he obsessively pursues physical training. In other cases, this card symbolizes the element of air.

Inverted: When inverted, the Ace of Swords is a particularly ill omen, and indicates confusion and chaos, usually of the sort that ends in violence, destruction, and death.

Two of Swords

Upright: The Two of Swords, sometimes referred to as "the Sword of Peace," indicates a truce, though it is the sort of peace that comes from knowing that one's opponent is a strong and capable one, and not one that comes from any particular desire for friendship. **Inverted:** When inverted, the Two of Swords indicates a willful betrayal and treachery—such as one who would use a truce as an opportunity to strike. Characters with this card may have been betrayed in the past, or may be the sort who will go to great lengths in order to get what they want, and will not allow petty rules or ethics get in their way.

Three of Swords

Upright: The Three of Swords stands for the violence and strife that are sometimes necessary in order to clear away the old and make room for the new. Characters with this card may be revolutionaries or other change-seekers who aren't afraid to get their hands dirty in order to make a new world, or they may themselves be adversely affected by some kind of change, but making the most of it and growing from it.

Inverted: When inverted, all of the conflict and anguish of the upright Three of Swords remains, but the hopeful message of rebuilding is lost, and all that remains is confusion, loss, and sorrow. The character may be relentlessly pursuing a goal that cannot come to pass, and leaving chaos in his wake, or he may actively enjoy spreading chaos and misery.

Four of Swords

Upright: The Four of Swords symbolizes retreat, withdrawal, and rest. When drawn in a History position such as Family or Community, it may indicate that the character is currently taking a break from that aspect of his life. In the Body or Mind slots, it may indicate that he has withdrawn himself from that particular arena, in order to focus on the other. In the Nature or Spirit slot, it may indicate that he is quick to retreat or call for a rest, or it may indicate that he is withdrawn from the world around him.

Inverted: When inverted, the Four of Swords indicates an inactivity that is imposed, rather than one that is gladly taken. Rather than rest, it shows banishment, imprisonment, or seclusion.

Five of Swords

Upright: Sometimes known as "the Sword of Defeat," the Five of Swords indicates a failure of some kind, with a message that the recipient should swallow his pride and accept loss occasionally. In the Nature or Spirit position, it may indicate a pessimistic outlook, or a stoic one. In the Body or Mind position, it may indicate that those are not the character's strong suit, or that the character suffered a particularly bitter loss relating to them.

Inverted: When inverted, the Five of Swords takes on a darker connotation of malice, spite, and bitterness over a defeat or failure of some kind.

Six of Swords

Upright: The Six of Swords indicates a long, difficult road, but one that will end in the solution of problems, and the overcoming of obstacles. Depending on the position it is drawn in, it may mean that the character favors a slow and steady approach, and is capable of great patience, or it may mean that he overcame great obstacles in the past.

Inverted: When inverted, the Six of Swords still represents a long series of obstacles, and an arduous path, but it is unclear what awaits at the end, or if there even is an end. Characters with this card tend to be either particularly stoic, or particularly despondent.

Seven of Swords

Upright: The Seven of Swords shows a character who is prone to short but intense bursts of activity. Characters with this card tend not to act frequently, but when he does, he does so with a passion and vigor that allows him to get things done. If drawn in a History position, it may indicate a particular aspect of the character's life that is particularly volatile.

Inverted: When inverted, the Seven of Swords shows someone that is rash and without any kind of long-term plan. He acts in the moment, and, as a result, rarely makes progress in achieving his goals.

Eight of Swords

Upright: The Eight of Swords symbolizes hostility from those close to the character, often in the form of jealousy or other resentments. In the Nature or Spirit positions, this could indicate a pattern of attracting such ire, or it could mean that the character was strongly affected by it, and isolated himself as a result.

Inverted: When inverted, the Eight of Swords symbolizes a wasted effort, as the character applies his resources to the wrong places or in the wrong ways. Depending on the position it is drawn in, it may indicate that the character spends too much time worrying about certain things, when he should be focusing on others.

Nine of Swords

Upright: Occasionally known as the "Sword of the Martyr," this card advises that difficulties can often be overcome by simple faith and patience, and cautions against acting rashly, or, perhaps, at all. Depending on what position the card is drawn in, it may indicate that the character prefers a hands-off approach, only acting when absolutely necessary, or it may indicate that the character is cursed or unlucky in some way, through no fault or control of his own.

Inverted: When inverted, the Nine of Swords implies a character who is paralyzed by fear, depression, guilt, or other negative emotions, as opposed to the calculated inaction of the upright version. Such characters rarely act



decisively, though if he can overcome his issue, he may be able to resolve this tendency.

Ten of Swords

Upright: Although dark in nature, the Ten of Swords is in some ways a cathartic and optimistic card. It represents total and complete ruination, desolation, and disaster, but with an underlying message that from here, things can only get better. It may indicate that the character has been brought low and is now on the path of recovery, or it may indicate that he brings ruin and destruction everywhere he goes.

Inverted: When inverted, the Ten of Swords indicates that as much as things seem like they are as bad as he can get, this is only an illusion, and that things will get much worse still. A dark omen indeed, characters with this card tend to be horribly cursed, or destined to bring about great suffering to others.

Knave of Swords

Upright: The Knave of Swords is associated with spies, scouts, and others who survey and gather information from a detached and discreet viewpoint. Depending on the position it is drawn in, the card may indicate that the character had such a job, or it may signify traits such as a strong curiosity, or a detached and distant viewpoint about the world around him.



Inverted: When inverted, the Knave of Swords indicates a character who is cunning and devious, who seeks out and exploits the weaknesses of his enemies, instead of relying blindly on his own strengths. Although some may see him as devious, he believes he is merely being practical and using his wits.

Knight of Swords

Upright: The Knight of Swords depicts the archetypal warrior, of the sort that nearly all warriors wish to be. A cunning strategist and courageous of heart, he is also strong and skilled on the battlefield, although depending on the position in which the card is drawn, only some of these aspects may apply.

Inverted: When inverted, the Knight of Swords still shows a strong warrior, but one who is rash and impetuous, and who is strong, but lacks in stamina. Such characters start many endeavors, but finish few of them. Still, though the character may be flighty, he is nonetheless a powerful warrior.

Queen of Swords

Upright: The Queen of Swords indicates one who has overcome an adversity, or one who is routinely underestimated, but manages to prove himself over and over again. More so even than the other queen cards, this card is associated with women and feminine power, especially in the face of those who would restrict them due to their gender. **Inverted:** When inverted, the Queen of Swords also indicates someone who is underestimated, but in this case, he actively uses that to his advantage to secure easy and decisive victories. In the Body slot, it might indicate a combatant who fights with a style that uses a small stature to his advantage, for example.

King of Swords

Upright: The King of Swords stands for lawmakers and those who create order out of chaos. The character may be familiar with the trappings of rulership, or may be particularly devoted to upholding the laws of the land. In the Body or Mind positions, this card might indicate a rigid training pattern to which the character holds himself.

Inverted: When inverted, the King of Swords stands for one who uses the laws for his own ends, shaping them, or working within them and using them as tools, if he cannot control them himself, to better accomplish his goals, such as a noble or king who uses the laws to protect his fortunes, or a soldier who joined the army in order to have a means to take his revenge upon an enemy nation.

Ace of Wands

Upright: The Ace of Wands symbolizes new ventures, and the creativity and enthusiasm of invention and innovation. In the Body position, it might indicate a youthful character, full of vim and vigor, and in a History position, it might represent a new beginning, or the realization of an important fact. It is also very closely associated with elemental fire.

Inverted: When inverted, the Ace of Wands symbolizes sterility. This could be literal, but more likely shows an inability to innovate, and being stuck in a rut. It may indicate that the character has lost his passion for whatever the card refers to.

Two of Wands

Upright: The Two of Wands stands for a choice that must be made between two things, and a conscious decision to sacrifice one in order to maintain the other. Depending on the position it is drawn in, it may indicate a heavy price that the character had to pay to get where he is now, or it may indicate some kind of specialized training, focused on at the expense of other things.

Inverted: When inverted, the Two of Wands also indicates a choice between two things, and a sacrifice in one area to feed another, but it specifically carries a connotation that perhaps the wrong choice was made.

Three of Wands

Upright: The Three of Wands indicates the courage, dedication, and hard work required to turn a dream into reality, and to take an idea and actually implement it. Whatever position this card is drawn in, it indicates that the

character's current situation, in regards to that position, is a result of his own efforts and choices.

Inverted: When inverted, the Three of Wands indicates dreams and goals that go unfulfilled, either because the character fails to put plans into action, or because he sets unattainable goals for himself. This may mean that he is flighty and a dreamer, or it may mean that he simply strives for perfection, and can never reach it.

Four of Wands

Upright: The Four of Wands indicates culture, refinement, and charm. In the Body position, it might refer to a beautiful appearance or to fastidious dress, while in the Mind position, it might refer to refined speech and etiquette. In Nature or Spirit, it might include all of these things, and a general belief in the importance of appearances.

Inverted: When inverted, the Four of Wands displays elitism, and goes beyond simply cultivating refinement and charm in oneself, to actively disdaining or disapproving of those who lack similar distinction.

Five of Wands

Upright: The Five of Wands indicates upheaval, typically of the sort that cannot be entirely avoided, only mitigated with quick wits and clever application of available resources. Depending on the position the card is drawn in, it may indicate that the character survived such a disaster through these means, or that he is particularly adept at acting in crisis situations.

Inverted: When inverted, the Five of Wands instead refers to problems that could have been avoided, had care been taken to do so. Characters with this card may be careless or reckless, or may have learned from a past event of this sort and become much more cautious since.

Six of Wands

Upright: The Six of Wands shows victory through words and diplomacy, rather than through strength of arms. In the Body position, this may indicate that a character has a trustworthy face (and perhaps less than a warrior's physique), while in the Nature or Spirit positions, it might indicate that diplomacy is the character's preferred means of resolving conflicts.

Inverted: When inverted, the Six of Wands still stands for victory through diplomacy, but while the upright version implies that this victory is shared by all sides, the inverted version is very much a case where the character uses diplomacy to triumph over others, taking what he wants without necessarily giving back anything of value in return.



Seven of Wands

Upright: The Seven of Wands reveals a great courage, and the ability to stand strong in the face of overwhelming odds and potential adversity. Typically this refers directly to bravery, but in certain positions, such as Body, it may manifest in other ways, such as steadfastness or endurance.

Inverted: When inverted, the Seven of Wands shows an irrational courage, such as a false sense of invincibility, leading the character not to recognize legitimate dangers, or to dismiss them as inconsequential. It may indicate overconfidence in a particular field, or just a general rashness. Rarely, it is sometimes interpreted as cowardice, instead.

Eight of Wands

Upright: The Eight of Wands is often a message calling for swift and decisive action, and so its appearance generally indicates that the character is quick. When drawn in the Body position, this refers to quick reflexes and movements, whereas in the Mind position, it might refer to a quick wit.

Inverted: When inverted, the Eight of Wands indicates blind rashness, jumping boldly into unknown (and potentially dangerous) situations. This also refers to speed, but indicates that this speed is detrimental: it might be sloppily done, or it might be done before considering if it is really the best course of action.



Nine of Wands

Upright: The Nine of Wands reveals an unassailable position, and is practically a guarantee of victory over adversity. Characters with this card are blessed, and their endeavors are largely successful. As a History card, this might indicate a tournament victory or winning some great honor. Generally, it refers to defensive capabilities, over offensive ones.

Inverted: When inverted, the Nine of Wands shows a position that is believed to be unassailable, but in fact has a hidden weakness. It cautions against overconfidence. Characters with this card may not be as capable as they believe themselves to be. It may also indicate poor health, especially sickness.

Ten of Wands

Upright: The Ten of Wands shows a curse of good fortune, whereby a character's success comes to be a liability, due to demands on his time, unforeseen side effects, or similar things. Though the character remains successful, and his successes are not negated, victory was not all that he perhaps expected it to be. In positions such as Nature or Spirit, this might show a character who works hard and honors his responsibilities.

Inverted: When inverted, the Ten of Wands indicates an obsession with one's work, and a need to be actively involved in it at all times. The character is incapable

of trusting "important jobs" to others, and ultimately views almost every aspect of whatever the card refers to as "important," necessitating that he do everything himself.

Knave of Wands

Upright: The Knave of Wands shows a messenger, someone who can be counted on to tell the truth, even if it is unpalatable, and to provide a fresh perspective. When drawn in the Body position, it might indicate a character whose very appearance demonstrates an unfortunate truth, such as a half-orc child born of violence, or a soldier with an obvious wound.

Inverted: When inverted, the Knave of Wands reveals a gossip, who spreads rumors and hearsay, and has difficulty keeping secrets to himself. It could indicate that many unsavory rumors are told about the character, rather than by him, depending on its position, and the other cards drawn.

Knight of Wands

Upright: The Knight of Wands indicates a bold and impetuous nature, full of confidence and eager to take action. Characters with this card tend to be somewhat unpredictable, and while their decisions may not always be based on firm logic so much as gut feeling, things usually work out in the end.

Inverted: When inverted, the Knight of Wands shows a character whose enthusiasm may get the better of him, either because he does not think before he acts, or simply because it becomes grating and irritable to those around him.

Queen of Wands

Upright: The Queen of Wands shows generosity, and indicates a character who is eager to help those who are in need, and willing to give of himself in order to do so. In the Body position, it may refer to scars on his person from defending the innocent, while in the Mind position it might reveal him to be a teacher.

Inverted: When inverted, the Queen of Wands indicates someone who is controlling, not necessarily out of a desire for power, but simply out of a desire to make others' lives better. The character may not be aware that his actions are intrusive, or may feel that he know so much better than others around them that it doesn't matter, because his way is better.

King of Wands

Upright: The King of Wands shows great ambition, and the dedication necessary to see that ambition through to the end. Such characters often have a particular goal in mind or a cause that they champion, and often, in the end, wind up moving heaven and earth to make it so. In the Body position, it strongly indicates virility. **Inverted:** When inverted, the King of Wands still displays ambition, but the character is often blinded by that ambition to other things, and has difficulty appreciating the views and beliefs of others.

The Fool

Upright: The Fool represents the optimism of new beginnings. This card indicates the character is full of vitality and has unlimited possibilities before him, and although he knows very little about what lies ahead, it just makes the future that much more exciting. The character is spontaneous and seeks new experiences, preferring to be unfettered by responsibilities or relationships which might hold him back.

Inverted: When inverted, the Fool represents the perilous side of life's endless possibilities. The character may be prone to making rash decisions or have difficulty controlling his reckless nature. When inverted, the Fool can symbolize making impulsive commitments, instead of fully investigating the risks involved. It can also instead be an indicator that the character is prone to be flighty and undependable in his relationships.

The Magician

Upright: The Magician represents the strength that comes from self-discipline. This may indicate that the character has gained great skill in an aspect of his life, and this is the result of much hard work and determination. The character is confident in his own abilities and knows when to take calculated risks for great rewards. This card can also embody great creativity and resourcefulness.

Inverted: When inverted, the Magician represents hesitation and a lack of inspiration. The character may have hidden talents that he has not discovered or taken the time to develop. The character may have trouble with deciding between the options available to him, instead feeling helpless or stuck in his current situation (which may be due to poor planning or the character's refusal to communicate with others).

The High Priestess

Upright: The High Priestess represents the power of intuition, as opposed to intellect. The character likely relies on his subconscious mind and gut feelings to guide him. This card can also symbolize mystery or secret knowledge. There may be hidden influences affecting his life, whether at home, at work, or in the character's body. This card is often associated with femininity.

Inverted: When inverted, the High Priestess represents that all is not as it seems to the character. The character may be the target of hidden agendas. The character may be out of touch with his own intuition, and so while he



may have a lot of surface or trivial knowledge, he lacks the deep understanding that is necessary to fully comprehend the circumstances around him.

The Empress

Upright: The Empress represents beauty and fertility or abundance. The character is attractive to others, whether they view the character romantically or as a wise and trusted friend. This card indicates well-being and a stable life (often with great health or material wealth), which allows the character to fully explore creative outlets.

Inverted: When inverted, the Empress represents sterility or unfruitfulness. The character may be experiencing creative blocks, or face problems in his relationships, perhaps due to a lack of affection or over-dependence on the other person. Similarly, the character may find it hard to achieve his goals or suffer from financial troubles.

The Emperor

Upright: The Emperor represents authority and logic. The character who draws this card may value reason over emotion, and knows the importance of structure (whether this represents an entity such as government, or just rigorous self-discipline). This card is often associated with strength or forcefulness and an ambitious drive.



Inverted: When inverted, the Emperor represents domination and inflexibility. It is associated with the negative sides of uncontrolled power or authority, which consider any change or difference to be a flaw. It may represent a dislike of authority, perhaps because of the influence of an overpowering and controlling entity.

The Hierophant

Upright: The Hierophant represents religion and spirituality, as well as having close associations with tradition or ritual. The character may have an important mentor in his life, or find that he has become a mentor to another. The character has strong moral principles and is not afraid to stand up for what he believes is right. When drawn in the Body position, it may indicate that the character either puts less importance on his physical body, or conversely that he is part of a spiritual organization that emphasizes rigid rules for physical health and fitness.

Inverted: When inverted, the Hierophant represents the distortion of truth and traditional values. The character may be taken in by propaganda, believing unconventional or extreme views. The character may instead find himself the target of slander that makes him an outcast from his normal circles. Similarly, the character may get the wrong impression of another person, or he may simply give or receive bad advice.

The Lovers

Upright: The Lovers represents harmony and partnership. It is often tied to a relationship with a single individual with whom the character has a strong connection and partnership (not necessarily a romantic one). This card can also mean that the character is more likely to follow his heart than his head, or that the character has faced many difficult decisions.

Inverted: When inverted, the Lovers represents disharmony and conflict. The character may struggle with duality within himself, or be the target of deception and betrayal. The character may find that his own values do not align with those of an important person in his life, or with his community.

The Chariot

Upright: The Chariot represents perseverance and victory. The character is strong and vital, whether of mind or body, and channels his abundance of energy into achieving the goals important to him. The character knows what he wants and works towards it without faltering.

Inverted: When inverted, the Chariot represents ambition and energy without control. The character may find that his over-enthusiasm pushes people away or that he has aggressive tendencies. As the character tries to accomplish too much too quickly, he may find himself hurtling down a path of destruction (the damage may be done to the character, or to people, groups, or things around him).

Strength

Upright: Strength represents power under control. This card is not about wanton shows of power, but the strength to control one's baser instincts, and even to show compassion. There is a high possibility that the character is physically or mentally strong, with the self-control to be patient, rather than needing instant gratification.

Inverted: When inverted, Strength represents tyranny. The character may himself be the oppressor, wielding his power without consideration for others. Conversely, the character may find that he is oppressed by self-doubt, making concessions to others because he does not recognize the power he has within himself to make a change.

The Hermit

Upright: The Hermit represents introspection and guidance. The character plans and carefully weighs his options before making decisions. The character who draws this card may be his own guide, or he may rely on the advice of a sage (or be a sage himself). The character is planning for the long-term, not the short-term. This card often has spiritual ties.

Inverted: When inverted, the Hermit represents isolation and obstinacy. The character refuses to accept counsel or help, even when faced with problems greater than he can overcome. The character may withdraw from society (either literally or metaphorically), filled with paranoia about others' motives.

The Wheel of Fortune

Upright: The Wheel of Fortune represents positive change and good luck. The character who draws this card may have experienced a turn for the better, whether in his finances, personal relationships, family or community, health, or other aspect of his life, depending on the position it is drawn in. This is something that is the result of a coincidence or fate, not something that the character had to work toward.

Inverted: When inverted, the Wheel of Fortune represents negative change and bad luck. The character may find that a gamble or risk didn't pay off, or face delays and interruptions that postpone the realization of his goals. Again, this is something that was unexpected and unforeseen.

Justice

Upright: Justice represents fairness. It is often representative of a legal matter, but can also be associated with any situation dealing with cause and effect. This card may point to a time in the character's life where justice was served, or simply indicate the character's strong belief in unbiased and fair judgment, without prejudice. If drawn in the Body position, it may indicate a balance of physical attributes.

Inverted: When inverted, Justice represents unfairness and imbalance. The character may have been treated unfairly, or find that justice has been delayed. The character may himself have biased opinions of others, or engage in practices that lead to inequality.

The Hanged Man

Upright: The Hanged Man represents willing sacrifice for a greater good. It can indicate the flexibility to let go and adapt to change. This card can also represent a waiting period or a tendency to wait things out instead of jumping into action.

Inverted: When inverted, the Hanged Man represents apathy. It can indicate the tendency to stick with old habits and a resistance to letting go of the status quo.



Death

Upright: Death represents new beginnings. The character may have undergone a radical transformation at one time, whether physical, spiritual, social, or otherwise. On the other hand, the character may be starting a new phase of his life now.

Inverted: When inverted, Death represents resistance to change. The character may be fearful of change in general, or may just dislike the effort that must be taken to enact change. This card could also represent a past period of transition for the character that was particularly stressful or agonizing.

Temperance

Upright: Temperance represents balance and harmony. This card can often have an emphasis on interpersonal relationships. The character may be good at negotiating and reaching agreements with others, or may simply tend towards moderation in various aspects of life. This might also indicate the character is well-rounded, and therefore able to adapt to a variety of situations.



Inverted: When inverted, Temperance represents imbalance. The character may himself be fickle in his judgment, or may have had a significant experience in which he suffered because of another's poor decision, or had a disagreement with another person that led to a falling out. The character may be trying to fit too much into his life and creating instability, instead of focusing on a few key areas.

The Devil

Upright: The Devil represents bondage, and often is associated with lust or desire for material things. The character may feel trapped in a certain career, relationship, etc., believing that he has no escape; in reality, there is always another option for the character to take. The character may highly value material wealth, choosing financial security over the ability to freely pursue creative outlets. On the other hand, the character may feel driven to pursue sexual exploits, even if it may be a detriment to other areas of his life.

Inverted: When inverted, the Devil represents an appeal to baser natures. Rather than being trapped by his own cravings, the character is a master of manipulating others through their less-noble desires. There may be a single isolated incident in the character's past in which he bribed an important official, or something similar, or he may use the attitude that everyone has a price to make his way through everyday life. The character is very likely to use his sexuality

to his advantage as well, not hesitating to flirt his way to the top.

The Tower

Upright: The Tower represents drastic change and upheaval. Depending on its position, this card may indicate a past time in the character's life where everything changed, suddenly and dramatically. This card often connotes that the change was somewhat violent in nature, whether emotionally or physically (perhaps a sudden move to another city as a child, or important death in the family). It could also indicate that the character tends to disrupt the status quo wherever he goes.

Inverted: When inverted, the Tower similarly represents a negative change in circumstances. It can especially indicate a time or imprisonment, or another way in which the character may have been oppressed in the past, or still feel oppressed today.

The Star

Upright: The Star represents hope and renewal. Depending on its position, this card may refer to an event in the character's past which caused a renewal and strengthening of faith, whether in his deity, an organization, an abstract concept, etc. It could also indicate that the character looks at life with a sense of hope in the future, or that he is an inspiration to others and influences the people around him for good.

Inverted: When inverted, the Star represents a lack of trust both in oneself and in others. Instead of feeling hope for the future, the character may feel doubtful that the future holds good things. He may be unwilling to make the changes necessary to take advantage of new opportunities. This card can indicate rigidity.

The Moon

Upright: The Moon represents hidden things. The character may be the type to rely more on intuition or have some psychic talents. This card is strongly associated with illusion, and sometimes has connotations of danger or terror. It may also indicate that the character has or had some unknown enemy, hiding in the shadows.

Inverted: When inverted, the Moon is more likely to indicate that the character seeks to deceive others. It may be that he is a compulsive liar, or merely prefers to reveal only as much truth as is absolutely necessary, so as to protect himself. On the other hand, the character may have a dangerous secret that requires him to hide certain facts from others.

The Sun

Upright: The Sun represents good fortune and happiness. It may be that the character has come from a background of material wealth, or has a happy family life, or has otherwise been successful. The character is likely full of joy and vitality, with a positive outlook on life.

Inverted: When inverted, the Sun often represents lesser instances of happiness than what is represented when it is upright. It may be that the character only seems to have a happy marriage, which in reality is failing, or that the character spends all his time in physical training, so is at the top of his game at the expense of friends or family.

Judgment

Upright: Judgment represents renewal or awakening. This can apply to any aspect of the character's life, and may indicate a past event, or that the character is also open to new revelations. It can also indicate a judgment in the character's favor.

Inverted: When inverted, Judgment indicates cowardliness and hesitation. The character may be putting off important decisions because of indecision or a fear of the outcome. He may suffer from self-doubt; depending on the card's position, this could point to a particular time that the character's judgment brought about negative, perhaps unforeseen, consequences.

The World

Upright: The World represents completion and journey. It may represent an especially difficult accomplishment the character achieved in the past, or could similarly represent a long journey that the character took in the past. It might indicate that the character feels he has reached his peak and is now resting on his laurels, as it were. On the other hand, it might indicate that the character feels that the past chapter of his life is over, and that he is starting anew.

Inverted: When inverted, the World represents something unfinished. This can either indicate that there was a project that the character abandoned at some point before completion, or could also mean that something the character believes he is over and done with is not yet finished. It could also indicate a lack of closure for some chapter of the character's life.



Appendix 1: Dice-Based Methods

The three main character creation methods outlined in this book (career character creation, prototype character creation, and tarot character creation), are all based, to some extent, on the point-buy method of character creation presented in the *Pathfinder Roleplaying Game Core Rulebook*. While random elements (including die rolls, in the case of career character creation) may be used to make the process more exciting and limit the player's direct control over how those point-buy points are arranged, the underlying rules framework is still based around the idea that each player will receive the same number of overall ability score points, and that, for the most part, characters should all be of roughly the same power level.

This appendix presents five new character creation methods that are based not on the point-buy method, but instead on other methods from the *Pathfinder Roleplaying Game Core Rulebook*, such as the classic, dice pool, heroic, and standard methods. Like the book's other character creation methods, the new methods presented here are designed to turn ability score generation into more of a game in and of itself.

Reading a Method's Description

Each of the following character creation methods is presented in the same basic way. This section describes how to read and interpret that information.

Dice Required: This section lists the number and type of dice that are required to use the character creation method. If more than one die of the same type is rolled at once, the highest number of die rolled at any one time will be listed. However, since this can also be accomplished by simply rolling one die multiple times and keeping track of the results, the minimum dice needed (typically one of each type of dice used) is listed in parentheses.

Power Level: This section provides a brief description of how powerful a character created with this character creation method is likely to be in relation to characters made with another character creation method. In much the same way that, of the character creation methods in the *Pathfinder Roleplaying Game Core Rulebook*, characters created with the classic method will likely be weaker than those created with the standard method (due to having less dice to roll, and so less chances for high numbers), and characters created with the standard method will likely be less optimized than those created with the dice pool method (because it allows for more customization and the ability to create very high ability scores at the expense of very low ones), the different character creation methods in this section produce characters of varying ability.

This section will compare the character creation method to the methods found in the *Pathfinder Roleplaying Game Core Rulebook*, and briefly explain the reasons why it produces stronger or weaker characters than the closest method to compare it to. **Introduction:** This section provides a brief outline of how the character creation method works, in broad terms, and serves as a quick overview and introduction to the steps involved in the method.

Individual Steps: These entries denote the exact specifics of what must be done in order to perform the character creation method.

Example: Finally, at the end of the character creation method's entry, there is an example that describes a particular player going through the character creation method for their character.



Beggar's Pyramid

This alternate method of character creation is unusual, and not very much like any of the existing character creation methods, landing somewhere between the classic method and point-buy. The player rolls 3d6 at a time, and assigns each of the results to one of his six ability scores, repeating this process until each ability score has three results, which are then added together.

Dice Required: 3d6 (1d6 minimum).

Power Level: Average. While this character creation method gives the player the same amount of dice to work with as the classic method, it allows him a much greater level of control over how they are assigned, allowing for a much more powerful overall character, if handled well.

Introduction

In this character creation method, the player rolls 3d6 at a time, and assigns each die result to one of his six ability scores. This process is repeated until each ability score has three results, at which point those results are added together to determine the character's final ability scores.

Step 1:

Roll 3d6. For each result, assign it to one of the six abilities. You cannot assign more than one result to any given ability score in this way on any given roll.

Step 2:

Repeat Step 1 five more times, until each ability score has had three results assigned to it.

Example

Rachel has decided she would like to play a wizard, and so is hoping for a high Intelligence and Dexterity scores, and, to a lesser extent, would like a decent Constitution and Wisdom. She rolls 3d6 and gets two sixes and a four. She assigns one of the sixes to her Intelligence right away. She would assign the other one to it, as well, but she is limited to only one result per ability score per roll. She instead assigns the other six to her Dexterity, and decides to put the 4 in Constitution.

She then rolls 3d6 again, and gets three fives. She assigns one of them to her Dexterity and one to her Constitution, giving her an 11 Dexterity and a 9 Constitution already, with one more die left to add to each of them. She considers briefly where to assign the third five, and if she should put it in her Intelligence or hold out for a chance at an 18, but she decides to play it safe and puts the last one in her Intelligence score, putting it at 11 as well.

For her third roll, she gets a four and two threes. She decides to put one of the threes in Constitution, as 12 seems

pretty reasonable, and assigns the other three to her Strength, which she isn't prioritizing very highly. The four she decides to assign to her Wisdom.

Her fourth roll is a little better, netting a five, a four, and a three. She decides to put the five in Dexterity, locking that in as a sixteen. The three she puts in Strength (bringing it up to 6, with one dice left to add) and the four in Wisdom (bringing it to 8, with one dice left to add).

Her fifth roll is as bad as can be, giving her three ones. She strongly considers putting them all in Charisma, but decides to put one in Strength, instead, locking it in at 7, The other two do go to Charisma, ensuring that that score is unlikely to be very high.

Finally, her last roll gives her a five and two threes. Reluctantly, she puts the five in her Intelligence, giving her a final score there of 16. One of the threes goes to her Charisma, bringing it all the way up to 5, while the last three goes to her Wisdom, locking it in at 11.

Looking over her final scores, she sees that she has a Strength of 7, a Dexterity of 16, a Constitution of 12, an Intelligence of 16, a Wisdom of 11, and a Charisma of 5.



Dragon's Choice

This alternate method of character creation poses the player with a difficult question, requiring him to determine which ability score to assign the roll to before he knows the final score.

Dice Required: 4d6 (1d6 minimum).

Power Level: Low. This character creation method creates characters that are somewhat more powerful than those created by the classic method, but players have less control over how they are distributed.

Introduction

This character creation method is similar to the standard method of character creation described in the *Pathfinder Roleplaying Game Core Rulebook*, but places limitations on how those ability scores are distributed. In essence, instead of rolling 4d6 for each ability score and assigning the scores at the end, the player rolls only 2d6, then assigns that roll to an ability score before rolling the remaining 2d6 to learn the final score. Before rolling the final score, the player can swap a single pair of ability scores.

Step 1:

Roll 2d6 and note the results. In a moment, these dice will be combined with two more die rolls, and the best three of these will be added together to determine one of the character's ability score, but at this time, only two of the die results should be known.

Step 2:

Based on the two results determined so far, determine which ability score you want to assign these dice to. Note that the remaining two die results, which are currently unknown, may or may not have a significant impact on the final score.

Step 3:

Roll an additional 2d6 and note the results. Compare these results from the results in step 1, and find the three highest results, then add them together, ignoring the fourth die roll. This total is the score for the chosen ability. Make a note of it.

Step 4:

Repeat steps 1 through 3 until you have determined 5 of the character's ability scores. One ability score should remain undetermined at this point.

Step 5:

At this point, you may choose to swap any two ability scores. These can both be ability scores that have already been determined, or one can be the remaining ability score that is currently unknown.

Step 6:

Roll 4d6, determine the three highest results, and add them together to determine the final ability score.

Example

Jonathan decides that he would like to play a sorcerer, and so desires a high Charisma and Dexterity. He rolls 2d6, getting a 5 and a 6. Since he has a good chance of getting a high result, he decided to assign this roll to his Charisma. Unfortunately, when he rolls the other 2d6 to determine the rest of the ability score, he gets a 1 and a 2, giving him a final score of 13. He continues this process several times, until his final ability scores are Strength 15, Dexterity 14, Intelligence 8, Wisdom 13, and Charisma 13, with his Constitution unknown. At this point, he can switch any two ability scores. He considers swapping his Strength with his Charisma, which would give him a Strength of 13 and a Charisma of 15, but decides to swap his Charisma and his Constitution instead, hoping that his final roll will be high. This gives him a Constitution of 13, and leaves his Charisma unknown. He rolls 4d6, getting 6, 6, 6, and 4. He notes an 18 Charisma, and proceeds to create a powerful sorcerer.



Dual Destinies

This alternate method of character creation allows players to roll 5d6 for each ability score, but denies them complete control over how those ability scores are assigned. Instead, roughly half of the scores are assigned randomly, and the other half are assigned by the player, creating a tug of war between the dictates of the dice and the will of the player.

Dice Required: 5d6, 1d6 of a different color, and 1d4 (1d6 and 1d4 minimum).

Power Level: High. Although more dice are rolled, and ability scores should overall be higher, players lose some amount of control over placement. It will typically produce slightly stronger characters than the standard method.

Introduction

This character creation method is similar to the standard method of character creation described in the *Pathfinder Roleplaying Game Core Rulebook*, but more dice are rolled for each ability score, and, in exchange, the player gives up some of his control over how the dice are assigned. The 1st, 3rd, and 5th rolls are all assigned to a random ability score (from among those remaining), allowing the player to assign only the 2nd and 4th die rolls (the 6th goes in the last remaining ability score). Before the final ability score is rolled, however, the player can swap any two ability scores.

Step 1:

Roll 5d6, plus an additional d6 that is easily distinguishable from the others. The result of this additional d6 determine which ability score this roll will apply to: a roll of 1 indicates it applies to Strength, a roll of 2 indicates Dexterity, and so on, in ability score order (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). For the remaining d6, add the three highest results together, and mark that as the score for the randomly determined ability.

Step 2:

Roll 5d6 again, and add the three highest results together to determine the result of this roll. Once you have determined the result, assign it to any ability that has not yet had its score determined.

Step 3:

Roll 5d6, plus an additional d4. The result of this additional d4 determine which ability score this roll will apply to: a roll of 1 indicates the first ability whose score is not yet determined, a roll of 2 indicates the second ability whose score is not yet determined, and so on, in ability score order (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). For the 5d6, add the three highest results together, and mark that as the score for the randomly determined ability.

Step 4:

As Step 2.

Step 5:

At this point, there should only be two abilities whose scores have not yet been determined. Roll 5d6, plus an additional d4. The result of this additional d4 determine which ability score this roll will apply to: a roll of 1 or 2 indicates the first ability whose score is not yet determined, a roll of 3 or 4 indicates the second ability whose score is not yet determined, in ability score order (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). For the 5d6, add the three highest results together, and mark that as the score for the randomly determined ability.

Step 6:

You may now choose any two ability scores to swap. These can both be from abilities whose scores are already determined, or one of the two can be the ability whose score is yet to be rolled. You can also choose not to make a swap, if you prefer.

Step 7:

As Step 2.

Example

Marco rolls 5d6, plus an additional d6. He gets a six, two fives, a four, and a one, and his additional d6 is a 1, which indicates that this roll will apply to his character's Strength. Marco adds the three highest results and gets a total of 16, which he marks down for his character's Strength score. He then rolls an additional 5d6, and gets a six, a five, two threes, and a two. Adding the three best results together gives him a 14. Based on his high Strength, he puts this in Constitution.

On his third roll, he rolls 5d6 with an additional d4. The d4 comes up as a 2, meaning that this will go to the second unassigned ability score. Since he already has Strength and Constitution, his first unassigned ability score is Dexterity, and his second is Intelligence. His 5d6 yielded a six, three fives, and a four, so he puts down a 16 for Intelligence. He then rolls 5d6 again, and gets a six, a three, a two, and two ones, giving him a final score of 11, which he puts in Wisdom, leaving his Dexterity and Charisma undetermined.

Now, he rolls 5d6 and an additional d4. The d4 comes up as a 3, so this roll will apply to his second undetermined ability score: Charisma. He got a five, two threes, and two ones, leaving his Charisma as an 11. At this point, Marco can swap any two ability scores. He considers swapping his asyet-unrolled Dexterity with his Strength for a character with high Dexterity and Intelligence: a good wizard candidate, regardless of the last roll. Instead, he swaps Intelligence and Charisma, leaving him with a good paladin candidate. He rolls 5d6 for his Dexterity, and gets a six, a four, a two, and two ones, leaving him with 12 Dexterity.

Fates Foretold

This alternate method of character creation gives the player a small preview into what his ability scores are likely to come out as, then gives him the opportunity to attempt to influence the final result by assigning the remaining dice to be rolled for each ability score.

Dice Required: 18d6 (1d6 minimum).

Power Level: Low. This character creation method is very similar to the dice pool method of character creation. While it allows the player somewhat more finesse and control over the final results, it is also more likely to leave the character with one or more low rolls.

Introduction

This character creation method is similar to the dice pool method of character creation described in the *Pathfinder Roleplaying Game Core Rulebook*, but before the player assigns his pools, one dice is rolled for each ability score. This die result is "locked in" for each ability score, and will be one of the three results added together to form the character's score for that ability. The player may then assign the remaining 18 d6's however he likes (with a minimum of 2d6 for each ability score). The dice pool for each ability is rolled, and the two highest results are added to the result from earlier to determine the final ability score.

Step 1:

For each ability score, roll 1d6 and note the results. This result will be one of the three die results used to determine that ability score, even if it is lower than other die results that come later. You should take a moment to consider the results once all of the ability scores have had their first die rolled, to consider which ability scores you feel you will want to give extra resources to in order to ensure that they are as high as you would like, and which ones you are prepared to provide less resources to.

Step 2:

Bearing in mind that the results rolled in Step 1 will be used no matter what, assign pools of d6's to be rolled for each ability score. You must assign at least 2d6 to each ability score (providing a total of 3d6, when combined with the single dice that was rolled for that score in Step 1), but there is no maximum to the number of dice you can assign to any given ability score, as long as each ability score has at least 2 dice assigned and you do not use more than 18 dice total.

Step 3:

Roll each die assigned to the Strength score, and note the two highest results. Add these results to the result of the die rolled for Strength in Step 1. The total is the character's Strength score.

Step 4:

Repeat Step 3 for each of your other ability scores, until all of the final ability scores have been determined.

Example

Cassie decides that she would like to play a barbarian, and so desires a high Strength and Constitution, and at least a half-way decent Dexterity. She rolls 1d6 for each ability score, and receives the following results: Strength 6, Dexterity 5, Constitution 3, Intelligence 4, Wisdom 2, and Charisma 1. She is very excited about her Strength result, as there is a possibility that she could have an 18 Strength. She's a bit worried about the low start to her Constitution, and would also like to see if she could get a more respectable Wisdom score, so her Will saves aren't too terrible.

She has 18 dice to assign, and decides to put 5 of them on Strength, hoping for two sixes. She puts 3 on Dexterity, fairly confident that since it's already at 5 she'll be able to get a 12 or 14 without too much difficulty. She assigns 4 to her Constitution in the hopes of raising it up a bit. This leaves her with 6 left to spend, so she puts 2 dice on each of the 3 remaining ability scores, deciding to leave her Wisdom up to chance.

Fortune smiles on her and for the 5 dice she set aside for Strength, she gets two sixes, a five, a four, and a one. She takes the two sixes, adds them to her previous six, and has an 18 Strength. Her Dexterity fares reasonably well also, and she gets a five and two threes, giving her a final score of 13. For Constitution, her four dice yielded a six, a five, a four, and a three, giving her a final score of 14—less than she'd hoped, but still respectable. Luck catches up to her on Intelligence, however: snake eyes, which gives her a final score of 6. Luckily, she wasn't too worried about her Intelligence anyway. Her Wisdom turns out just a little below average: her two dice yield a pair of threes, giving her a final score of 9. Finally, for Charisma, she gets a two and a three, giving her a final score of 6. She had hoped to be able to be intimidating, but decides that she'll have to settle for carrying out her threats with her high Strength and Constitution.

Flawed Hero

This alternate method of character creation is a twist on the heroic method of character creation. Instead of giving each ability score 2d6+6, it gives the player an array ranging from 6 to 1, which he can assign to his ability scores as he chooses, and then has him roll 3d6 for each ability score, adding the two highest results to the score.

Dice Required: 3d6 (1d6 minimum).

Power Level: High. While this character creation method generally produces overall lower scores than the heroic method of character creation, the difference is not a great one, and the flawed hero method tends to produce higher highs and lower lows, which, if assigned well by the player, tend to create more beneficial than more average scores across the board.

Introduction

In this character creation method, the player assigns an array of scores to each of his ability scores, ranging from 6 to 1. He then rolls 3d6 for each score, adding the two highest results to the one that he initially assigned, in order to determine his final ability scores.

Step 1:

Assign one of each of the following numbers to each of your ability scores: 6, 5, 5, 3, 3, and 1. The assigned number will effectively serve as one of the three die results that makes up that ability score.

Step 2:

For your Strength score, roll 3d6, and note the two highest results. Add these results to the number that you assigned to Strength in Step 1. The total of these three numbers is your character's Strength score.

Step 3:

Repeat Step 2 for each of your remaining ability scores.

Example

Thomas decides that he wants to play a cleric, so he will want a high Wisdom and a good Charisma. He would also like a decent Strength and Constitution if possible, as he intends to do a lot of fighting on the front line. He decides to assign his scores as following in Step 1: 5 to Strength, 3 to Dexterity, 3 to Constitution, 1 to Intelligence, 6 to Wisdom, and 5 to Charisma.

Thomas rolls 3d6 for his Strength and gets a five, a four, and a two. Combining the five and the four with the five he assigned in Step 1, this gives him a 14 Strength. That's one concern he no longer has to worry about. He then rolls 3d6 for Dexterity and gets a four, a two, and a one. After adding the four and the two to the three he assigned to the score in Step 1, he only has a nine. Not as high as he might like, but it will have to do. Moving on to Constitution, he gets a six, a five, and a one. Discarding the one, he winds up with a final score of 14, after adding in the three he assigned earlier. Better than he had hoped for.

Moving on to his mental ability scores, Thomas rolls 3d6 for Intelligence, hoping to make up at least a little bit for the 1 he had to assign to it at the beginning of character creation. With a six, a three, and a two, his hopes are largely answered, with a final score of 10. Next is Thomas's allimportant Wisdom. Here the dice are not so kind, and he gets a five, a three, and a two, leaving him with only 14 total, even though he had assigned a six to the score at the beginning. While trying to decide if this changes his plans, Thomas rolls for Charisma and gets a six, a five, and a two, giving him 16. With his Charisma now higher than his Wisdom, Thomas considers whether he might rather play a paladin than a cleric.



Appendix 2: Character Creation Sheets

This book includes a set of three sample character creation sheets that are designed to be used in conjunction with the career method of character creation: one for low and standard fantasy, one for high fantasy, and one for epic fantasy. This section describes how to use these sheets. It also contains a single sheet intended for use with the tarot character creation method.

How to Use These Sheets

While the character creation sheets are, for the most part, fairly simple and intuitive, there are some aspects that may not be immediately apparent at first glance. This page provides a brief overview on how to use the following character creation sheets.

Career Character Creation Sheets

The following section explains the various entries on the career character creation sheets.

Player Name: Write your name here.

Campaign Style: Since low fantasy and standard fantasy campaign styles share the same sheet, if you are playing one of those campaigns, you can write here what campaign style you're using. On the heroic fantasy and epic fantasy sheets, this information is already filled in for you.

Character Name: Your character's name goes here.

Twist of Fate: Record which twist of fate you chose here, and cross it out or check it off once you use it.

Character Race: Once your character's race has been determined, record it here.

Ability Scores: This section allows you to record your ability scores easily as they increase (or decrease) during character creation. Since each ability score starts at 10, 10 is already filled in for each ability score. On either side, there are numerous checkboxes, which can be filled to indicate changes to the character's ability scores. If ability scores are decreased, fill in the boxes to the left of the 10 to indicate how far they are decreased. If ability scores are increased, fill the boxes to the right of the 10 to indicate how far they are increased. Each box represents 1 ability score point, so a score of 12 would have the two boxes immediately to the right of the 10 filled in.

For every two boxes on the grid, there is a vertical line, and a small number at the top, ranging from -1 to +5. These are handy reminders of what your ability score bonus is at any given time (for example, above the boxes corresponding to 12 and 13, "+1" is listed, while the area above the boxes for 14 and 15 has "+2," and so on).

Career: There are places for 3 careers on the sheet, although you can have more careers than that, if you choose. For each career, there is a space to record the career's name,

followed by spaces where you can indicate which ability score is primary, secondary, and tertiary for that career. Next to each of these ability scores are a number of check boxes, which you can use to keep track of how many ability score points you have gained for each of those ability scores from that career (for example, on the low fantasy and standard fantasy sheet, there is only one check box next to the tertiary ability score, because you can only increase a tertiary ability score once from a given career).

Below the ability scores is a space for making notes of any contacts, allies, enemies, creditors, or other important events from the career, as they occur during character creation. You may find it useful to keep track of the numbers you rolled for events, so that you can reference them later if you wish to incorporate them into your backstory.

Income and Other Wealth: Below the line for recording your Twist of Fate, there is a box that is set aside for recording your income and other wealth. Because this increases several times throughout character creation, it is generally easiest to just keep a running tally, making use of the space available. You can also use this space to record any valuable items you gain during character creation.

Class Skills and Proficiencies: Use this section to keep track of what class skills and weapon proficiencies you've gained.

Class: Near the end of the character creation process, when you choose your class, record it here.

Additional Skills and Proficiencies: Once you choose your class, use this space to record the additional class skills and weapon proficiencies that you gain from that class.

Tarot Character Creation Sheet

The following section explains the various entries on the career character creation sheet.

Player Name: Write your name here.

Character Name: Your character's name goes here.

Campaign Style: Indicate whether the campaign will be low fantasy, average fantasy, high fantasy, or epic fantasy. Note that this will change the number of points that begin in certain pools.

Pools: Each of the pools is represented by a circle labeled somewhere on the sheet. Each pool has a place to record the number of points it starts with, besides Body and Mind, which always start with o (similarly, since the ability scores always start with 5, that has been filled in already). If you have tokens to keep track of points, you can stack them on these circles. Otherwise, use the space in the circle as a worksheet to keep track of how many points are there. Also, feel free to draw lines from one pool to another, to show where the points went, if desired.

Card: There is a place to record what card was drawn for each slot, as well. This can make it easier to reference for flavor purposes, later.

Career Character Creation Sheet

Player Name:	Campaign Style:
Character Name:	Twist of Fate:
Character Race:	Income and Other Wealth:
Ability Scores $\xrightarrow{\text{Ability Score Bonuses}}$	
$\begin{array}{c} \mathfrak{Str} & \bigcirc 0 & 0 & \bigcirc 0 & 0 &$	Class Skills and Proficiencies
Cha 0010 0000000000	
Career 1:	
Primary Ability Score:OOO	
Secondary Ability Score: OO	
Tertiary Ability Score:O	
Contacts, Allies, and Other Notes:	
Career 2:	Class:
Primary Ability Score:	Additional Skills and Proficiencies
Becondary Ability Bcore:	
Tertiary Ability Score:O	
Contacts, Allies, and Other Notes:	
Career 3:	
Primary Ability Score: 000	
Secondary Ability Score:	
Tertiary Ability Score:	
Contacts, Allies, and Other Notes:	

Career Character Creation Sheet

Player Name:

Character Name:____

Character Race:_____

Ability Scores



 \cap

0000

Career 1:

Primary Ability Score:	000
Secondary Abílíty Score:	00
Tertiary Ability Score:	0

Contacts, Allies, and Other Notes:

Career 2:

Primary Ability Score: OOOO Secondary Ability Score: OO Tertiary Ability Score: O

Contacts, Allies, and Other Notes:

Career 3:

Primary Ability Score: Secondary Ability Score:

Tertiary Ability Score:

Contacts, Allies, and Other Notes:

Campaign Style: High Fantasy

Twist of Fate:_____

Income and Other Wealth:

Class Skills and Proficiencies

Class:

Additional Skills and Proficiencies

Career Character Creation Sheet

Player Name:

Character Name:____

Character Race:_____

Ability Scores



Career 1:

Primary Ability Score: 0000 Secondary Ability Score: 000 Tertiary Ability Score: 000

Contacts, Allies, and Other Notes:

Career 2:

Primary Ability Score: OOOO Secondary Ability Score: OOO Tertiary Ability Score: OO

OOOO

Contacts, Allies, and Other Notes:

Career 3:

Primary Ability Score: Secondary Ability Score:

Tertiary Ability Score:

Contacts, Allies, and Other Notes:

Campaign Style: Epic Fantasy

Twist of Fate:

Income and Other Wealth:

Class Skills and Proficiencies

Class:

Additional Skills and Proficiencies

Tarot Character Creation



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Start Your Campaign Off Right!

Character oreation is the very foundation of the game, not just because it's the very first thing you do when you it down to play, but also because the way that you make your character also helps to set the tone for the entire game. You're probably familiar with the long fand passionate) debates that can arise between die-rolling and point-buy methods of character creation, and odds are, you've tried both. But this book is here to show you that those are just the tip of the feeberg when it comes to crafting a character.

New Beginnings: Ilternate Character Creation Methods presents three new and radical methods of character creation, as well as five additional "mini" methods of character creation. Bach of these methods is designed to facilitate different styles of play, and allows you to start your campaign off on the right note.

Career character creation allows you to begin playing right away, by allowing you to play out (in broad brushstrokes) your character's life before the beginning of the campaign. The choices you make and the results of your rolls letermine not just your character's ability scores, but also his starting weapon proficiencies and dass skills. Not only does this method provide you with a greative starting point for your character's background and personality, but it also provides the opportunity to create characters that wouldn't ordinarily be possible, such as a sorcerer with Diplomacy as a class skill, or a rogue who is proficient with greataxes.

Prototype character creation is lesigned for those who want a pulck start to the game. You choose from a list of pre-existing prototypes, which determine your starting class and ability scores, and also influence your starting skills and feats. While the main benefit to this method is speed, it also provides you with one or two unique special abilities based on the prototype you choose.

•Tarot character oraction disguises ability score generation within a tarot card reading, distributing ability score points based on the draw of the cards, and providing you with some strong and flavorful suggestions about your character's pass and personality.

about your character's past and personality, affive additional lice-based character creation methods, which tweak existing character creation methods and turn them more into mini-games, which challenge you to create the best character you can.

Whatever your play style, there's a character creation method here that's intended for you. Start your next character off right, with an innovative new approach to character creation.

ROLEPLAYING GAME COMPATIBLE