The Genius Guide to:
Apprentice-Level Characters

Pathfinder
ROLEPLAYING GAME COMPATIBLE

When you consider the number of things a 1st-level character can do in a *Pathfinder RPG* campaign, it's pretty clear that even the lowest level characters have completed some intense training. But what do you do if you want to start an adventure before your wizards have mastered their 1st-level spells and paladins have discovered how to *detect evil* at will? *The Genius Guide to Apprentice-Level Characters* presents simple rules for creating 0-level or 1/2 level characters who have some instruction but aren't yet fully trained members of their class.

Apprentice-Level Characters

There are two typical ways to use apprentice-level characters. The first is to run a campaign where the characters start at level 0. Such characters begin with half the starting gold they'd normally get at 1st-level and usually represent characters that are still in training. If you want to begin a game at a training facility or in a village that is normally guarded by 1st-level warriors, having 0-level player characters would be appropriate. It takes 1/2 as many experience points to go from 0 to 1st level as it takes to go from 1st to 2nd level.

The other use of apprentice-level characters is to allow multiclass characters at 1st level. An apprentice-fighter/apprentice rogue is (roughly) the same as a 1st-level character, and allows the character to begin play with a mix of stealth and martial skill. When such a multiclass character reaches 2nd level, he becomes 1st level in both of the two classes, and proceeds normally from there.

While apprentice-level characters use the same basic rules for combat and actions as any *Pathfinder* character, there are a few specific questions that should be addressed in regards to these characters.

Racial Abilities

Apprentice-level characters receive all the racial abilities normal for their race.

Hit Dice

Apprentice-level characters get half a hit die, which often results in needing to roll a d5 or a d3. The easiest way to do this is roll a die twice the size required and halve all results (rounding up in the case of fractions), so a result of 1 or 2 reads as a 1, a result of 3 or 4 as 2, and so on. (Some companies even sell dice that only roll from 1–3 or 1–5, which can be a handy and fun addition to your dice bag.) Apprentice-level characters add only half their Constitution modifier to their 1/2 hit die. Round down in the case of fractions. (In most campaigns it's a good idea to give apprentice-level characters maximum hit points rather than forcing them to roll, but these rules work either way.)

Skills

Apprentice-level characters have the same class skill lists as 1st-level versions of the class. They have half the skill points of 1st-level characters, gain only a +1 bonus for putting a rank in a class skill, and only add half their Intelligence modifier to that total. Apprentice-level characters may put a maximum of one rank into a skill (and may not put another rank into the same skill until reaching 2nd level).

Armor/Weapon Proficiencies

Apprentice-level characters have the same armor and weapon proficiencies as 1st-level members of the class.

Feats

Apprentice-level characters have not yet gained the feat all characters receive at 1st level. Instead, the GM may decide to give such characters a trait (see the *Advanced Player's Guide* for more information on traits). Apprentice-level characters do receive any feats gained because of their race.

Special Abilities

Even when an apprentice level character has special abilities listed, those abilities are usually not at full power. Unless otherwise stated, an apprentice-level character can use any ability that has a limited number of times per day half as often as a 1st-level character (minimum 1/day). If an ability grants a bonus, the apprentice-level character gets half the bonus (minimum 1). If an ability deals damage, it deals one die-step less damage. With those caveats, treat the character's level as if it was 1 for all level-dependent effects.

Spells

Most apprentice-level spellcasting classes gain access to their cantrips/orisons as if they were 1st-level characters. Some gain limited access to 1st-level spells, as well. If an apprentice-level character has 0 or more 1st-level spell slots, they gain additional spell slots from high ability scores normally. If the class only grants 1st-level spells in a limited set (such as the apprentice-cleric's one 1st-level domain slot), the character does not receive bonus spell slots from ability scores until reaching 1st level. Apprentice-level characters that are able to cast spells have a caster level of 1. An apprentice-level character does not receive any spellcasting ability unless the apprentice class description specifically mentions it.

Graduation

When characters "graduate" from apprentice level to 1st level, they get all the abilities and bonuses their apprentice level lacked. Thus they go to a full hit die, gain their full ability score modifiers, get +3 bonuses to class skills, their base attacks and saves go up to normal for 1st level, and so on. A multiclass apprentice/apprentice graduates on becoming a second level character, and gains the full benefit of being 1st level in two classes.

The Classes

Classes marked with a single asterisk (*) come from the *Advanced Player's Guide*. Those marked with a double asterisk (**) come from one of the *Genius Guide* products.

Alchemist*

Hit Die: d4 + 1/2 Con modifier
Skill Points: 2 +1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +1
Base Will Save: +0
Abilities: Alchemy, bomb, throw anything

An apprentice-level alchemist has access to the full alchemy of a 1st-level alchemist, but no Brew Potion or mutagen options.

ARCHON✸✸

Hit Die: d5 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Cantrips

ARMIGER✸✸

Hit Die: d6 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +1
Abilities: Bulwark

An apprentice-level armiger only grants partial soft cover with his bulwark ability.

BARBARIAN

Hit Die: d6 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +0
Abilities: Rage

BARD

Hit Die: d4 + 1/2 Con modifier
Skill Points: 3 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +1
Base Will Save: +1
Abilities: Bardic knowledge, bardic performance, cantrips

CAVALIER✸

Hit Die: d5 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +0
Abilities: Mount, tactician

CLERIC

Hit Die: d4 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +1
Abilities: Aura, channel energy, domains*, orisons

*An apprentice-level cleric gains one 1st-level spell slot to prepare one of her two 1st-level domain spells.

DEATH MAGE✸✸

Hit Die: d4 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Cantrips, pale road

DRAGONRIDER**

Hit Die: d5 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +1
Base Will Save: +1
Abilities: Bonded dragon steed

An apprentice-level dragonrider's bond is still very fresh and relatively weak. His dragon steed cannot yet use its breath weapon and it can only make a single bite attack if commanded to attack.

DRUID

Hit Die: d4 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +1
Abilities: Nature bond, nature sense, orisons, wild empathy

An apprentice-level druid who selects a cleric domain as her nature bond gains one 1st-level spell slot to prepare her 1st-level domain spells. An apprentice-level druid who selects an animal companion gets a 1HD animal companion (BAB +0, Fort +2, Ref +2, Will +0, skills 1, feat 1, 0 bonus tricks) but gains the link and share spells abilities.

FIGHTER

Hit Die: d5 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +1
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +0
Abilities: Bonus feat

GODLING, ADEPT**

Hit Die: d4 + 1/2 Con modifier
Skill Points: 3 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +1
Base Will Save: +1
Abilities: Cantrips

GODLING, CLEVER**

Hit Die: d4 + 1/2 Con modifier
Skill Points: 3 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +1
Base Will Save: +1
Abilities: Lineage domain

GODLING, ELDRITCH**

Hit Die: d3 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +0
Abilities: Ascendancy, cantrips

An apprentice-level eldritch godling knows one 1st-level spell, and has one first-level spell slot to cast it with.

GODLING, MIGHTY**

Hit Die: d6 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +1
Base Will Save: +0
Abilities: Lineage domain

INQUISITOR*

Hit Die: d4 + 1/2 Con modifier
Skill Points: 3 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +1
Abilities: Domain, monster lore, orisons, stern gaze

MAGUS**

Hit Die: d3 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Cantrips, mystic bond

An apprentice-level magus that selects a metamagic pool as her mystic bond gets the full benefit of the bond, as if she was a 1st-level magus.

MONK

Hit Die: d4 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +1
Base Will Save: +1
Abilities: Flurry of blows, stunning fist, unarmed strike (Medium unarmed damage 1d4, Small unarmed damage 1d2)

ORACLE*

Hit Die: d4 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Mystery, oracle's curse, orisons, revelation

PALADIN

Hit Die: d5 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +1
Abilities: Aura of good, smite evil 1/day (+1/2 Charisma bonus to attack, +1 to damage)

RANGER

Hit Die: d5 + 1/2 Con modifier
Skill Points: 3 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +1
Base Will Save: +0
Abilities: Favored enemy (1/2 bonuses), wild empathy

ROGUE

Hit Die: d4 + 1/2 Con modifier
Skill Points: 4 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +1
Base Will Save: +0
Abilities: Sneak attack (1d4), trapfinding

SHADOW ASSASSIN**

Hit Die: d4 + 1/2 Con modifier
Skill Points: 3 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +1
Base Will Save: +1
Abilities: Shadowmeld: stealth bonus*

* If using the revised shadow assassin from the *Adventurer's Handbook* (available at game stores everywhere) the apprentice shadow assassin instead gains deadly focus, but can use it only 1/day.

SUMMONER*

Hit Die: d4 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Cantrips, eidolon, life link

An apprentice-level summoner's eidolon acts as that of a 1st-level summoner except that it receives no points in its evolution pool.

Sorcerer

Hit Die: d3 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Bloodline power, cantrips, eschew materials

An apprentice-level sorcerer knows one 1st-level spell, and has one first-level spell slot to cast it with.

Time Thief**

Hit Die: d4 + 1/2 Con modifier
Skill Points: 3 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +1
Base Will Save: +1
Abilities: Mote of time

Vanguard**

Hit Die: d4 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +1
Base Ref Save: +0
Base Will Save: +1
Abilities: Arcane bond, arcane strike, cantrips

War Master**

Hit Die: d5+ 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +1
Base Will Save: +1
Abilities: Battle tactics

Witch*

Hit Die: d3 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +0
Abilities: cantrips, hex, witch's familiar

An apprentice-level witch has not yet mastered her hex, and can only use it a number of times per day equal to 3 + 1/2 her Intelligence modifier.

Witch Hunter**

Hit Die: 5 + 1/2 Con modifier
Skill Points: 2 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Devoted strike

An apprentice-level witch hunter may use his devoted strike once per day but receives no bonus to damage when doing so.

Wizard

Hit Die: d3 + 1/2 Con modifier
Skill Points: 1 + 1/2 Int modifier
Base Attack Bonus: +0
Base Fort Save: +0
Base Ref Save: +0
Base Will Save: +1
Abilities: Arcane school, cantrips

An apprentice-level wizard has 0 1st-level spell slots per day. If he has an Intelligence score of 12 or higher, he begins play knowing one 1st-level spell.

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