

Basic Character Classes

Class	Source	Pg	Notes
Fighter	PhB	2	The fighter is a professional military warrior trained in arms and disciplined.
Ranger	PhB / C.War	3	The Ranger is an outdoor tracker and skilled woodsman. Rangers's are used to working alone.
Scout	C.Adv	4	The Scout is a military recon soldier in a disciplined unit.
Squire	Fighter Variant	6	The Squire is a noble warrior or knight.
Sailor	LotRD (WW)	7	Sailors crew and fight aboard ships.
Rogue	PhB	8	The Rogue is criminal, thief or other ne'er-do-well.
Spy	New	9	The Spy is a professional information gatherer working either for a state or criminal organisation.
Priest	New	11	The priest is a Holy man and healer.
Aristocrat	DMG	13	
Commoner	DMG	13	
Expert	DMG	13	
Doctor	DMG	14	
Warrior	DMG	14	
Bard	PhB & 2e Character Book	<i>Sp</i>	The bard is a song-wright and a poet. It is a hybrid class which may be taken at levels 1 to 10 as a basic class, but then becomes an exclusive prestige class from 11 th level. See the separate file.

Class	Social Adj.	Starting Wealth
Fighter	+0	£6d4 × 10
Ranger	+0	£5d4 × 10
Scout	+0	£5d4 × 10
Squire	+4	£6d6 × 10
Sailor	+0	£5d4 × 10
Rogue	-1	£5d4 × 10
Spy	+0	£6d4 × 10
Priest	+2	£5d4 × 10*
Aristocrat	+6	£6d8 × 10
Commoner	+0	£5d4
Expert	+1	£3d4 × 10
Doctor	+1	£6d6 × 10*
Warrior	+0	£3d4 × 10
Bard	+1	£4d4 × 10

* Once the priest has purchased any suitable equipment any spare cash above £1 will be donated to the church. This rule applies to Lay Brothers as well (although they use the Doctor NPC class).

Fighter (Modified Class)

The Fighter is the back bone of the professional soldiering classes. They are the elite troops, the hardened mercenaries.

Requirements : None.

Abilities : Strength and Constitution are the Fighter's primary requirements.

Alignment : Any. Military characters will tend to be lawful.

Hit Die : 1d10

Skills : The Fighter's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Jump (Str), Leadership (Cha), Listen (Wis), Ride (Dex), Spot (Wis), Swim (Str), Survival (Wis), Use Rope (Dex).

Skill Points at 1st Level : (4 + Int Modifier) × 4

Skill Points at Each Additional Level : 4 + Int Modifier

Weapons & Armour : A fighter is proficient with all simple and martial weapons and with all armour (heavy, medium, and light) and shields (including tower shields).

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Bonus Feat, Illiterate
2 nd	+2	+3	+0	+0	Bonus Feat
3 rd	+3	+3	+1	+1	
4 th	+4	+4	+1	+1	Bonus Feat
5 th	+5	+4	+1	+1	
6 th	+6/+1	+5	+2	+2	Bonus Feat
7 th	+7/+2	+5	+2	+2	
8 th	+8/+3	+6	+2	+2	Bonus Feat
9 th	+9/+4	+6	+3	+3	
10 th	+10/+5	+7	+3	+3	Bonus Feat
11 th	+11/+6/+1	+7	+3	+3	
12 th	+12/+7/+2	+8	+4	+4	Bonus Feat
13 th	+13/+8/+3	+8	+4	+4	
14 th	+14/+9/+4	+9	+4	+4	Bonus Feat
15 th	+15/+10/+5	+9	+5	+5	
16 th	+16/+11/+6	+10	+5	+5	Bonus Feat
17 th	+17/+12/+7	+10	+5	+5	
18 th	+18/+13/+8	+11	+6	+6	Bonus Feat
19 th	+19/+14/+9	+11	+6	+6	
20 th	+20/+15/+10/+5	+12	+6	+6	Bonus Feat

Ranger (Modified Class)

Rangers are wilderness warriors who specialise in outdoor survival. Although they do not form part of regular units, they are often found in amongst irregular or special troops. This class is drawn from the Players Handbook p46, and the Complete Warrior, p13.

Requirements : Wisdom 11.

Abilities : Dexterity and Strength are important for combat. Several ranger skills are based on Wisdom, and one of the ranger's trademark skills, his ability to track foes, is based on Wisdom..

Alignment : Any. Military characters will tend to be lawful.

Hit Die : 1d8

Skills : The Ranger's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Jump (Str), Knowledge (Dungeoneering) (Int), Knowledge (geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Ride (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), & Use Rope (Dex).

Skill Points at 1st Level : (6 + Int Modifier) × 4

Skill Points at Each Additional Level : 6 + Int Modifier

Weapons & Armour : A ranger is proficient with all simple and martial weapons, and with light armour and shields (except tower shields)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+2	+0	1 st Favoured Enemy, Track, Wild Empathy, Illiterate
2 nd	+2	+3	+3	+0	Combat Style
3 rd	+3	+3	+3	+1	Endurance
4 th	+4	+4	+4	+1	Animal Companion
5 th	+5	+4	+4	+1	2 nd Favoured Enemy
6 th	+6/+1	+5	+5	+2	Improved Combat Style, Fast Movement
7 th	+7/+2	+5	+5	+2	Woodland Stride
8 th	+8/+3	+6	+6	+2	Swift Tracker
9 th	+9/+4	+6	+6	+3	Evasion
10 th	+10/+5	+7	+7	+3	3 rd Favoured Enemy
11 th	+11/+6/+1	+7	+7	+3	Combat Style Mastery, Nature's Blessing
12 th	+12/+7/+2	+8	+8	+4	
13 th	+13/+8/+3	+8	+8	+4	Camouflage, <i>Healing Touch</i>
14 th	+14/+9/+4	+9	+9	+4	
15 th	+15/+10/+5	+9	+9	+5	4 th Favoured Enemy
16 th	+16/+11/+6	+10	+10	+5	<i>Freedom of Movement</i>
17 th	+17/+12/+7	+10	+10	+5	Hide in Plain Sight
18 th	+18/+13/+8	+11	+11	+6	
19 th	+19/+14/+9	+11	+11	+6	
20 th	+20/+15/+10/+5	+12	+12	+6	5 th Favoured Enemy

Special : All special abilities are as per the Ranger entries on page 46ff, except where noted below.

Favoured Enemy : As well as some of the extraordinary creature types listed on p47, the player can choose certain ethnic groups. Discuss with the DM for options.

Fast Movement (Ex) : At 6th level, the ranger's base land speed increases by 10 feet. This benefit applies only when he is wearing no armour, light armour, or medium armour and not carrying a heavy load.

Nature's Blessing (Su): At 11th level and higher, the ranger can use a standard action to add a +4 bonus to his Constitution, Dexterity, or Wisdom score. This ability may be used once per day, and its effect lasts for 1 minute per class level.

Healing Touch (Sp): Once per day, a ranger of 13th level or higher can use either *neutralize poison* or *remove disease*, as a caster whose level is equal to one-half the ranger's class level.

Freedom of Movement (Sp): A ranger of 16th level or higher can use *freedom of movement* on himself once per day, as a caster whose level is equal to one-half the ranger's class level.

Scout (Unchanged Class)

The Scout is a mixture of Fighter and Rogue and was introduced in the Complete Adventurer on p10ff.

Requirements : None.

Abilities : Dexterity and Wisdom are the Scout's primary abilities.

Alignment : Any. Military characters will tend to be lawful.

Hit Die : 1d8

Skills : A scout's class skills (and the key ability for each skill) are Balance (Dex), Climb (Str), Craft (Int), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (Dungeoneering) (Int), Knowledge (Geography) (Int), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), & Use Rope (Dex).

Skill Points at 1st Level : (8 + Int Modifier) × 4

Skill Points at Each Additional Level : 8 + Int Modifier

Weapons & Armour : Scouts are proficient with all simple weapons, plus the hand axe, throwing axe, short sword, and short bow. Scouts are proficient with light armour, but not with shields.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Skirmish (+1d6), Trapfinding, Illiterate
2 nd	+1	+0	+3	+0	Battle Fortitude +1, Uncanny Dodge
3 rd	+2	+1	+3	+1	Fast Movement +10 Ft., Skirmish (+1d6, +1 AC), Trackless Step
4 th	+3	+1	+4	+1	Bonus Feat
5 th	+3	+1	+4	+1	Evasion, Skirmish (+2d6, +1 AC)
6 th	+4	+2	+5	+2	Flawless Stride
7 th	+5	+2	+5	+2	Skirmish (+2d6, +2 AC)
8 th	+6/+1	+2	+6	+2	Camouflage, Bonus Feat
9 th	+6/+1	+3	+6	+3	Skirmish (+3d6, +2 AC)
10 th	+7/+2	+3	+7	+3	Blindsight 30 Ft.
11 th	+8/+3	+3	+7	+3	Battle Fortitude +2, Fast Movement +20 Ft., Skirmish (+3d6, +3 AC)
12 th	+9/+4	+4	+8	+4	Bonus Feat
13 th	+9/+4	+4	+8	+4	Skirmish (+4d6, +3 AC)
14 th	+10/+5	+4	+9	+4	Hide In Plain Sight
15 th	+11/+6/+1	+5	+9	+5	Skirmish (+4d6, +4 AC)
16 th	+12/+7/+2	+5	+10	+5	Bonus Feat
17 th	+12/+7/+2	+5	+10	+5	Skirmish (+5d6, +4 AC)
18 th	+13/+8/+3	+6	+11	+6	Free Movement
19 th	+14/+9/+4	+6	+11	+6	Skirmish (+5d6, +5 AC)
20 th	+15/+10/+5	+6	+12	+6	Battle Fortitude +3, Blindsight 30 Ft., Bonus Feat

Skirmish (Ex): A scout relies on mobility to deal extra damage and improve his defence. He deals an extra 1d6 points of damage on all attacks he makes during any round in which he moves at least 10 feet. The extra damage applies only to attacks taken during the scout's turn. This extra damage increases by 1d6 for every four levels gained above 1st (2d6 at 5th, 3d6 at 9th, 4d6 at 13th, and 5d6 at 17th level).

The extra damage only applies against living creatures that have a discernible anatomy. Undead, constructs, oozes, plants, incorporeal creatures, and creatures immune to extra damage from critical hits are not vulnerable to this additional damage. The scout must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Scouts can apply this extra damage to ranged attacks made while skirmishing, but only if the target is within 30 feet.

At 3rd level, a scout gains a +1 competence bonus to Armour Class during any round in which he moves at least 10 feet. The bonus applies as soon as the scout has moved 10 feet, and lasts until the

start of his next turn. This bonus improves by 1 for every four levels gained above 3rd (+2 at 7th, +3 at 11th, +4 at 15th, and +5 at 19th level).

A scout loses this ability when wearing medium or heavy armour or when carrying a medium or heavy load. If he gains the skirmish ability from another class, the bonuses stack.

Trapfinding (Ex): A scout can use the Search skill to locate traps with a DC higher than 20, and he can use Disable Device to bypass a trap or disarm magic traps. See the rogue class feature, page 50 of the Player's Handbook.

Battle Fortitude (Ex): At 2nd level, a scout gains a +1 competence bonus on Fortitude saves and initiative checks. This bonus increases to +2 at 11th level and +3 at 20th level. A scout loses this bonus when wearing medium or heavy armour or when carrying a medium or heavy load.

Uncanny Dodge (Ex): Starting at 2nd level, a scout cannot be caught flat-footed and reacts to danger before his senses would normally allow him to do so. See the barbarian class feature, page 26 of the Player's Handbook.

Fast Movement (Ex): Starting at 3rd level, a scout's gains a +10 foot enhancement bonus to his base land speed. At 11th level, this bonus increases to +20 feet. See the monk class feature, page 41 of the Player's Handbook. A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Trackless Step (Ex): Beginning at 3rd level, a scout cannot be tracked in natural surroundings. See the druid class feature, page 36 of the Player's Handbook.

Bonus Feats: At 4th level and every four levels thereafter (8th, 12th, 16th, and 20th level), a scout gains a bonus feat, which must be selected from the following list: Acrobatic, Agile, Alertness, Athletic, Blind-Fight, Combat Expertise, Dodge, Endurance, Far Shot, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Point Blank Shot, Precise Shot, Quick Draw, Rapid Reload, Shot on the Run, Skill Focus, Spring Attack, Track. He must meet all the prerequisites for the feat.

Evasion (Ex): Beginning at 5th level, a scout can avoid damage from certain attacks with a successful Reflex save. See the monk class feature, page 41 of the Player's Handbook.

Flawless Stride (Ex): Starting at 6th level, a scout can move through any sort of terrain that slows movement (such as undergrowth, rubble, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

This ability does not let him move more quickly through terrain that requires a Climb or Swim check to navigate, nor can he move more quickly through terrain or undergrowth that has been magically manipulated to impede motion. A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Camouflage (Ex): Beginning at 8th level, a scout can use the Hide skill in any sort of natural terrain. See the ranger class feature, page 48 of the Player's Handbook. He loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Blindsense (Ex): At 10th level, a scout gains the blindsense ability out to 30 feet. This ability functions as described on page 306 of the Monster Manual.

Hide in Plain Sight (Ex): Beginning at 14th level, a scout can use the Hide skill in natural terrain even while being observed. See the ranger class feature, page 48 of the Player's Handbook. A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Free Movement (Ex): At 18th level and higher, a scout can slip out of bonds, grapples, and even the effects of confining spells easily. This ability duplicates the effect of a freedom of movement spell, except that it is always active. A scout loses this benefit when wearing medium or heavy armour or when carrying a medium or heavy load.

Blindsight (Ex): A 20th level scout gains the blindsight ability out to 30 feet. His senses become so acute that he can manoeuvre and fight flawlessly even in total darkness. Invisibility, darkness, and most kinds of concealment are irrelevant, though the scout must have line of effect to a creature or object to discern it.

Squire (Modified Class)

The Squire is a noble warrior from a privileged background. They are selected and trained towards knighthood. The squire is a noble variant of the Fighter.

Requirements : Strength, Constitution & Charisma all at 10+.

Abilities : Strength and Constitution are the Squire's primary requirements.

Alignment : Squires must be lawful.

Hit Die : 1d8

Skills : The Squire's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Leadership (Cha), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), Survival (Wis).

Skill Points at 1st Level : (4 + Int Modifier) × 4

Skill Points at Each Additional Level : 4 + Int Modifier

Weapons & Armour : A Squire is proficient with all types of armour. He is also proficient with all simple and martial melee weapons. Missile weapons are considered dishonourable. The Squire may take any 'Fighter' weapon feat which involves a melee weapon.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+2	Privileged, Literate, Code of Chivalry
2 nd	+2	+3	+0	+3	Bonus Feat
3 rd	+3	+3	+1	+3	
4 th	+4	+4	+1	+4	Bonus Feat
5 th	+5	+4	+1	+4	
6 th	+6/+1	+5	+2	+5	Bonus Feat
7 th	+7/+2	+5	+2	+5	Eligibility for Knighthood
8 th	+8/+3	+6	+2	+6	Bonus Feat
9 th	+9/+4	+6	+3	+6	
10 th	+10/+5	+7	+3	+7	Bonus Feat
11 th	+11/+6/+1	+7	+3	+7	
12 th	+12/+7/+2	+8	+4	+8	Bonus Feat
13 th	+13/+8/+3	+8	+4	+8	
14 th	+14/+9/+4	+9	+4	+9	Bonus Feat
15 th	+15/+10/+5	+9	+5	+9	
16 th	+16/+11/+6	+10	+5	+10	Bonus Feat
17 th	+17/+12/+7	+10	+5	+10	
18 th	+18/+13/+8	+11	+6	+11	Bonus Feat
19 th	+19/+14/+9	+11	+6	+11	
20 th	+20/+15/+10/+5	+12	+6	+12	Bonus Feat

Privileged : The Squire comes from a privileged background. They have more starting wealth than their contemporaries, and a higher social standing.

Literate : The Squire is a literate character and will have been taught how to read and write.

Code of Chivalry : The Squire (and Knight) must be just, loyal, courteous, generous, and, most importantly, reverent; they must protect the poor and the weak, and never deny protection to a lady or maiden; they must remain clean and chaste in spirit and in flesh (though it is permissible to love from afar); they must strive for candour and flee from pride; and they must face death at all times with courage and good bearing. No king is foolish enough to believe that all of his knights can live up to this code all of the time, he will not knight anybody who displays more than minor deviations from these standards.

Eligibility for Knighthood : When a Squire reaches a 7th level they may become eligible for knighthood. This will not happen automatically, and will be carried out within the roleplaying element for the game.

Sailor (Modified Class)

Sailors are those who crew and fight on board ships.

Requirements : None.

Abilities : Dexterity is the most important ability for a Sailor.

Alignment : Any

Hit Die : 1d8

Skills : The Sailor's class skills (and the key ability for each skill) are Boat & Ship Piloting (Dex), Climb (Str), Concentration (Con), Craft (Int), Firefighting (Int), Heal (Wis), Hide (Dex), Jump (Str), Listen (Wis), Knowledge (Nature) (Int), Navigation (Int), Search (Int), Signalling (Int), Spot (Wis), Swim (Str), Use Rope (Dex).

Skill Points at 1st Level : (6 + Int Modifier) × 4

Skill Points at Each Additional Level : 6 + Int Modifier

Weapons & Armour : Sailors are proficient with Light armour, simple and martial weapons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Bonus Feat, Sea Legs
2 nd	+1	+0	+3	+0	Bonus Feat
3 rd	+2	+1	+3	+1	
4 th	+3	+1	+4	+1	
5 th	+3	+1	+4	+1	Bonus Feat, Sea Dog
6 th	+4	+2	+5	+2	
7 th	+5	+2	+5	+2	
8 th	+6/+1	+2	+6	+2	Bonus Feat
9 th	+6/+1	+3	+6	+3	
10 th	+7/+2	+3	+7	+3	
11 th	+8/+3	+3	+7	+3	Bonus Feat
12 th	+9/+4	+4	+8	+4	
13 th	+9/+4	+4	+8	+4	
14 th	+10/+5	+4	+9	+4	Bonus Feat
15 th	+11/+6/+1	+5	+9	+5	
16 th	+12/+7/+2	+5	+10	+5	
17 th	+12/+7/+2	+5	+10	+5	Bonus Feat
18 th	+13/+8/+3	+6	+11	+6	
19 th	+14/+9/+4	+6	+11	+6	
20 th	+15/+10/+5	+6	+12	+6	Bonus Feat

Sea Legs : All sailors have basic knowledge of shipboard life, language, and customs. Sea Legs also gives sailors a +2 on any Boat & Ship Piloting skill checks.

Sea Dog : At 5th level, sailors develop an innate sense of the sea. This gives them a +2 on skill checks involving navigation, naval tactics, and boat and ship piloting (in addition to the +2 provided by the Sea Legs feat). They are also able to better keep their feet in heavy weather at sea.

Rogue (Unchanged Class)

The Rogue is essentially unchanged from the PhB.

Requirements : None.

Abilities : Dexterity is important for the Rogue's abilities. Dexterity, Intelligence and Wisdom are important for many of the rogue's skills

Alignment : Any

Hit Die : 1d6

Skills : The Rogue's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill Points at 1st Level : (8 + Int Modifier) × 4

Skill Points at Each Additional Level : 8 + Int Modifier

Weapons & Armour : Rogues are proficient with all simple weapons, plus the hand crossbow, rapier, sap, short bow, and short sword. Rogues are proficient with light armour, but not with shields.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Sneak Attack +1d6, Trapfinding
2 nd	+1	+0	+3	+0	Evasion
3 rd	+2	+1	+3	+1	Sneak Attack +2d6, Trap Sense +1
4 th	+3	+1	+4	+1	Uncanny Dodge
5 th	+3	+1	+4	+1	Sneak Attack +3d6, Bonus Feat
6 th	+4	+2	+5	+2	Trap Sense +2
7 th	+5	+2	+5	+2	Sneak Attack +4d6
8 th	+6/+1	+2	+6	+2	Improved Uncanny Dodge
9 th	+6/+1	+3	+6	+3	Sneak Attack +5d6, Trap Sense +3
10 th	+7/+2	+3	+7	+3	Special Ability, Bonus Feat
11 th	+8/+3	+3	+7	+3	Sneak Attack +6d6
12 th	+9/+4	+4	+8	+4	Trap Sense +4
13 th	+9/+4	+4	+8	+4	Sneak Attack +7d6, Special Ability
14 th	+10/+5	+4	+9	+4	
15 th	+11/+6/+1	+5	+9	+5	Sneak Attack +8d6, Trap Sense +5, Bonus Feat
16 th	+12/+7/+2	+5	+10	+5	Special Ability
17 th	+12/+7/+2	+5	+10	+5	Sneak Attack +9d6
18 th	+13/+8/+3	+6	+11	+6	Trap Sense +6
19 th	+14/+9/+4	+6	+11	+6	Sneak Attack +10d6, Special Ability
20 th	+15/+10/+5	+6	+12	+6	

All Abilities : As per the PhB, p50ff.

Spy (New Class)

Spies are professionals at gathering information and infiltrating enemy organisations. The spy needs to be able to live by their wits and cunning, as they are often operating in areas without backup

Requirements : Intelligence 12+.

Abilities : Intelligence and Charisma are probably the most useful abilities for a Spy.

Alignment : Any

Hit Die : 1d6

Skills : The Spy's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Climb (Str), Decipher Script (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Forgery (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Military) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Riding (Dex), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str) & Signalling (Int).

Skill Points at 1st Level : (6 + Int Modifier) × 4

Skill Points at Each Additional Level : 6 + Int Modifier

Weapons & Armour : Spies are proficient with light armour, simple & martial weapons.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+2	Analyse Documents, Trap Finding, Literate
2 nd	+1	+0	+3	+3	Cover Identity
3 rd	+2	+1	+3	+3	Bonus Language
4 th	+3	+1	+4	+4	Bonus Feat
5 th	+3	+1	+4	+4	Additional Cover Identity
6 th	+4	+2	+5	+5	Bonus Language
7 th	+5	+2	+5	+5	Skill Synergy
8 th	+6/+1	+2	+6	+6	Quick Change
9 th	+6/+1	+3	+6	+6	<i>Discern Lies</i>
10 th	+7/+2	+3	+7	+7	Improvement
11 th	+8/+3	+3	+7	+7	
12 th	+9/+4	+4	+8	+8	Improvement
13 th	+9/+4	+4	+8	+8	
14 th	+10/+5	+4	+9	+9	Improvement
15 th	+11/+6/+1	+5	+9	+9	
16 th	+12/+7/+2	+5	+10	+10	Improvement
17 th	+12/+7/+2	+5	+10	+10	
18 th	+13/+8/+3	+6	+11	+11	Improvement
19 th	+14/+9/+4	+6	+11	+11	
20 th	+15/+10/+5	+6	+12	+12	Improvement

Analyse Documents : The Spy has been trained to analyse documents, maps and wireless transcripts thoroughly. When looking at such documents the character has a +2 bonus to determine patterns (Decipher Script), spot forgeries (Forgery), detect subtext (Sense Motive) and locate hidden marks (Search).

Trap Finding : As Rogue, p50.

Literate : Spies will have been taught how to read and write.

Cover Identity : A Spy has one specific cover identity . While operating in that identity, he gains a +4 circumstance bonus on Disguise checks and a +2 circumstance bonus on Bluff and Gather Information checks. A Spy can add an additional cover identity to his repertoire at 5th and optionally thereafter (see Improvement Below). Should a Spy wish to “retire” a cover identity and develop a new one, he must spend one week rigorously practicing subtle vocal intonations and body language before he earns the bonuses. Cover identities do not in themselves provide the Spy with additional skills, proficiencies, or class features that others might expect of the professions pretended. Thus, a Spy must be careful to choose identities that can withstand ordinary scrutiny.

Bonus Language : The Spy is given intensive language training. This language is at Rank 5/5 (spoken and written). It does not cost skill points.

Bonus Feat : ~.

Skill Synergy : At 7th level, the Spy may choose one of the following skill combinations : Bluff-Gather Information, Bluff-Diplomacy, Climb-Move Silently, Diplomacy-Gather Information, Disguise-Gather Information, Gather Information-Sense Motive, Hide-Move Silently, Listen-Spot, Sense Motive-Spot, Spot-Disable Device, Spot-Open Lock, or Spot-Search. If he has at least 5 ranks in both of the selected skills, he gains a +2 synergy bonus on checks involving both.

Quick Change : By 8th level, a Spy has become adept at quickly switching from one identity to another. He now can don a disguise in one-tenth the normal time (1d3 minutes) and don or remove armour in one-half the normal time.

Discern Lies : At 9th level, the officer can produce an effect identical to that of a *Discern Lies* spell (PHB p221) cast by a sorcerer of his officer level . This ability is usable once per day.

Improvement : A character may either take a Bonus Feat, or an additional Bonus Language, or an Additional Cover Identity or an additional +1 to the bonus for his Analyse Document ability.

Priest (New Class)

The priest is a holy man who has dedicated his life to serving God and helping others. They are literate and tend to be the only people around with the knowledge to perform in-depth medicine.

Requirements : Intelligence, Wisdom & Charisma all need to be 11+.

Abilities : Intelligence, Wisdom and Charisma are all useful for a priest.

Alignment : Any

Hit Die : 1d8

Skills : The Priest's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Knowledge (Church History) (Int), Knowledge (Religion) (Int), Leadership (Cha), Medicine (Choose Specialisation, below) (Wis), Perform (Oratory) (Cha), Search (Int), Sense Motive (Wis), & Spot (Wis).

Skill Points at 1st Level : (6 + Int Modifier) × 4

Skill Points at Each Additional Level : 6 + Int Modifier

Weapons & Armour : Priests are proficient with Light Armour and Simple Weapons only. Priest's are not routinely armoured or armed.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Literate, Battleground Healing, Divine Gift, Vow
2 nd	+1	+0	+0	+3	
3 rd	+2	+1	+1	+3	Turn Undead
4 th	+3	+1	+1	+4	Improved Healing +1
5 th	+3	+1	+1	+4	
6 th	+4	+2	+2	+5	Unflappable
7 th	+5	+2	+2	+5	
8 th	+6/+1	+2	+2	+6	Improved Healing +2
9 th	+6/+1	+3	+3	+6	
10 th	+7/+2	+3	+3	+7	
11 th	+8/+3	+3	+3	+7	
12 th	+9/+4	+4	+4	+8	Improved Healing +3
13 th	+9/+4	+4	+4	+8	
14 th	+10/+5	+4	+4	+9	
15 th	+11/+6/+1	+5	+5	+9	
16 th	+12/+7/+2	+5	+5	+10	Improved Healing +4
17 th	+12/+7/+2	+5	+5	+10	
18 th	+13/+8/+3	+6	+6	+11	
19 th	+14/+9/+4	+6	+6	+11	
20 th	+15/+10/+5	+6	+6	+12	Improved Healing +5

Literate : All priests are literate.

Battleground Healing : Priests have specialized medical training that allows them to heal hit points with a [Combat] Medicine check. See the skill description below, or on page 50 of Weird Wars for details.

Divine Gift : The priest adds their wisdom bonus (if any) to all saving throw checks.

Vow : The priest has taken a vow of Chastity, Poverty and Canonical Obedience. Failure to adhere to these will lead to consequences, including the temporary loss of Divine Gift and Turn Undead ...

Turn Undead : As per a Cleric of the same level. See PhB p33 for details.

Improved Healing : Constant exposure to numerous battlefield traumas increases the efficiency with which a priest works. Beginning at 4th level, priests may add a bonus, as noted, to all healing dice rolled to determine the number of hit points restored by a Combat Medicine check. A 8th level priest, for example, heals 1d6+2 hit points when using a standard dose of healing from his healers kit.

Unflappable : At 6th level, the priest gains the ability to ignore what is going on around him and concentrate solely on saving his patient. He is immune to the effects of suppression and fear and gains a +4 morale bonus to all Will saves while working on a casualty.

Medicine Skill (Wis, Source : BotR, p51)

Your hero has training in medicine. This branch of medicine focuses on the treatment of battlefield wounds, broken bones, and other common violent traumas. The specialized training this skill imparts allows a character to heal limited amounts of hit points on the battlefield. Medicine cannot be taken as a cross-class skill.

Check: The DC and effect depend on the task you are attempting:

Task	Effect	DC by Sub-Skill
Battlefield Healing ¹	1A:1d6 / MK:1d8 / H:1d10	Cmbt Med:15 / Surgeon:20 / Physician:20 / Pathology:20
Long Term Care	See Above	Cmbt Med:20 / Surgeon:20 / Physician:15 / Pathology:20
Perform Autopsy	---	Cmbt Med:25 / Surgeon:20 / Physician:25 / Pathology:15
Surgery ²	MK:1d6+Wis / H:2d6+Wis	Cmbt Med:25 / Surgeon:15 / Physician:25 / Pathology:20
Treat Disease	Disease DC	Cmbt Med:+5 / Surgeon:+5 / Physician:+0 / Pathology:+5
Treat Poison	Poison DC	Cmbt Med:+5 / Surgeon:+5 / Physician:+0 / Pathology:+5

Battlefield Healing : Medicine can stabilize characters who have been reduced to less than 0 hit points just like the Heal skill. See the rules for stabilizing dying characters found on page 129 of the Player's Handbook.

Medicine can also be used to restore hit points to wounded characters. This requires a skill check against a DC of 15 (broken down further as above). Performing this in combat is a full round action, consumes one "dose" of healing supplies, and heals a number of hit points equal to one healing die roll (see below). Outside of combat, if the priest takes a full minute to perform healing, he may take 10 on his check, and may heal 1 healing die's worth of hit points per minute spent on the patient. If the priest is interrupted for any reason, he must make a new check. Each die of healing applied to a character consumes one dose of healing supplies.

Stabilizing a character is a separate action from healing hit points and must be performed first. In other words, a priest must stabilize a character before he can restore any hit points.

Priests must have access to medical supplies to restore hit points to a wounded character. Once these supplies are exhausted, the medic can no longer restore hit points, but he can still stabilize dying characters. The number of hit points restored by a Medicine check depends on the equipment available. Better equipment provides access to more powerful drugs and specialized instruments that make the priest's job easier.

Equipment Healing	Die
Healer's Kit	1d6
Priest's Kit	1d8
Infirmery	1d10

Long Term Care : A priest can oversee the recovery of up to 6 patients. A successful check doubles the rate of recovery to 2 hit points per character level per day.

Treat Poison : To treat poison means to care for a single character who has been poisoned and is going to take more damage from the poison (or suffer some other effect). Every time the poisoned character must make a saving throw, the priest must make a combat medicine check. The poisoned character uses the higher of his saving throw or the result of the medicine check.

Treat Disease : To treat disease means to care for a single character who has contracted a disease and is going to take more damage from the disease (or suffer some other effect). Every time the sick character must make a saving throw, the priest must make a medicine check. The diseased character uses the higher of his saving throw or the result of the medicine check.

¹ Once per wound

² May be used on already treated wound

Aristocrat (Modified DMG 3.5 Class – p108)

These class represents the titled ruling elite. Unlike Squire's, they are not necessarily combat characters

Skill Points	1 st Level : (4 + Int) × 4; 4 + Int Thereafter
3.5ed Skill List	Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Leadership (Cha), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Spot (Wis), Swim (Str), Survival (Wis).
Weapons & Armour	Simple & Martial Weapons, All Armour
Bonus Feats	N/A
Other	Literate. Aristocrats will also have at least one man servant and much better equipment (see starting money above. Aristocrats may have a title, although this will normally be a secondary title for low level starting characters.

Commoner (Modified DMG 3.5 Class – p108)

These are the average people in the street (or gutter).

Skill Points	1 st Level : (2 + Int) × 4; 2 + Int Thereafter
3.5ed Skill List	Climb (Str), Craft (Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), Use Rope (Dex).
Weapons & Armour	One Simple Weapon
Bonus Feats	N/A
Other	Illiterate

Expert (Modified DMG 3.5 Class – p109)

These are the professional classes (excluding Priests and Spies).

Skill Points	1 st Level : (6 + Int) × 4; 6 + Int Thereafter
3.5ed Skill List	The expert can choose any ten skills to be class skills. Subject to the DMs discretion.
Weapons & Armour	Simple Weapons & Light Armour
Bonus Feats	At 1 st Level the character gets the Skill Focus feat for free. This must be used in the Craft, Knowledge or Profession skill of their particular expertise.
Other	Illiterate unless the character takes their Skill Focus in a Knowledge skill.

Doctor / Lay Brother (Modified DMG 3.5 Class – p109)

The doctor is a professional healer who has trained outside of the priesthood. This class can also be used to represent 'lay brothers' working in a monastic infirmary.

Skill Points	1 st Level : (6 + Int) × 4; 6 + Int Thereafter
3.5ed Skill List	Diplomacy (Cha), Gather Information (Cha), Knowledge (Biology) (Int), Knowledge (Chemistry) (Int), Medicine (Choose Specialisation) (Wis), Search (Int), Sense Motive (Wis), Plus <i>two</i> skills of the players choice (subject to the DMs discretion).
Weapons & Armour	Simple Weapons & Light Armour
Special	The character gains the Battleground Healing and Improved Healing abilities at the same points as the Priest. They do not gain any of the other abilities.
Other	Literate.

Warrior (Modified DMG 3.5 Class – p109)

Warriors are irregular militia or wilderness fighters. Although skilled, they are not particularly well trained or disciplined.

Skill Points	1 st Level : (4 + Int) × 4; 4 + Int Thereafter
3.5ed Skill List	Climb (Str), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Jump (Str), Listen (Wis), Move Silently (Dex), Ride (Dex), Spot (Wis), Swim (Str), Survival (Wis), Use Rope (Dex).
Weapons & Armour	Simple & Martial Weapons, All Light & Medium Armour, & Shields
Bonus Feats	None.
Other	Illiterate