

NPC Classes

Guard

Level	BAB	Fort	Ref	Will	Special
1	1	0	0	2	Visual Pat Down
2	2	0	0	3	Alertness
3	3	1	1	3	Discern Truth
4	4	1	1	4	Cavity Search
5	5	1	1	4	
6	6	2	2	5	Captain of the Guard

HD- D10

Skills- 2 + Int - Climb (Str), Diplomacy (Cha), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge Local (Int), Ride (Dex), Search (Wis), Sense Motive (Wis), and Swim (Str).

Proficiencies- Simple and Martial Weapons, all armors and shields except tower shields.

Visual Pat Down – You can conduct a search check of a person from a distance of 30ft.

Alertness – You gain low light vision, or if you already have it double your range.

Discern Truth – You gain a bonus to sense motive checks equal to your guard level.

Cavity Search – You can take a 20 on a search check of a person for concealed items provided you are in an adjacent square and the target is willing. (Willing to let you search, not willing to let you take 20)

Captain of the Guard – The other guardsmen of your squad, city, or faction all regard you as their leader. You gain a +10 bonus to intimidate, diplomacy, and sense motive checks with them.

Smith

Level	BAB	Fort	Ref	Will	Special
1	0	0	0	0	Craft Rating Scribe Scroll
2	0	0	0	0	Super Smith
3	1	1	1	1	Brew Potion
4	1	1	1	1	Create Wondrous Item
5	2	1	1	1	Craft Arms and Armor
6	2	2	2	2	Craft Wand
7	3	2	2	2	
8	3	2	2	2	
9	4	3	3	3	Craft Rod

10	4	3	3	3	
11	5	3	3	3	
12	5	4	4	4	Create Staff
13	6	4	4	4	Forge Ring
14	6	4	4	4	
15	7	5	5	5	
16	7	5	5	5	
17	7	5	5	5	
18	8	6	6	6	

HD – D4

Skills – 2 + Int – Appraise (Int), Craft (Int), Diplomacy (Cha), Knowledge (All) (Int), Profession, Use Magic Device (Cha).

Proficiencies – Simple Weapons.

Craft Rating – You can make magic items. To do this, you can simulate cleric and sorcerer spells with a maximum level of your Smith class/2. You are not able to actually cast spells, but you can make items as though you could. If you can cast spells from another source, like the actual cleric class for instance, you can use those spells to craft as well. You automatically know all sorcerer and cleric spells for the purposes of crafting. Your caster level is equal to your smith level. To craft an item, you must spend half its listed value in gold.

Scribe Scroll – You can create a single scroll. Crafting this scroll takes 24 hours per level of the spell. During this time you cannot perform any strenuous activity such as fighting, but you may have multiple items being crafted at a time. No more than 1 item of a specific type. EX: You can craft a scroll, rod, and suit of armor, but not 3 scrolls.

Super Smith - You gain a bonus equal to your smith level on all craft checks made to create non-magical items. You can also create these items in ½ the time.

Brew Potion - This functions exactly like the scribe scroll feature, except that you create potions instead of scrolls.

Create Wondrous Item – This functions exactly like the scribe scroll feature, except that you create any wondrous item instead of scrolls.

Craft Arms and Armor - This functions exactly like the scribe scroll feature, except that you create weapons or armor instead of scrolls. Note this feature can be used to create a sword, suit of armor, and a scroll all at the same time.

Craft Wand – This functions exactly like the scribe scroll feature, except that you create magic wands instead of scrolls. Newly created wands have 50 charges.

Craft Rod – This functions exactly like the scribe scroll feature, except that you create magical rods instead of scrolls.

Create Staff – This functions exactly like the scribe scroll feature, except that you create staves instead of scrolls.

Forge Ring – This functions exactly like the scribe scroll feature, except that you forge rings instead of scrolls.

Professional

Level	BAB	Fort	Ref	Will	Special
1	0	0	0	0	Apprentice
2	0	0	0	0	
3	1	1	1	1	
4	1	1	1	1	Master
5	2	1	1	1	
6	2	2	2	2	

HD- D4

Skills- 4 + Int – Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Handle Animal (Cha), Jump (Str), Knowledge Local (Int), Listen (Wis), Perform (Cha), Profession (Wis), Spot (Wis), Survival (Wis), Swim (Str), Use Rope (Dex).

Proficiency- Simple Weapons.

Apprentice – You can add your professional levels to all profession skill checks.

Master – You can always take 20 on a profession check, even when under stress or in combat.

Commoner

Level	BAB	Fort	Ref	Will	Special
1	0	0	0	0	
2	0	0	0	0	
3	1	1	1	1	

HD – D4

Skills – 2 + Int – Balance (Dex), Climb (Str), Concentration (Con), Jump (Str), Profession (Farmer) (Wis), Survival (Wis), Swim (Str).

Proficiencies – Simple Weapons.

Soldier

Level	BAB	Fort	Ref	Will	Special
1	1	2	0	0	Formation Tactics
2	2	3	0	0	Bonus Feat
3	3	3	1	1	
4	4	4	1	1	Bonus Feat
5	5	4	1	1	
6	6	5	2	2	Bonus Feat

HD – D10

Skills – 2 + Int - Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge Engineering (Int), Ride (Dex), and Swim (Str).

Proficiencies- Simple and Martial Weapons, all armors and shields.

Formation Tactics – You gain a +1 bonus to hit, AC and Reflex for each ally adjacent to you. This bonus is limited by your soldier levels.

Hedge Mage

Level	BAB	Fort	Ref	Will
1	0	0	0	2
2	0	0	0	3
3	1	1	1	3
4	1	1	1	4
5	2	1	1	4
6	2	2	2	5

Character Level	Spell Level			
	0	1	2	3
1	5	3		
2	6	4		
3	6	5		
4	6	6	3	
5	6	6	4	
6	6	6	5	3

HD – D4

Skills – 2 + Int - Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all) (Int), Profession (Wis), and Spellcraft (Int).

Proficiencies – Simple Weapons

Spellcasting - Wisdom based, any spells from either the cleric or sorcerer list. Cast spells as a sorcerer. You have the listed number of spells known, and that many spells per day.