

Rogue (Custom Class)

Dwarf 3 900xp, Fighting 1 500xp, Thief 3 700xp, total 2100xp

Prime Req: Dex, minimum Con 9

Fighting styles: Two-handed weapons, two weapons.

Equipment available: Any missile or one-handed melee weapon; leather armor or less; no shield.

Cleave: ½ per level.

Magic items: As Thief

Stronghold: Hideout

Skilled: +3 to all proficiency rolls

Sensitivity: +1 to surprise rolls when underground

Tongues: Speak Dwarf, Gnome, Goblin, Kobold

Hardy: +3 saves vs. blast/breath, +4 all other saves

Disguise: 8+ to disguise self or other; intimates get 14+ (+Wis) throw to notice disguise.

Skirmishing: Withdraw or retreat without declaring.

Sniping: May use backstab with ranged weapon at short range or less.

Level	Attack	Petrif.	PoisonBlast	Staff	Spell	Backstab
1	10+	9+	9+	13+	10+	11+ x2 damage, +4 attack
2	10+	9+	9+	13+	10+	11+ x2 damage, +4 attack
3	9+	8+	8+	12+	9+	10+ x2 damage, +4 attack
4	9+	8+	8+	12+	9+	10+ x2 damage, +4 attack
5	8+	7+	7+	11+	8+	9+ x3 damage, +4 attack
6	8+	7+	7+	11+	8+	9+ x3 damage, +4 attack
7	7+	6+	6+	10+	7+	8+ x3 damage, +4 attack
8	7+	6+	6+	10+	7+	8+ x3 damage, +4 attack
9	6+	5+	5+	9+	6+	7+ x4 damage, +4 attack
10	6+	5+	5+	9+	6+	7+ x4 damage, +4 attack

Level	Locks	Traps	Pickpocket	Sneak	Climb	Hide	Hear	Read	Arcane Dabbling
1	15+	14+	14+	13+	3+	16+	11+	-	-
2	14+	13+	13+	12+	2+	15+	10+	-	-
3	13+	12+	12+	11+	1+	14+	9+	-	-
4	12+	11+	11+	10+	1+	13+	8+	2+	-
5	11+	10+	10+	9+	1+	12+	7+	2+	-
6	10+	9+	9+	8+	1+	11+	6+	2+	-
7	8+	7+	7+	7+	1+	9+	4+	2+	-
8	6+	5+	5+	5+	1+	7+	2+	2+	-
9	4+	3+	3+	3+	1+	5+	1+	2+	-
10	2+	1+	1+	1+	1+	3+	1+	2+	1+

Proficiencies List: Acrobatics, Alertness, Arcane Dabbling, Blind Fighting, Bribery, Cat Burglary, Combat Reflexes, Combat Trickery (disarm, incapacitate), Contortionism, Diplomacy, Fighting Style, Gambling, Intimidation, Lip Reading, Lockpicking, Mapping, Precise Shooting, Riding, Running, Seafaring, Skirmishing, Skulking, Sniping, Swashbuckling, Trap Finding, Weapon Finesse, Weapon Focus.

Minstrel (Custom Class)

Dwarf 3 900xp, Fighting 1 500xp, Thief 3 700xp, total 2100xp

Prime Req: Dex, minimum Con 9

Fighting styles: Two-handed weapons, two weapons.

Equipment available: Any missile or one-handed melee weapon; leather armor or less; no shield.

Cleave: ½ per level.

Magic items: As Thief

Stronghold: Hideout

Skilled: +3 to all proficiency rolls

Sensitivity: +1 to surprise rolls when underground

Tongues: Speak Dwarf, Gnome, Goblin, Kobold

Hardy: +3 saves vs. blast/breath, +4 all other saves

Performance: Earn 10gp per month from performances, identify famous performers, masterpieces, and rare instruments with a proficiency throw of 8+.

Magical Music: *Charm person* or *sleep* animal with Perform throw; lasts duration of performance or as spell if performance lasts 1 turn.

Diplomacy: +2 to reaction rolls when attempting to parley.

Eavesdropping: Hear noise as thief of class level.

Inspire Courage: One round of singing before battle grants +1 attack, damage, morale, save vs fear for 1 turn (10mins). Once per per class level.

Loremastery: 15+ to identify stuff, reduces by 1 per level

Arcane Dabbling: 15+ to use magic items usable only by mages, reduces by 2 per level.

4th level - Read Languages on 5+

5th level - Chronicles of Battle: Henchmen +1 morale

10th level: Read and cast spells from arcane scrolls on 3+.

Level	Attack	Petrif.	Poison	Blast	Staff	Spell	Hear	Loremastery	Arcane Dabbling
1	10+	9+	9+	13+	10+	11+	11+	15+	15+
2	10+	9+	9+	13+	10+	11+	10+	14+	13+
3	9+	8+	8+	12+	9+	10+	9+	13+	11+
4	9+	8+	8+	12+	9+	10+	8+	12+	9+
5	8+	7+	7+	11+	8+	9+	7+	11+	7+
6	8+	7+	7+	11+	8+	9+	6+	10+	5+
7	7+	6+	6+	10+	7+	8+	4+	9+	3+
8	7+	6+	6+	10+	7+	8+	2+	8+	3+
9	6+	5+	5+	9+	6+	7+	1+	7+	3+
10	6+	5+	5+	9+	6+	7+	1+	6+	3+

Proficiencies List: Acrobatics, Art, Bargaining, Beast Friendship, Combat Trickery (disarm), Command, Diplomacy, Eavesdropping, Elven Bloodline, Fighting Style, Healing, Knowledge, Language, Leadership, Lip Reading, Magical Engineering, Magical Music, Mimicry, Mystic Aura, Performance, Precise Shooting, Prestidigitation, Running, Seduction, Skirmishing, Swashbuckling, Weapon Finesse, Weapon Focus