

CLASS PACKAGES

ARCANE CLASSES

NIGHTBLADE

- 9 +3 DEX
- 3 +3 INT
- 5 Arcane Level 1
- 4 4 Points Worth of Spells

Class Skills

- 18 18 points worth of Skills from the following list:
Acrobatics, Acting, Breakfall, Bribery, Bureaucrats, Climbing, Concealment, Contortionist, Conservation, Cramming, Cryptography, Deduction, Disguise, Eavesdropping, Fast Draw, Forgery, Gambling, High Society, Interrogation, Lipreading, Literacy, Lockpicking, Mimicry, Persuasion, PS:Appraising, Security Systems, Seduction, Shadowing, Sleight of Hand, Survival (Urban), Trading, Ventriloquism, Weapon Familiarity, any Background Skill
- 2 KS: Arcane and Occult Lore
- 1 Literacy [Native Language]
- 3 Research
- 3 Stealth
- 3 Streetwise
- 3 WF: Common Melee Weapons, Thrown Knives, Axes, and Darts

54 Total Package Cost

SPELLSWORD

- 3 +3 STR
- 9 +3 DEX
- 6 +3 CON
- 5 +5 INT
- 5 Arcane Level 1
- 4 4 Points Worth of Spells
- 8 8 Points Worth of CSLs

Class Skills

- 6 6 points worth of Skills from the following list: Acting, Analyze Magic, Animal Handler, Armorsmithing, Bureaucrats, Concealment, Conversation, Cramming, Cryptography, Deduction, Forgery, Gambling, Healing, High Society, , Oratory, Persuasion, Stealth, Tactics, Weapon Familiarity, Weaponsmithing, any Background Skill
- 2 KS: Arcane and Occult Lore
- 1 Literacy [Native Language]
- 3 Research
- 2 KS: [Military, Weapon, Style, etc] History
- 4 WF: Common Melee Weapons, Common Missile Weapons

58 Total Package Cost

WIZARD

- 5 +5 INT
- 10 Arcane Level 2
- 8 8 Points Worth of Spells

Class Skills

- 6 6 points worth of Skills from the following list: Acting, Analyze Magic, Animal Handler, Bureaucrats, Concealment, Conversation, Cramming, Cryptography, Deduction, Forgery, Gambling, Healing, High Society, Inventor, Oratory, Persuasion, Sleight of Hand, Stealth, Weapon Familiarity, any Background Skill
- 2 KS: Arcane and Occult Lore
- 12 KS: [12 points worth] (Points Placeholder)
- 1 Literacy [Native Language]
- 3 Research

47 Total Package Cost

DIVINE CLASSES

CONTEMPLATIVE PRIEST

- 10 +5 EGO
- 4 Domain: [Domain Name]
- 4 Domain: [Domain Name]
- 9 Divine Level 2
- 8 8 Points Worth of Spells
- 4 Fringe Benefit: Priest, Right to Marry: Can perform the marriage ceremony

Class Skills

- 6 6 points worth of skills from the following list: Acting, Conversation, Deduction, Healing, High Society, Stealth, Weapon Familiarity, and Background Skill
- 2 KS: [Religion] Doctrine
- 1 Literacy [Native Language]
- 3 Oratory
- 2 PS: Priest of [Religion]
- 3 Persuasion

56 Total Package Cost

CONTEMPLATIVE PRIEST DISADVANTAGES

- 25 **Psychological Limitation:** Devotion to [Deity] and [his/her] Doctrines (Very Common, Total)

25 Total Disadvantage Points

CRUSADING PRIEST

- 10 +5 EGO
- 4 Domain: [Domain Name]
- 9 Divine Level 2
- 6 6 Points Worth of Spells
- 4 Fringe Benefit: Priest, Right to Marry: Can perform the marriage ceremony

Class Skills

- 6 6 points worth of skills from the following list: Combat Skill Levels, Conversation, Deduction, Healing, High Society, Interrogation, Persuasion, Riding, Tactics, Weapon Familiarity, and Background Skill
- 2 KS: [Religion] Doctrine
- 2 KS: Enemies of [Deity or Cause]
- 3 Oratory
- 1 Literacy [Native Language]
- 2 PS: Priest of [Religion]
- 2 WF: Common Melee Weapons

51 Total Package Cost

CRUSADING PRIEST DISADVANTAGES

- 25 **Psychological Limitation:** Devotion to [Deity] and [his/her] Doctrines (Very Common, Total)

25 Total Disadvantage Points

PALADIN

- 5 +5 STR
- 9 +3 DEX
- 10 +5 CON
- 6 +3 EGO
- 5 +5 PRE
- 8 Combat Skill Levels, 8 Points Worth

Class Skills

- 6 6 points worth of Skills from the following list: Armorsmith, Climbing, Combat Skill Levels, Deduction, Healing, High Society, Interrogation, Oratory, Persuasion, Riding, Stealth, Streetwise, Tactics, Tracking, Trading, Weapon Familiarity, Weaponsmith, any Background Skill
- 2 KS: Heresy and Enemy Cults
- 2 KS: History of Religious Conflict
- 2 KS: Religious Doctrine
- 1 Literacy [Native Language]
- 4 WF: Common Melee Weapons, Common Missile Weapons

60 Total Package Cost

CLASS DISADVANTAGES

- 25 **Psychological Limitation:** Devotion to [Deity] and [His/Her] Doctrine (Very Common, Total)

25 Total Disadvantage Points

SHAMAN

- 10 +5 EGO
- 4 Domain: [Domain Name]
- 4 Domain: [Domain Name]
- 9 Divine Level 2
- 8 8 Points Worth of Spells
- 4 Fringe Benefit: Priest, Right to Marry: Can perform the marriage ceremony

Class Skills

- 6 6 points worth of skills from the following list: Acting, Climbing, Conversation, Deduction, Healing, Lip-reading, Mimicry, Navigation, Oratory, Riding, Sleight of Hand, Stealth, Tracking, Trading, Ventriloquism, Weapon Familiarity, and Background Skill
- 4 Animal Handler [4 points Worth]
- 3 KS: Flora and Fauna
- 2 KS: Herbalism and Healing Lore
- 2 KS: Tribal Beliefs and Doctrines
- 2 PS: Shaman
- 3 Persuasion
- 2 Survival [1 Category] (Points Placeholder)
- 1 WF [1 point worth]

64 Total Package Cost

SHAMAN DISADVANTAGE

- 25 **Psychological Limitation:** Devotion to Totem Spirits (Very Common, Total)

25 Total Disadvantage Points

DRUID

- 10 +5 EGO
- 4 Domain: [Domain Name]
- 9 Divine Level 2
- 6 6 Points Worth of Spells, Points Placeholder
- 4 Fringe Benefit: Priest, Right to Marry: Can perform the marriage ceremony

Class Skills

- 6 6 points worth of skills from the following list: Climbing, Conversation, Deduction, Healing, Riding, Stealth, Tracking, Trading, Weapon Familiarity, and Background Skill
- 5 AK: [Home Area]
- 8 Animal Handler [8 points Worth]
- 2 KS: Druidic Doctrine
- 5 KS: Flora and Fauna (INT+2)
- 2 KS: Herbalism and Healing Lore
- 3 Oratory
- 2 PS: Druid
- 3 Persuasion
- 2 Survival [1 Category]
- 2 WF: Common Melee Weapons

73 Total Package Cost

DRUID DISADVANTAGES

- 25 **Psychological Limitation:** Devotion to Nature (Very Common, Total)

25 Total Disadvantage Points

RANGER	
3	+3 STR
15	+5 DEX
10	+5 CON
8	Combat Skill Levels
Class Skills	
9	9 points worth of Skills from the following list: Armorsmith, Climbing, Combat Skill Levels, Deduction, Healing, High Society, Interrogation, Oratory, Persuasion, Riding, Stealth, Streetwise, Tactics, Trading, Weapon Familiarity, Weaponsmith, any Background Skill
2	AK: [Home Region]
2	KS: Flora and Fauna
3	Climbing
3	Stealth
7	Tracking +2
6	Survival [6 points worth]
4	WF: Common Melee Weapons, Common Missile Weapons
72	Total Package Cost

FIGHTER CLASSES

ARCHER	
3	+3 STR
24	+8 DEX
6	+3 CON
Class Skills	
12	12 points worth of Skills from the following list: Climbing, Combat Skill Levels, Defensive Maneuver, Fast Draw (Bows), Healing, Persuasion, Rapid Attack (Ranged), Riding, Stealth, Tactics, Tracking, Trading, Weapon Familiarity, Weaponsmith (Muscle Powered Ranged), any Background Skill
2	KS: [Military, Weapon, Style, etc] History
2	KS: [Siege, Mounted, Ranged, etc] Warfare
4	WF: Common Melee Weapons, Common Missile Weapons
6	+2 with Bows and Crossbows
8	Penalty Skill Levels: +4 vs. Range Modifier with Bows and Crossbows
67	Total Package Cost

BARBARIAN	
5	+5 STR
15	+5 DEX
14	+7 CON
15	Combat Skill Levels, 15 Points Worth
Class Skills	
6	6 points worth of Skills from the following list: Acrobatics, Breakfall, Climbing, Combat Skill Levels, Healing, Navigation, Riding, Stealth, Tactics, Tracking, Trading, Weapon Familiarity, any Background Skill
2	KS: [Military, Weapon, Style, etc] History
2	KS: [Siege, Mounted, Ranged, etc] Warfare
2	Survival (Points Placeholder)
4	WF: Common Melee Weapons, Common Missile Weapons
65	Total Package Cost

KNIGHT	
5	+5 STR
9	+3 DEX
10	+5 CON
8	Combat Skill Levels, 8 Points Worth
6	Penalty Skill Levels: +2 vs. Mounted Combat OCV Penalties with All Attacks
2	Fringe Benefit: Knight
Class Skills	
6	6 points worth of Skills from the following list: Climbing, Combat Skill Levels, Conversation, Healing, Oratory, Persuasion, Riding, Seduction, Stealth, Survival, Tactics, Tracking, Weapon Familiarity, any Background Skill]
3	High Society
2	KS: Heraldry
2	KS: Code of Honor
7	Riding +2
3	WF: Common Melee Weapons, Lances
63	Total Package Cost

KNIGHT DISADVANTAGES	
25	Psychological Limitation: Code of Conduct/Honor (Very Common, Total)
25	Total Disadvantage Points

MARTIAL ARTIST	
3	+3 STR
24	+8 DEX
5	+5 PD
2	+1 SPD
20	Martial Maneuvers, 20 Points Worth
10	Combat Skill Levels, 10 Points Worth
Class Skills	
8	8 points worth of Skills from the following list: Climbing, Combat Skill Levels, Defensive Maneuver, Fast Draw, Healing, Persuasion, Rapid Attack, Riding, Streetwise, Survival, Tracking, Trading, Weapon Familiarity, Weaponsmith, any Background Skill
3	Acrobatics
3	Breakfall
3	Stealth
4	WF: Common Martial Arts Melee Weapons, Common Melee Weapons
85	Total Package Cost

WARRIOR, HEAVY

5 +5 STR

9 +3 DEX

10 +5 CON

12 Combat Skills, 12 Points Worth

Class Skills

6 6 points worth of Skills from the following list: Analyze, Armorsmith, Climbing, Combat Skill Levels, Healing, Riding, Stealth, Tactics, Tracking, Trading, Weapon Familiarity, Weaponsmith, any Background Skill

2 KS: [Military, Weapon, Style, etc] History

2 KS: [Siege, Mounted, Ranged, etc] Warfare

4 WF: Common Melee Weapons, Common Missile Weapons

50 Total Package Cost

WARRIOR, LIGHT

3 +3 STR

21 +7 DEX

10 +5 CON

10 Martial Arts, 10 Points Worth

18 Combat Skills Levels, 18 Points Worth

Class Skills

12 12 points worth of Skills from the following list: Acrobatics, Analyze, Breakfall, Combat Skill Levels, Defensive Maneuver, Fast Draw, Healing, Oratory, Persuasion, Rapid Attack, Riding, Stealth, Tactics, Tracking, Trading, Two Weapon Fighting, Weapon Familiarity, Weaponsmith, any Background Skill

2 KS: [Military, Weapon, Style, etc] History

2 KS: [Siege, Mounted, Ranged, etc] Warfare

4 WF: Common Melee Weapons, Common Missile Weapons

82 Total Package Cost

ROGUE CLASSES

ASSASSIN

Class Skills

20 20 points worth of Skills from the following list: Acrobatics, Acting, Breakfall, Bribery, Bureaucrats, Climbing, Combat Skill Levels, Concealment, Contortionist, Cramming, Deduction, Defensive Maneuver, Disguise, Fast Draw, High Society, Interrogation, Lipreading, Literacy, Lockpicking, Mimicry, PS:Poison Brewing, Security Systems, Shadowing, Sleight of Hand, Two Weapon Fighting, Ventriloquism, Weapon Familiarity, any Background Skill

7 Stealth 13-

5 Streetwise 12-

5 WF: Common Melee Weapons, Common Missile Weapons, Thrown Knives, Axes, and Darts, Garrote

37 Total Package Cost

BANDIT

Class Skills

12 12 points worth of Skills from the following list: Acrobatics, Animal Handler, Breakfall, Climbing, Combat Skill Levels, Concealment, Contortionist, Deduction, Fast Draw, Gambling, Interrogation, Lipreading, Literacy, Lockpicking, Mimicry, Shadowing, Streetwise, Tactics, Tracking, Trading, Ventriloquism, Weapon Familiarity, any Background Skill

3 Riding 11-

3 Stealth 11-

2 Survival [One Category] (Points Placeholder) 11-

4 WF: Common Melee Weapons, Common Missile Weapons

24 Total Package Cost

BARD

Class Skills

12 12 points worth of Skills from the following list: Acrobatics, Acting, Breakfall, Climbing, Contortionist, Conversation, Cramming, Deduction, Disguise, Gambling, Lipreading, Lockpicking, Mimicry, Riding, Security Systems, Shadowing, Sleight of Hand, Stealth, Streetwise, Survival, Trading, Ventriloquism, Weapon Familiarity, any Background Skill

3 Conversation 11-

3 High Society 11-

1 Literacy [Native Language]

3 Oratory 11-

3 Persuasion 11-

3 Seduction 11-

10 Musical Instrument Familiarity (Points Placeholder) 11-

3 KS: Legends and Lore 11-

3 KS: Tales and Stories 11-

44 Total Package Cost

BOUNTY HUNTER

Class Skills

12 12 points worth of Skills from the following list: Animal Handler, Combat Skill Levels, Concealment, Fast Draw, Gambling, Interrogation, Lipreading, Mimicry, Riding, Shadowing, Streetwise, Tactics, Trading, Weapon Familiarity, any Background Skill

3 Climbing 11-

2 KS: Monsters 11-

2 KS: Ferocious Beasts 11-

3 Stealth 11-

2 Survival [1 Category] (Points Placeholder) 11-

3 Tracking 11-

4 WF: Common Melee Weapons, Common Missile Weapons

31 Total Package Cost

ROGUE

15 +5 DEX

Class Skills

18 18 points worth of Skills from the following list:
Acrobatics, Acting, Breakfall, Bribery, Bureaucratics, Climbing, Concealment, Contortionist, Conservation, Cramming, Cryptography, Deduction, Disguise, Eavesdropping, Fast Draw, Forgery, Gambling, High Society, Interrogation, Lipreading, Literacy, Lockpicking, Mimicry, Persuasion, PS:Appraising, Security Systems, Seduction, Shadowing, Sleight of Hand, Survival (Urban), Trading, Ventriloquism, Weapon Familiarity, any Background Skill

5 Stealth 13-

5 Streetwise 12-

3 WF: Common Melee Weapons, Thrown Knives, Axes, and Darts

46 Total Package Cost

NPC CLASSES

CRAFTSMAN

Class Skills

3 3 points worth from the following list: Acting, Animal Handler, Armorsmith, Bureaucratics, Concealment, Conversation, Gambling, High Society, Oratory, Persuasion, Riding, Seduction, Stealth, Streetwise, Weapon Familiarity, Weaponsmith, and Background Skill

3 PS: [Primary Profession] 11-

3 KS: [Related to Primary PS] 11-

4 PS: [4 points worth Related to Primary Profession] 11-

3 Trading 11-

16 Total Package Cost

MARINER

1 +1" SWIM

Class Skills

3 3 points worth from the following list: Acrobatics, Acting, Animal Handler, Bureaucratics, Concealment, Conversation, Gambling, Oratory, Persuasion, Seduction, Stealth, Streetwise, Trading, Weapon Familiarity, and Background Skill

3 PS: Sailing 11-

3 Climbing 11-

2 Navigation (Marine) 11-

3 WF: Common Melee Weapons, Nets

5 TF: Large Rowed Boats, Large Wind-Powered Boats, Rafts, Small Rowed Boats, Small Wind-Powered Boats

2 PS: Knot-Tying 11-

22 Total Package Cost

MERCHANT

Class Skills

6 6 points worth from the following list: Acting, Animal Handler, Bureaucratics, Concealment, Conversation, Forgery, Gambling, High Society, Navigation, Oratory, Riding, Seduction, Streetwise, Survival, Weapon Familiarity, any Background Skill

3 PS: Merchant 11-

7 Trading +2

3 Persuasion 11-

3 Bribery 11-

22 Total Package Cost

NOBLE

3 +3 PRE

5 Money: Well Off

3 Fringe Benefit: Baronet

Class Skills

6 6 points worth from the following list: Acting, Bribery, Bureaucratics, Concealment, Gambling, Oratory, Persuasion, Riding, Seduction, Stealth, Survival, Tracking, Trading, Weapon Familiarity, any Background Skill

3 Conversation 12-

3 High Society 12-

1 Literacy [Native Language]

24 Total Package Cost