

## Occupation Classes

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## WHAT ARE OCCUPATION CLASSES?

blah blah blah

## OCCUPATION CLASSES

### ARTISAN

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The Artisan makes a living of creating beautiful pieces of art, though they are of little practical value.

**BAB:** +0

**Saves:** Fort +0, Ref +0, Will +2

**Hit Die:** d4

#### Class Skills

Craft (any five), Knowledge(Arts & Artisans)

**Skill Points:** 6 + Int mod.

#### Class Features

**Weapons and Armor Proficiency:** ????

**Craft Masterpiece (Ex):** When using his craft skills to create a non-functional object, the Artisan may, provided the object's base price in gp does not exceed 500 per character level, choose one of the following: doing so in half the normal time, or spending only half the normal amount of raw material.

### BLACKSMITH

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**TODO**

**BAB:** +0

**Saves:** Fort +2, Ref +0, Will +0

**Hit Die:** d6

#### Class Skills

Appraise, Craft(armorsmithing, blacksmithing, weaponsmithing)

**Skill Points:** 4+Int mod

**Permanent Class Skills:** The Blacksmith may choose any two skills from the class skill list for this class to be permanent class skills.

#### Class Features

**Weapon and Armor Proficiency:** The Blacksmith is proficient with any simple or martial hammer-based melee weapon.

**Heavy Arm (Ex):** The Blacksmith can produce items quicker because of innate talent with metal. The Blacksmith creates Craft check \* Item DC silver pieces of product each day, but only with Masterwork tools and a trained assistant (appropriate Craft skill at 6 ranks).

### CHOSEN

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**TODO**

**BAB:** +0

**Saves:** Fort +0, Ref +0, Will +2

**Hit Die:** d6

#### Class Skills

Craft(any), Knowledge(Religion), and Profession(any)

**Skill Points:** 2+Int mod

**Permanent Class Skills:** The Chosen may choose any one skill from the class skill list for this class to be a permanent class skill.

#### Class Features

**Weapons and Armor Proficiency:** ????

**Domain (Su):** Pick one domain of your deity, you gain the domain ability of that domain.

**Divine Gift:** Pick one of the following abilities, granted by your deity:

-Four Orisons per day, prepared as a Cleric.(Sp)

-One Level One Spell per day, prepared as a Cleric.(Sp)

-Turn/Rebuke Undead once per day as a cleric of your level.(Su)

### COURT MAGUS

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The Court Magus has spent at least a year as in a court, serving as an advisor, or an assistant to an advisor, on matters arcane and otherwise. In addition to traditional european style courts, other possibilities include the courts of a priest-king ruling a theocracy, a barbarian warlord, an appointed ruler, a magocracy or even a council of ruling noble families.

**Special Restrictions:** The court magus must choose a spellcasting class. He must either already have a level in that class or take it as his next class. Any spell caster type, divine or arcane, is acceptable.

**BAB:** +0

**Saves:** Fort +0, Ref +0, Will +2

**Hit Die:** d4

### Class Skills

Bluff, Concentration, Diplomacy, Gather Information, Innuendo, Knowledge (Administration, Arcana, Court, Geography, Nobility), Scry, Sense Motive, Spellcraft.

**Skill Points:** 8 + Int modifier

**Permanent Class Skills:** A court magus gains access to two skills of their choice from the Court Magus skill list as permanent class skills.

### Knowledge (Court)

This skill applies to a specific institution, which is one of the primary bodies (if not the primary body) of rulership of a country. The court will often be centered around a specific individual, family or other select group. This skill encompasses the history, individuals, power groups, heraldry, fashion, customs, laws and procedures of the court in question.

*Special:* 5+ ranks in Knowledge (Court) of +5 provides a +2 synergy bonus to Knowledge (Nobility) skills possessed by the character.

### Class Features

**Weapons and Armor Proficiency:** ????

**Magical Training:** A court magus continues (or develops) their magical training, while focusing on understanding the intricacies of the court. While they do not progress as far in their power as if they focused solely on magic they do improve. A court magus is considered 1 caster level higher for determining spell effects, including damage, duration, range, etc as well as caster level for dispelling and the creation of magical items. Their number of spells known (if applicable) and spells per day do not improve.

*Example:* Goran Stoutfinger, a dwarven Court Magus/Sor5, casts an *endurance* spell on himself, it lasts for 6 hours and otherwise functions as a spell cast by a 6th level caster. He does not know fireball or any other 3rd level spells, however, until he advances to 6th level sorcerer, when he gains spells as a normal 6th level caster.

*Exception:* A 1st level character whose only level is hedge wizard/friar gains half as many spells as a 1st level character of the class he plans to take at second level. Round the number of 0 level and 1st level spells known and cast per day down after considering bonus spells based on high ability scores. Thus, a court magus planning to take sorcerer at next level would need a 12 or greater Charisma score to be able to cast 2 1st level spells per day.

**Apprehend The Invisible Thread:** A court magus has been trained to be keenly attuned to the tell-tale signs of magical influence. After interacting with someone who is, or has been, under the influence of a spell with the charm or compulsion descriptor within the last 24 hours, the court magus may automatically make a Sense Motive check (rolled by the DM) to notice something is amiss. The difficulty is the original DC of the spell + the influencing caster's Charisma modifier (if positive). If a magus who is aware of magical influence (through this ability or other means) may spend a minute in conversation with the affected person to determine the extent and sort of influence exercised. The DC is equal to the DC to notice the effect +5. They may also attempt to determine who the

influencing individual is, at a DC is equal to the DC to notice the effect +10.

**Cool Facade:** The Court Magus can fall back on their courtly experience to remain in control of themselves and unruffled even in trying circumstances. They receive a +2 bonus to resist mind affecting spells. Any attempt to intimidate them has the DC raised by two as well.

### HEDGE WIZARD/FRIAR

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Wildly looked down upon by wizards from more civilized lands, most hedge wizards have not received formalized training most wizards take for granted. Alternatively a handful of arcanists have paused, their more competitive colleagues might say arrested, their studies to delve into the creation of the charms. Most hedge wizards live off the beaten track, and are important, if sometimes erratic, members of the of small rural communities.

Friars' focus on improving the well being of their flocks, though they may or may not be part of the official hierarchy of a church they are often at it's lowest rungs.

**Special:** The hedge wizard must choose a spellcasting class. He must either already have a level in that class or take it as his next class.

**BAB:** +0

**Saves:** Fort: +1 Ref +0 Will: +1

**Hit Die:** d4

**Note:** Despite the class' name any spellcaster including wizards, sorcerers and even bards, are eligible.

A friar may be any divine caster, even an old paladin or ranger might retire and spend his twilight years supporting those around him in a more laid-back capacity.

### Class Skills

Concentration, Diplomacy, Heal, Knowledge (Nature, Geography), Knowledge (Arcana or Religion), Sense Motive, Spellcraft, Wilderness Lore.

**Skill Points:** 6 + Int mod

**Permanent Class Skills:** A hedge wizard choose a single skill from their hedge wizard class list to become a permanent class skill for the character.

### Class Features

**Weapons and Armor Proficiency:** ????

**Magical Training:** A hedge wizard/friar has a basic understanding of magic. While their power fades in comparison to those who focus totally on their magical training they are capable of true magic. A hedge wizard/friar is considered 1 caster level higher for determining spell effects, including damage, duration, range, etc as well as caster level for dispelling and the creation of magical items. Their number of spells known (if applicable) and spells per day do not improve.

*Example:* Mumsy Thistlewine, a halving hedge wizard/sorc 5, casts an *endurance* spell on herself, it lasts for 6 hours and otherwise functions as a spell cast by a 6th level caster. She does not know fireball or any other 3rd level spells, however, until she advances to 6th level sorc, when she gains spells as a normal 6th level caster.

*Exception:* A 1st level character whose only level is hedge wizard/friar gains half as many spells as a 1st level character of the class he plans to take at second level. Round the number of 0 level and 1st level spells known and cast per day down after considering

bonus spells based on high ability scores. Thus a friar planning to take cleric or druid at next level would need a 12 or greater Wisdom score to be able to cast 1 1<sup>st</sup> level spell per day.

**Create Charm:** A hedge wizard or friar can create magical charms, whose efficacy depends upon their caster level. For every caster level a the hedge wizard or friar gets 1 charm point. Charm points may be used to create a charm once per month. From the following table:

Cost	Ability
1	+1 to a specific skill
2	+1 attack bonus versus a specific creature (you do not need to know the name of the creature, but you must describe it in sufficient detail: so ' the leader of the bloodyhand goblin tribe' is acceptable)
2	+1 to saving throws against a specific effect such as posion, disease, fire, or whatever.
3	+1 to Hide and Move Silently checks
3	+1 to Listen and Spot checks
4	+1 to Will, Fort or Reflex saves (chosen at time of casting)
4	+1 attack bonus versus a specific race or sub race of animals, magical beats, humanoids, or monstrous humanoids (goblins, orcs, drow elves, dire wolves)
8	+1 attack bonus versus a specific creature; any sort possible (demons, vampires, red dragons, flumphs)
10	+2 bonus to a single ability score
10	+1 bonus to AC

All bonuses provide by charms are considered luck bonuses. A charm only provides a single type of bonus and never more than +4. Creating a charm takes 1 hour per point invested. A charm functions only for the person it is created for and remains potent for 2 days per level of the caster. An individual can benift from only one charm at a time, though they may not be aware of what it does the they must accept the charm from the hedge wizard. If, for some reason, a person accepts a second charm from any source their first charm is forever useless.

A hedge wizard may create a charm for themselves, however they must pay double the number of points listed in the chart above.

*Example:* Mumsy (caster level 6) wishes to create a charm to help her neiphew travel down the river to meet a prospective wife' s family. She' s heard the waters are high this season so she makes him a small charm to help him keep his head above water. Though she has six points to spend she can only make a charm of +4 to swim (because a charm can never have more than +4), it will last for 12 days. Though she might consider making a charm that gives a bonus to swim and fortitude saves (to help against drowning) she can' t put multiple bonuses in a single charm and no-one can ever receive more than one charm. She' ll content herself with the charm of swimming.

Later on Mumsy hears that one of her fvorite aunts in a nearby village has fallen ill, the mayor has kindly arranged for a horse to leave in the morning. She hates the irritable beasts and can never stay in her saddle so she decides to make a charm to keep any creature she' s on soothed. She has six points to spend but she' s making the charm for herself, so the costs are doubled and she can only make a charm of +3 to ride. When she gets to the villiage she manages to take care of her aunt but discovers that the village is under attack from a savage troll. Though she would like to make a charm to help the warriors of the village against the troll she still has many days before a month has passed and she can make no new charms to aid them.

**Local knowledge (Ex):** For all of their unschooled exterior a hedge wizard is tremendously familiar with the fauna and flora of their home region. They receive a +4 to any Knowledge or Wilderness Lore checks involving creatures or plants indigenous to their home region or areas within it. They can also get a little bit more out of their local plants than others in a similar situation; with access to local healing herbs they receive and additional +1 competence bonus to healing checks.

A hedge wizard' s ' local region' is an area up to 20 miles in diameter of similar climate and terrain. If a wizard lives in an area which has significantly different terrain types (like a deep forest and then rocky foothills leading into mountains) their type must be chosen when the class is taken.

Alternative, WITH DM PERMISSION, a hedge wizard may be familiar with multiple types of terrain within their area, however their knowledge survival/wilderness lore bonus drops to +3 and they receive no competence bonus on healing checks.

A hedge wizard who travels far from their homeland and settles in another area may familiarize themselves with their new home. This process takes a year and the hedge wizard must spend at least 30 hours a month week out and about in the land.

## HERALD

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The Herald travels to faraway lands as diplomat and messenger in personal union, braving the dangers of the road.

**BAB:** +1

**Saves:** Fort +1, Ref +0, Will +1

**Hit Die:** d4

## Class Skills

Bluff, Diplomacy, Intimidate, Sense Motive, Knowledge (Nobility), Knowledge (History).

**Skill Points:** 6 + Int mod.

**Permanent Class Skills:** The Herald may choose any four skills from the above list to be permanent class skills.

## Class Features

**Weapons and Armor Proficiency:** ????

**Herald's Call (Sp):** The Herald can draw upon the power of his lord. Once per day per 4 character levels, the Herald may, as a free action stun one person of fewer HD for one round (Will save DC 10 + 1/2 Herald' s character levels + Cha Modifier) or add a +4 bonus to a Intimidate check. The Herald must be able to speak and gesture to use this ability.

## HERBALIST

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**TODO**

**BAB:** +0

**Saves:** Fort +2, Ref +0, Will +0

**Hit Die:** d6

## Class Skills

Heal, Knowledge(Nature), Profession(Herbalist), Wilderness Lore

**Skill Points:** 4 + Int mod

**Permanent Class Skills:** The Herbalist may choose any two skills from the class skill list for this class to be permanent class skills.

## Class Features

**Weapons and Armor Proficiency:** ????

**Herbal Remedy (Sp):** Twice per day the Herbalist may cast the *goodberry* spell as a spell-like ability. All effects are as the spell.

**Hearty Resistance (Ex):** Due to frequent exposure to harmful natural toxins over the years the Herbalist gains a +4 circumstance bonus to saves against organic poisons, including monster poisons but not mineral poisons or poison gas.

## MASON

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### TODO

**BAB:** +0

**Saves:** Fort +2, Ref +0, Will +0

**Hit Die:** d6

## Class Skills

Climb, Craft(stonework, brickwork), Knowledge(Architecture), and Profession(Mason)

**Skill Points:** 4 + Int mod

**Permanent Class Skills:** The Mason may choose any two skills from the class skill list for this class to be permanent class skills.

## Class Features

**One Eye on the Wall (Ex):** The Mason is granted a +2 circumstance bonus to notice unusual stonework and can also automatically tell whether or not a given surface is level. This ability is otherwise identical to the Stonecunning ability of Dwarves. See p14-15 of PHB for Dwarves Stonecunning Ability.

**Sturdy Construction (Ex):** Any wall or structure that the Mason builds or oversees(with a number of workers equal or less than his level) gains one additional point of hardness and fifteen Hit Points per 10ft by 10ft section. See p107 of DMG for walls stats.

## PIRATE

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### TODO

**BAB:** +0

**Saves:** Fort +1, Ref +1, Will, +0

**Hit Die:** d8

## Class Skills

Balance, Climb, Intimidate, Intuit Direction, Jump, Profession(sailor), Rope Use, Swim

**Skill Points:** 6 + Int

**Permanent Class Skills:** A Pirate may choose any six skills from the class skill list for this class to be permanent class skills.

## Class Features

**Weapons and Armor Proficiency:** ????

**Sea Legs (Ex):** A Pirate gains a +2 bonus to Balance, Climb, and Jump checks when on board a ship or other water vessel.

**Rascally Reputation (Ex):** A Pirate's fearsome reputation grants him a +2 bonus to Intimidate checks.

## RAT CATCHER

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A rat catcher makes his living catching rats and is paid a sum in copper per rat killed, by the community.

**BAB:** +0

**Saves:** Fort +1, Ref +1, Will +0

**Hit Die:** d8

## Class Skills

Climb, Handle Animal, Knowledge(local), Spot, Wilderness Lore.

**Skill points:** 6 + Int mod.

**Permanent Class Skills:** The Rat Catcher may choose any four skills from the above list to be permanent class skills.

## Class Features

**Weapon and Armor Proficiency:** All simple weapons and the hand crossbow, as well as light armor. The rat catcher is not proficient in the use of shields.

**Disease Immunity (Ex):** A Rat Catcher is immune to all diseases. This does not include magical diseases such as Mummy's rot or Lycanthropy.

**Favored Enemy (Vermin) (Ex):** Due to his extensive study of his foes and training in the proper techniques for combating them, the rat catcher gains a +1 bonus to Bluff, Listen, Sense Motive, Spot, and Wilderness Lore checks when using these skills against this type of creature. Likewise, he gets the same bonus to weapon damage rolls against creatures of this type. A rat catcher also gets the damage bonus with ranged weapons, but only against targets within 30 feet (the rat catcher cannot strike with deadly accuracy beyond that range). The bonus doesn't apply to damage against creatures that are immune to critical hits.

## TOUCHED

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### TODO

**BAB:** +0

**Saves:** Fort +0, Ref +0, Will, +2

**Hit Die:** d6

## Class Skills

Concentration, Knowledge(any, picked separately), Spellcraft, Scry

**Skill Points:** 6 + Int

**Permanent Class Skills:** The Touched may choose any four skills from the class skill list for this class to be permanent class skills.

## Class Features

**Weapons and Armor Proficiency:** ????

**Susceptibility (Ex):** Due to the familiarity of mental visions, the Touched suffer a -4 penalty to Will saves against Mind-Affecting Illusions and Enchantments.

**Vision (Su):** The Touched may Scry as the spell *scrying* once per day for one minute, but cannot cast spells through the vision. The visions come to the Touched as mental images, and require no focus.

## STARTING OUT

TODO stuff liking starting money, starting age



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