

CLASSES

Your character's class is his or her profession or vocation. It determines what he or she is able to do: combat prowess, magical ability, skills, and more. Class is probably the first choice you make about your character—just ahead of race, or perhaps in conjunction with that decision. The class you choose determines where you should best place your character's ability scores and suggests which races are best to support that class choice.

ROLES

Each class has a role on the battlefield; whether the character fights in melee combat with close ranged weapons, whether they stay behind and fire arrows, or whether they cast spells to heal allies or damage foes. Each role serves a type of function that determines whether or not the battlefield's tide has or may change. It is important to understand these roles so a player can probably assess a certain threat an enemy may be in a certain circumstance.

PROGRESSION

Most characters can progress in skill over time or over the course of events that forced them to be more skillful. Such events are the experience one has accumulated and thus enables advancement in skill to characters.

Below is a table of the level of progress a character will go through. Every character that has advanced to a new level of progress also increases a character's skills, abilities, proficiencies, professions, and health. Each of these will be properly termed and defined.

PLAYER LEVEL

This is a character's current level of progress in which illustrates their overall skill level. It is a numerical label that illustrates how far one has advanced. Level 1 are those who are just starting their careers in their chosen class. Level 20 are those who have nearly maximized their talents in their chosen careers. A great majority of characters remain at the first level while few if any has ever achieved a level 20 status.

EXPERIENCE POINTS

Experience Points (or XP) is a numerical value in which shows the amount of knowledge that has been gathered that can be converted into newly learnt skills upon reaching a new level of experience. Reaching the amount of experience required for a new level advances a character to stronger or more skillful heights than previously held.

TRAINED AND UNTRAINED SKILLS

Trained skills are skills a character is proficient in which is determined by their chosen class. Untrained skills are most other skills that the character is not proficient in. There are also skills that a character cannot progress in again dictated by their class, but all basic skills are available to all classes.

ACTION POINTS

Action Points measure in numerical value the amount of actions one can do in a given round. When an action is called, the measured points required to use such an action takes from a pool of current action points until all is used or some that are saved for the next round. A character can only have a maximum of double their normal AP stacked for the next round.

ABILITIES

Abilities are a type of action, feats of heroism, special maneuvers, or magical powers that a character has that can be unleashed during battle. A character can have only so many abilities per day or per battle, depending on the ability itself. Once an ability is depleted, the character must wait an allotted time to reuse a depleted ability.

ABILITY POINTS

The number of ability points is displayed in the table alone. Each ability requires 1 point to unlock, each ability usage requires 1 point to use, and each ability level requires 1 point to unlock.

HEALTH POINTS

Health Points is the amount of health a character has and determines the amount of life still inside. Starting characters will begin with an allotted static number followed by adding their constitution score on top (not modifier) for starting hit points. If a 1st level warrior has a constitution score of 15. 15 will be added to 10 and their starting health will be 25. After the first level, the health progression is lowered. For warriors, it starts at 4 health points per level plus their constitution modifier. Using the same fighter at second level, his health score from 25 at first level will increase by 6, bringing it to 31 (4 + Con Score 15 offers a +2 modifier to health per level which equals to +6. 25 + 6 = 31).

SAVE THROWS

Save throws are a character's defensibility against a certain type of attack. Each class has their own speciality when it comes to save throw configurations. Warriors are better at bracing against massive attacks than others, whereas

Rogues specialize in evasion. Each class will have its own configuration and which determines the strengths and weaknesses of a character.

ALIGNMENT

A character's alignment determines their social paradigm in society. They can be good, evil, lawful, chaotic, or neutral in their actions. Some classes may have alignment restrictions such as Paladin and thus dictates a character's scalability in terms of social alignment.

RELIGION

Some classes may have religious restrictions, such as paladins and rangers. These two classes can only choose between the limited list of deities that are compatible with their class's agendas.

RACES

Certain races will have access to certain classes while other races can be forbidden from being such a class. That said, all

races are capable of being anything they choose, but racial standards and tendencies are the ones most supported by society and deities, thus are listed as such.

ATTRIBUTES

At the first level, if a character does not have their classes primary attribute of 13 and over, they are granted a +2 to those attributes, but only if they set their highest attributes to their primaries. Afterwards, every 5 levels, the characters will gain a +1 to their primary attributes as dictated by their class of choice.

PROFESSIONS AND PROFICIENCIES

Proficiencies are combat related skills that a character has learned. They are either weapon or armor related skills. Professions are skills related to craftsmanship or artistry that is also related to generation of income. Both types of skills are directly related to their classes of choice in terms of access and availability. However, all classes can use all professions and proficiencies but with hinderances predefined in a table near the end of this chapter.

Player Level	Experience Points	Trained Skills	Untrained Skills	Action Points	Ability Points
1	0	1	0	5	4+1
2	500	1	0	+1	+2
3	1'500	2	1	--	+3
4	3'500	2	1	+1	+4
5	7'500	3	1	--	+5
6	13'500	3	1	+1	+6
7	25'000	4	2	--	+7
8	43'000	4	2	+1	+8
9	75'000	5	2	--	+9
10	120'000	5	2	+1	+10
11	200'000	6	3	--	+11
12	300'000	6	3	+1	+12
13	450'000	7	3	--	+13
14	650'000	7	3	+1	+14
15	900'000	8	4	--	+15
16	1'200'000	8	4	+1	+16
17	1'550'000	9	4	--	+17
18	1'900'000	9	4	+1	+18
19	2'350'000	10	5	--	+19
20	2'850'000	10	5	+1	+20

BARD

The bard makes his way in life by his charm, talent, and wit. A good bard should be glib of tongue, light of heart, and fleet of foot (when all else fails). They are known to be poets and singers who sang the histories in long, recitative poems. The bard wanders across the land, gathering lore and stories for his craft for the gratitude of his audience. When chance or opportunity draws them into a conflict, bards serve as diplomats, negotiators, messengers, scouts, and spies .



GAME RULES INFORMATION

Alignment:	<i>Any</i>	
Religion:	<i>Any</i>	
Races:	<i>Any</i>	
Role:	<i>Ranged, Controller, Buffer</i>	
Attribute :	At Level 1 if attributes under 13: <i>+2 Dexterity, +2 Charisma</i> Attributes gained per 5 levels: <i>+1 Dexterity, +1 Charisma</i>	
Starting HP	<i>6 + Constitution Score</i>	
HP per Level	<i>3 + Constitution Modifier</i>	
Save Throws	<i>Reflex > Superior</i> <i>Will > Moderate</i> <i>Fortitude > Inferior</i>	
Trained Skills:	<i>Acrobatics</i> <i>Deception</i> <i>Devices</i> <i>Perception</i>	<i>Speechcraft</i> <i>Spellcraft</i> <i>Stealth</i> <i>Thievery</i>
Proficiencies:	<i>Blade Weapons</i> <i>Pierce Weapons</i> <i>Archery</i>	<i>Projectiles</i> <i>Light Armor</i> <i>Medium Armor</i>
Professions:	<i>Arts</i> <i>Jewelcrafting</i>	
Abilities:	<i>Combat</i> <i>Rogue</i>	<i>Archery</i> <i>Bard</i>
Free Abilities:	<i>Weapon Parry</i> 	<i>Point Blank Fire</i>

Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	6 + CON Score	+0	+1	+0
2	+3	+1	+1	+1
3	+6	+1	+2	+1
4	+9	+1	+3	+2
5	+12	+2	+3	+2
6	+15	+2	+4	+3
7	+18	+2	+5	+3
8	+21	+3	+5	+4
9	+24	+3	+6	+4
10	+27	+4	+7	+5
11	+30	+4	+7	+5
12	+33	+4	+8	+6
13	+36	+5	+8	+6
14	+39	+5	+9	+7
15	+42	+5	+10	+7
16	+45	+6	+10	+8
17	+48	+6	+11	+8
18	+51	+6	+12	+9
19	+54	+7	+12	+9
20	+57	+7	+13	+10

CLERIC

Clerics are armored warriors with the ability to cast holy spells granted to them by their gods. Anything a cleric does aids in the spreading of the cleric's religion. A good cleric may help others and would only ask to thank the cleric's deity for such an act, but an evil cleric would reign terror and carnage so that others would fear and revere their god. Though they have fighting capabilities, they are not as talented as warriors are in melee combat. Their armor is meant to protect them from certain death that would otherwise follow a vulnerable priest. But the powers of their god is meant to terrorize or inspire, displaying the full might of their deity for others to see.



GAME RULES INFORMATION

Alignment:	<i>Any</i>	
Religion:	<i>Any relative to their race.</i>	
Races:	<i>Human, Elf, Dwarf</i>	
Role:	<i>Healer, Support, Sweeper, Buffer, Controller</i>	
Attribute :	<i>At Level 1 if attributes under 13:</i> <i>+2 Wisdom, +2 Charisma</i> <i>Attributes gained per 5 levels:</i> <i>+1 Wisdom, +1 Charisma</i>	
Starting HP	<i>8 + Constitution Score</i>	
HP per Level	<i>3 + Constitution Modifier</i>	
Save Throws	<i>Will > Superior</i> <i>Fortitude > Moderate</i> <i>Reflex > Inferior</i>	
Trained Skills:	<i>Concentrate</i>	<i>Speechcraft</i>
	<i>Medical</i>	<i>Spellcraft</i>
	<i>Religion</i>	
Proficiencies:	<i>Blunt Weapons</i>	<i>Heavy Armor</i>
	<i>Medium Armor</i>	<i>Shields</i>
Professions:	<i>Alchemy</i>	<i>Inscription</i>
	<i>Enchanting</i>	
Abilities:	<i>Combat</i>	<i>Priest Spells</i>
Free Abilities:	<i>Exorcism</i>	<i>Detect Undead</i>
	<i>Mend</i>	<i>Shield Block</i>

Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	8 + CON Score	+0	+0	+1
2	+3	+1	+1	+1
3	+6	+1	+1	+2
4	+9	+2	+1	+3
5	+12	+2	+2	+3
6	+15	+3	+2	+4
7	+18	+3	+2	+5
8	+21	+4	+3	+5
9	+24	+4	+3	+6
10	+27	+5	+4	+7
11	+30	+5	+4	+7
12	+33	+6	+4	+8
13	+36	+6	+5	+8
14	+39	+7	+5	+9
15	+42	+7	+5	+10
16	+45	+8	+6	+10
17	+48	+8	+6	+11
18	+51	+9	+6	+12
19	+54	+9	+7	+12
20	+57	+10	+7	+13

DRUID

Druids are nature's guardians. They have a like for the natural and a disdain for the unnatural. Druids are the caretakers of a forest. They are at one with it and do not rule over it as a lord. Their bond and connection with a forest endutifies the druid into protecting the interests of nature and the equilibrium of all things itself. They live mostly in the wilds and rarely come out unless by speciific purposes and generally avoid civilization if it can be helped.



GAME RULES INFORMATION

Alignment: Any

Religion: Any relative to their race.

Races: Human, Elf

Role: Healer, Support, Buffer, Controller

Attribute : **At Level 1 if attributes under 13:**
+2 Wisdom, +2 Dexterity
Attributes gained per 5 levels:
+1 Wisdom, +1 Dexterity

Starting HP 8 + Constitution Score

HP per Level 3 + Constitution Modifier

Save Throws Will > Superior
Reflex > Moderate
Fortitude > Inferior

Trained Skills: Athletics Navigation
Concentrate Religion
Medical Spellcraft
Monsterology Survival

Proficiencies: Blunt Weapons Light Armor
Pierce Weapons Medium Armor
Projectiles

Professions: Alchemy Leatherworking
Carpentry Tailoring
Enchanting

Abilities: Combat Shapeshifting
Druid Spells

Free Abilities: Weapon Parry Wild Shape
Commune /w Forest

Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	8 + CON Score	+0	+0	+1
2	+3	+1	+1	+1
3	+6	+1	+1	+2
4	+9	+1	+2	+3
5	+12	+2	+2	+3
6	+15	+2	+3	+4
7	+18	+2	+3	+5
8	+21	+3	+4	+5
9	+24	+3	+4	+6
10	+27	+4	+5	+7
11	+30	+4	+5	+7
12	+33	+4	+6	+8
13	+36	+5	+6	+8
14	+39	+5	+7	+9
15	+42	+5	+7	+10
16	+45	+6	+8	+10
17	+48	+6	+8	+11
18	+51	+6	+9	+12
19	+54	+7	+9	+12
20	+57	+7	+10	+13

ENGINEER

The engineer is a cunning problem solver. They have a knack for puzzletry and technology. They live to invent new gadgets and to solve the problems of a broken part. Their creations are both revelled and yet also abhorred for the marvel and atrocities these things have created. Yet the mysteries of their machina have been blending with the arcana to a degree that their potentiality have not gone unnoticed by prying eyes. Engineers have proven to be formidable foes with their newly invented gadgets of destruction and machine guardians who aid them.



GAME RULES INFORMATION

Alignment:	<i>Any</i>	
Religion:	<i>None, Engineers are Atheists</i>	
Races:	<i>Human, Gnome, Dwarf, Warforged</i>	
Role:	<i>Attackers, Support, Controllers</i>	
Attribute :	At Level 1 if attributes under 13: <i>+2 Dexterity, +2 Intelligence</i> Attributes gained per 5 levels: <i>+1 Dexterity, +1 Intelligence</i>	
Starting HP	<i>6 + Constitution Score</i>	
HP per Level	<i>3 + Constitution Modifier</i>	
Save Throws	<i>Reflex > Superior</i> <i>Fortitude > Moderate</i> <i>Will > Inferior</i>	
Trained Skills:	<i>Acrobatics</i>	<i>Stealth</i>
	<i>Concentration</i>	<i>Thievery</i>
	<i>Devices</i>	
Proficiencies:	<i>Archery</i>	<i>Light Armor</i>
	<i>Pierce Weapons</i>	<i>Medium Armor</i>
	<i>Projectiles</i>	
Professions:	<i>Engineering</i>	<i>Leatherworking</i>
	<i>Jewelcrafting</i>	
Abilities:	<i>Combat</i>	<i>Engineer</i>
Free Abilities:	<i>Point Blank Shot</i>	<i>Summon Guardian</i>
	<i>Weapon Parry</i>	

Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	6 + CON Score	+0	+1	+0
2	+3	+1	+1	+1
3	+6	+1	+2	+1
4	+9	+2	+3	+1
5	+12	+2	+3	+2
6	+15	+3	+4	+2
7	+18	+3	+5	+2
8	+21	+4	+5	+3
9	+24	+4	+6	+3
10	+27	+5	+7	+4
11	+30	+5	+7	+4
12	+33	+6	+8	+4
13	+36	+6	+8	+5
14	+39	+7	+9	+5
15	+42	+7	+10	+5
16	+45	+8	+10	+6
17	+48	+8	+11	+6
18	+51	+9	+12	+6
19	+54	+9	+12	+7
20	+57	+10	+13	+7

PALADIN

Paladins are holy knights living for the cause of justice. Their beliefs of righteousness inspired them to take up arms against the evil and oppressors of the realm. Their selflessness sets them on a dangerous path and are often guided by their deities who empower them with holy magics. Paladins are best known to sport the heaviest armors possible to combat the largest of foes, but their giving natures also prohibit them from maintain riches that would otherwise elevate them to lordhood. Those who do elevate, start orders of Paladins to teach the ways of justice.



GAME RULES INFORMATION

Alignment:	<i>Lawful, Good</i>	
Religion:	<i>Any deity of lawfulness</i>	
Races:	<i>Human, Elf, Dwarf</i>	
Role:	<i>Tanks, Attackers</i>	
Attribute :	At Level 1 if attributes under 13: <i>+2 Strength, +2 Charisma</i> Attributes gained per 5 levels: <i>+1 Strength, +1 Charisma</i>	
Starting HP	<i>10 + Constitution Score</i>	
HP per Level	<i>4 + Constitution Score</i>	
Save Throws	<i>Fortitude > Superior</i> <i>Will > Moderate</i> <i>Reflex > Inferior</i>	
Trained Skills:	<i>Athletics</i>	<i>Religion</i>
	<i>Concentration</i>	<i>Speechcraft</i>
	<i>Medical</i>	
Proficiencies:	<i>Bladed Weapons</i>	<i>Heavy Armor</i>
	<i>Blunt Weapons</i>	<i>Shields</i>
	<i>Medium Armor</i>	
Professions:	<i>Blacksmithing</i>	
Abilities:	<i>Combat</i>	<i>Priest Spells</i>
	<i>Paladin</i>	
Free Abilities:	<i>Exorcism</i>	<i>Healing Grasp</i>
	<i>Shield Block</i>	<i>Detect Evil</i>

Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	10 + CON Score	+1	+0	+0
2	+4	+1	+1	+1
3	+8	+2	+1	+1
4	+12	+3	+1	+2
5	+16	+3	+2	+2
6	+20	+4	+2	+3
7	+24	+5	+2	+3
8	+28	+5	+3	+4
9	+32	+6	+3	+4
10	+36	+7	+4	+5
11	+40	+7	+4	+5
12	+44	+8	+4	+6
13	+48	+8	+5	+6
14	+52	+9	+5	+7
15	+56	+10	+5	+7
16	+60	+10	+6	+8
17	+64	+11	+6	+8
18	+68	+12	+6	+9
19	+72	+12	+7	+9
20	+76	+13	+7	+10

RANGER

Rangers are renown hunters and caretakers of the forest. Their bond with nature invokes them to protect it. They are commonly seen with animals, partaking in friendships. Their keen eyes and ears allows them to see everything that happens and will intervene against those who wishes to do harm to nature itself. Unlike druids, rangers are often seen in civilization but moreso in rural areas where the woods are nearby. But they have no real need for society, for their knowledge of the wilderness allows to survive independently.



GAME RULES INFORMATION

Alignment:	<i>Good</i>	
Religion:	<i>Any Naturous Deity.</i>	
Races:	<i>Human, Elf, Dwarf, Gnome</i>	
Role:	<i>Attackers, Support, Controllers</i>	
Attribute :	<i>At Level 1 if attributes under 13:</i> <i>+2 Dexterity, +2 Wisdom</i> <i>Attributes gained per 5 levels:</i> <i>+1 Dexterity, +1 Wisdom</i>	
Starting HP	<i>6 + Constitution Score</i>	
HP per Level	<i>3 + Constitution Modifier</i>	
Save Throws	<i>Reflex > Superior</i> <i>Will > Moderate</i> <i>Fortitude > Inferior</i>	
Trained Skills:	<i>Acrobatics</i>	<i>Navigation</i>
	<i>Athletics</i>	<i>Perception</i>
	<i>Medical</i>	<i>Stealth</i>
	<i>Monsterology</i>	<i>Survival</i>
Proficiencies:	<i>Archery</i>	<i>Projectiles</i>
	<i>Bladed Weapons</i>	<i>Light Armor</i>
	<i>Pierce Weapons</i>	<i>Medium Armor</i>
Professions:	<i>Carpentry</i>	<i>Leatherworking</i>
Abilities:	<i>Combat</i>	<i>Ranger</i>
Free Abilities:	<i>Point Blank Fire</i>	<i>Animal Companion</i>

Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	6 + CON Score	+0	+1	+0
2	+3	+1	+1	+1
3	+6	+1	+2	+1
4	+9	+1	+3	+2
5	+12	+2	+3	+2
6	+15	+2	+4	+3
7	+18	+2	+5	+3
8	+21	+3	+5	+4
9	+24	+3	+6	+4
10	+27	+4	+7	+5
11	+30	+4	+7	+5
12	+33	+4	+8	+6
13	+36	+5	+8	+6
14	+39	+5	+9	+7
15	+42	+5	+10	+7
16	+45	+6	+10	+8
17	+48	+6	+11	+8
18	+51	+6	+12	+9
19	+54	+7	+12	+9
20	+57	+7	+13	+10

ROGUE

Rogues share little in common with each other. Some are stealthy thieves. Others are silver-tongued tricksters. Still others are scouts, infiltrators, spies, diplomats, or thugs. What they share is versatility, adaptability, and resourcefulness. In general, rogues are skilled at getting what others don't want them to get: entrance into a locked treasure vault, safe passage past a deadly trap, secret battle plans, a guard's trust, or some random person's pocket money.



GAME RULES INFORMATION

Alignment: *Good, Neutral, Chaotic, Evil*

Religion: *Any*

Races: *Any*

Role: *Attacker, Ranged, Controller*

Attribute : ***At Level 1 if attributes under 13:***
+2 Dexterity, +2 Charisma
Attributes gained per 5 levels:
+1 Dexterity, +1 Charisma

Starting HP: *6 + Constitution Score*

HP per Level: *3 + Constitution Modifier*

Save Throws: *Reflex > Superior*
Will > Moderate
Fortitude > Inferior

Trained Skills: *Acrobatics* *Speechcraft*
Deception *Stealth*
Devices *Thievery*
Perception

Proficiencies: *Blade Weapons* *Projectiles*
Pierce Weapons *Light Armor*
Archery *Medium Armor*

Professions: *Arts* *Leatherwork*
Jewelcrafting

Abilities: *Combat* *Archery*
Rogue

Free Abilities: *Sinister Strike* *Point Blank Fire*
Weapon Parry *Sharp Shooting*

Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	6 + CON Score	+0	+1	+0
2	+3	+1	+1	+1
3	+6	+1	+2	+1
4	+9	+1	+3	+2
5	+12	+2	+3	+2
6	+15	+2	+4	+3
7	+18	+2	+5	+3
8	+21	+3	+5	+4
9	+24	+3	+6	+4
10	+27	+4	+7	+5
11	+30	+4	+7	+5
12	+33	+4	+8	+6
13	+36	+5	+8	+6
14	+39	+5	+9	+7
15	+42	+5	+10	+7
16	+45	+6	+10	+8
17	+48	+6	+11	+8
18	+51	+6	+12	+9
19	+54	+7	+12	+9
20	+57	+7	+13	+10

SORCEROR

Sorcerers create magic the way a poet creates poems, with inborn talent honed by practice and study. So much time is made into preparation that the Sorcerer may seem to be a constant studier and never a doer. Sorcerers claim that the blood of dragons courses through their veins and the words they speak are from an ancient draconic tongue. Others hold that the claim is either an unsubstantiated boast on the part of certain sorcerers or envious gossip on the part of those who lack the sorcerer's gift.

Alignment: Any

Religion: Any

Races: Any

Role: Attacker, Sweeper, Ranged, Buffer
Controller

Attribute : **At Level 1 if attributes under 13:**
+2 Intelligence, +2 Wisdom
Attributes gained per 5 levels:
+1 Intelligence, +1 Wisdom

Starting HP: 4 + Constitution Score

HP per Level: 2 + Constitution Modifier

Save Throws: Will > Superior
Reflex > Moderate
Fortitude > Inferior

Trained Skills: Concentrate Perception
Monsterology Spellcraft

Proficiencies: None

Professions: Alchemy Jewelcrafting
Enchanting Tailoring
Inscription

Abilities Wizard Spells

Free Abilities: Magic Missile Continual Flame
Detect Magic Arcane Mark



Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	4 + CON Score	+0	+0	+1
2	+2	+1	+1	+1
3	+4	+1	+1	+2
4	+6	+1	+2	+3
5	+8	+2	+2	+3
6	+10	+2	+3	+4
7	+12	+2	+3	+5
8	+14	+3	+4	+5
9	+16	+3	+4	+6
10	+18	+4	+5	+7
11	+20	+4	+5	+7
12	+22	+4	+6	+8
13	+24	+5	+6	+8
14	+26	+5	+7	+9
15	+28	+5	+7	+10
16	+30	+6	+8	+10
17	+32	+6	+8	+11
18	+34	+6	+9	+12
19	+36	+7	+9	+12
20	+38	+7	+10	+13

WARRIOR

Of all classes, warriors have the best all-around fighting capabilities (hence the name). Warriors are familiar with all the standard weapons and armors. In addition to general fighting prowess, each warrior develops particular specialties of his own. A given warrior may be especially capable with certain weapons, another might be trained to execute specific fancy maneuvers. As warriors gain experience, they get more opportunities to develop their fighting skills. Thanks to their focus on combat maneuvers, they can master the most difficult ones relatively quickly.

GAME RULES INFORMATION

Alignment:	<i>Any</i>	
Religion:	<i>Any</i>	
Races:	<i>Any</i>	
Role:	<i>Attacker, Defender, Ranged, Sweeper</i>	
Attribute :	At Level 1 if attributes under 13: <i>+2 Strength, +2 Constitution</i> Attributes gained per 5 levels: <i>+1 Strength, +1 Constitution</i>	
Starting HP:	<i>10 + Constitution Score</i>	
HP per Level:	<i>4 + Constitution Modifier</i>	
Save Throws:	<i>Fortitude > Superior</i> <i>Reflex > Moderate</i> <i>Will > Inferior</i>	
Trained Skills:	<i>Athletics</i>	<i>Monsterology</i>
	<i>Medical</i>	<i>Survival</i>
Proficiencies:	<i>Bladed Weapons</i>	<i>Polearms</i>
	<i>Blunt Weapons</i>	<i>Light Armor</i>
	<i>Pierce Weapons</i>	<i>Medium Armor</i>
	<i>Archery</i>	<i>Heavy Armor</i>
	<i>Projectiles</i>	<i>Shields</i>
Professions:	<i>Blacksmithing</i>	
Abilities:	<i>Combat</i>	<i>Warrior</i>
Free Abilities:	<i>Power Strike</i>	<i>Shield Block</i>
	<i>Targeted Strike</i>	<i>Weapon Parry</i>



Player Level	Health Points	Save Throws		
		Fort	Reflex	Will
1	10 + CON Score	+1	+0	+0
2	+4	+1	+1	+1
3	+8	+2	+1	+1
4	+12	+3	+2	+1
5	+16	+3	+2	+2
6	+20	+4	+3	+2
7	+24	+5	+3	+2
8	+28	+5	+4	+3
9	+32	+6	+4	+3
10	+36	+7	+5	+4
11	+40	+7	+5	+4
12	+44	+8	+6	+4
13	+48	+8	+6	+5
14	+52	+9	+7	+5
15	+56	+10	+7	+5
16	+60	+10	+8	+6
17	+64	+11	+8	+6
18	+68	+12	+9	+6
19	+72	+12	+9	+7
20	+76	+13	+10	+7