

Character Creation

Starting Race:

Characters may only be Human.

Starting Alignment:

The general alignment of the game will be LE. The following alignments are common within the Empire: LE, LN, NE and LN. Other alignments are allowed but you will be generally treated even more differently.

Background Levels/Gestalt:

The characters will have regular backgrounds within society such as jobs, status, etc. In order to do this the game will use the Gestalt system with the NPC classes found in the DMG with some modifications. Every level a character advances in a PC level they will also advance in a NPC level. The character will gain benefits of both classes and will take the better of the following: Base Attack Bonus, Skill Points, Hit Dice and Saves. Therefore if a character's 5th PC level has a d6 hit die and their NPC level has a d8 hit die, they would roll a d8 for their 5th hit die roll.

The characters start with three levels in Background Levels only, no PC levels. This is due to the fact the characters are nothing more than ordinary people at the start of the game. As the characters earn XP they will earn PC levels. Advancement from 1st to 3rd in XP for PC levels has been modified; see chart below. After 4th level characters will Gestalt normally.

PC Level	XP Total	Special
1 st	1,000	Gestalt with 1 st NPC Level/Skill Points x4/Max HD
2 nd	2,000	Gestalt with 2 nd NPC Level/Max HD
3 rd	3,000	Gestalt with 3 rd NPC Level/Max HD

Multi-Classing and Background Levels

Characters may multi-class their background levels in any way they see fit as long as it follows the guidelines of the NPC class. Remember that these are Background Levels and are there for filling out characters more in the role-playing aspect. Multi-classing your Background Levels beyond 3rd level requires approval from the GM and must fit the role of the character.

New Feats

These are feats found in the Cityscape book plus ones that are just created for this game.

CITIZEN [GENERAL]

You are considered a Citizen in the Tanaedra Empire.

Benefit: You are considered a Citizen within the Tanaedra Empire and receive all the rights of that title. The following rights are granted: The right to vote, the right to run for office, right to marry another Citizen, right to own land and/or a business, the right to a legal trial, the right to legal representation, the right to Patron other Humans, the right to own non-T'Catha slaves, the right to file a grievance against another Human Citizen and the right to Juris Macto (challenge or dual) against another Human Citizen.

CITY MAGIC [METAMAGIC]

You can use the city itself to shape and enhance your spellcasting.

Prerequisite: Caster level 3rd.

Benefit: You can modify any damaging spell you cast to incorporate the urban environment. When casting an offensive spell with an energy subtype—acid, cold, electricity, fire, or sonic—you can invest the spell with a portion of the city's spirit. In most cases, this investment is gritty and spectacular, drawing dirt, gravel, nails, and other nearby detritus into the spell effect. In other cases, the investiture is much more subtle, often merely changing the look of the spell. Only half the damage from a spell with the appropriate subtype is considered energy damage, and is thus subject to resistances or immunities. The remainder comes from the city itself, and is not subject to spell or energy resistances or immunities. This investiture only occurs for spells cast within urban environments, defined as any area above the size of a small town (*DMG* 137).

For example, a wizard uses City Magic to cast a *fireball* at a creature with resistance to fire 15. The damage roll is 20, half of it fire damage and half “city.” Thus, the target takes 10 points of “city” damage instead of 5 points of fire damage. This feat is useless to spellcasters who cast their spells in a nonurban environment as defined above.

A spell modified using the City Magic feat uses a spell slot of the spell’s normal level.

DECEPTIVE SPELL [METAMAGIC]

You can cast spells that seem to come from somewhere other than where they should.

Benefit: A deceptive spell appears to come from any direction you choose. For instance, a *magic missile* might shoot from a nearby doorway, rather than from your own finger, or a *lightning bolt* might emerge from the floor rather than from you. You cannot use this feat to gain a bonus to hit, to circumvent cover, to flank, or in any other way to gain a numeric or mechanical advantage on any attack rolls. Its purpose is to disguise the source of the spell, preventing anyone who did not actively observe you casting it from recognizing you as its caster. You cannot apply Deceptive Spell to any spell with a range of touch or a target of you. A deceptive spell uses up a slot one level higher than the spell’s actual level.

EXTRA CONTACTS

You make connections and alliances easily.

Prerequisite: Cha 11.

Benefit: Your maximum number of contacts increases by four.

Normal: Without this feat, a character is normally limited to a number of contacts equal to his Charisma modifier (minimum 1).

Special: You can take the Extra Contacts feat multiple times. Its effects stack. Each time you take the feat, you add another four to your maximum number of contacts.

FAVORED

You are an active and valued member of your guild, church, or other organization.

Prerequisites: Membership in a guild, church, or other organization. If selecting this feat for a church, you must also be a true member, not merely a congregant (as described on page 105).

Benefit: Select one of your organization’s associated skills. As long as you remain a member of that organization, you gain a +2 competence bonus on checks made with that skill. Additionally, you gain one special benefit depending on your specific guild, church, or organization. These are described as “favored benefits” in the guild, organization, and church entries, beginning on page 84.

Special: You can take this feat more than once. Its effects do not stack. Each time you take this feat, you apply it to a different organization of which you are a member.

INVISIBLE SPELL [METAMAGIC]

You can make your spell effects invisible.

Prerequisite: Any metamagic feat.

Benefit: You can modify any spell you cast so that it carries no visual manifestation. All other aspects of the spell, including range, area, targets, and damage remain the same. Note that this feat has no bearing on any components required to cast the enhanced spell, so the spell’s source might still be apparent, depending on the situation, despite its effects being unseen. For example, a *fireball* cast by someone with this feat could be made invisible in the moment of its detonation, but everyone in the area would still feel the full effect (including the heat), and any flammable materials ignited by the explosion would still burn visibly with nonmagical fire. Those with *detect magic*, *see invisibility*, or *true seeing* spells or effects active at the time of the casting will see whatever visual manifestations typically accompany the spell.

A spell modified using the Invisible Spell feat uses a spell slot of the spell’s normal level.

PRIMARY CONTACT

Your rapport with one of your contacts is stronger than your relationship with the rest.

Prerequisite: Favored.

Benefit: When you gain this feat, select one of your existing contacts to be named your primary contact. Choose one skill associated with the organization to which your contact belongs. You gain 1 bonus rank in that skill (even if doing so would put you above your normal maximum ranks for that skill). In addition, you can double the frequency with which you can call upon your primary contact for no-charge favors. For example, if your primary contact normally provides its no-charge favor once per month, you can now call upon that favor twice per month. Special: This feat cannot be taken more than once. If the primary contact associated with this feat dies or is otherwise removed from the campaign, the DM can, at his discretion, either replace that contact with a new contact from the same organization or allow you to name one of your other contacts as your primary contact. In either event, you do not gain the bonus skill rank a second time, but neither do you lose it just because your contact has left the campaign.

ROOF-JUMPER [TACTICAL]

You can make use of the features of the city as handholds and footholds, defying the pull of gravity.

Prerequisites: Balance 7 ranks, Jump 7 ranks, Dodge, Mobility, Roofwalker.

Benefit: The Roof-Jumper feat enables the use of the following tactical maneuvers. You cannot benefit from more than one maneuver in the same round.

Death from Above: You do substantial damage if you deliberately leap down to attack a foe beneath you.

You must drop at least 20 feet. You must roll to hit; this qualifies as a charge attack, with all relevant bonuses and penalties. If you hit, you deal damage as normal, plus an extra 1d6 points for every 10 feet of distance beyond the first 10 feet; thus, a drop of 30 feet causes an extra 2d6 points of damage.

You still take whatever damage you would normally take from the fall, but you can reduce the falling damage with a successful Jump check or Tumble check.

You cannot use any ability to slow your fall (such as the monk's slow fall ability, or the *feather fall* spell) while attacking in this manner.

Urban Acrobatics: You can make use of windowsills, awnings, lampposts, and similar features of the city when leaping or falling from buildings. If you deliberately jump downward within arm's reach of a wall or similar vertical surface, you can move yourself sideways along the wall, traveling up to 5 feet horizontally for every 10 feet you fall. If you accidentally fall, you can move 5 feet horizontally for every 20 feet you fall. You can move up to your full movement horizontally in this fashion (so long as the wall is wide enough), even if that distance, plus your falling distance, exceeds your normal movement rate.

Normal: Falling characters can move in no direction but down.

ROOFWALKER [TACTICAL]

You are adept at moving and fighting on rooftops and ledges.

Prerequisites: Balance 5 ranks, Jump 5 ranks, Dodge, Mobility.

Benefit: The Roofwalker feat enables the use of three tactical maneuvers.

Fleet of Feet: You can walk across a precarious surface more quickly than normal. You can move at your full speed without taking a -5 penalty on your Balance check.

Graceful Drop: If you intentionally jump from a height, you take less damage than you would if you fell. If you succeed on a Jump check when jumping down (PH 77), you take falling damage as if you had dropped 20 fewer feet than you actually did.

Master of the Roof: You know how to use the slopes to your advantage. You gain a +1 dodge bonus to AC against any opponent who is at a different elevation from you.

SCULPT SPELL [METAMAGIC]

You can alter the area of your spells.

Prerequisite: Any metamagic feat.

Benefit: You can modify an area spell by changing the area's shape to either a cylinder (10-foot radius, 30 feet high), a 40-foot cone, four 10-foot cubes, a ball (20-foot-radius spread), or a 120-foot line. A sculpted spell works normally in all respects except for its shape. For example, a *lightning bolt* whose area is changed to a ball deals the same amount of damage, but affects a 20-foot-radius spread.

A sculpted spell uses a spell slot one level higher than the spell's actual level.

SPECIAL DISPENSATION

You have been given leave to carry even banned armor, weapons, and equipment in a given area.

Prerequisite: Favored.

Benefit: Due in part to your standing within your organization, you have received special dispensation from the authorities to wear or carry whatever equipment you deem necessary, regardless of local armor and weapons laws. This feat is often represented in the game, either by an object of some kind—typically an official government seal—or even a mark, such as a tattoo.

Special: This feat can be taken multiple times. Each time you take the feat, its effects apply to a new culture, geographic region, kingdom, or nation (whichever is appropriate).

STRONG STOMACH

You have greater resilience to illness and foul odors than most people.

Prerequisites: Con 13, Endurance.

Benefit: You reduce the effects of sickening and nausea by one step. You cannot become nauseated. If you are exposed to an effect or condition that would normally make you nauseated, you become sickened instead. If an effect or condition would normally sicken you, that effect is negated.

SWIFT TUMBLER

You can flip, twist, and roll with great speed. You might have learned this ability by traversing the city's rooftops and alleys, or simply by moving through the throng day after day.

Prerequisite: Tumble 7 ranks.

Benefit: When tumbling, you move at a speed equal to half your base speed +10 feet.

Normal: Without this feat, characters move at half speed when tumbling.

URBAN TRACKING

You can track down the location of missing person or wanted individuals within communities.

Benefit: To find an individual's trail, or to follow a trail for 1 hour, requires a Gather Information check.

You must make another Gather Information check every hour you search, as well as each time the trail becomes more difficult to follow, such as when it takes you to a different part of town. The DC of the check, and the number of checks required to track down your quarry, depends on the community size and the prevailing conditions. If you fail a check, you can retry after 1 hour of questioning; the DM should roll the number of checks required secretly, so that the player doesn't know exactly how much time the task will require. You can cut the time between Gather Information checks in half (from 1 hour to 30 minutes), but you take a –5 penalty on the check. Obviously, this feat will not allow you to locate someone who has gone beyond the boundaries of the community, but it could inform you that they've done so.

Community Size* DC Checks Required

Thorp, hamlet, or village 5 1d3
 Small town or large town 10 1d4+1
 Small city or large city 15 1d6+1
 Metropolis 20 1d8+2
 * See *DMG* 137.

Conditions DC Modifier

Every three creatures in group being sought -2
 Every 24 hours group has been missing/sought +1
 Tracked group "lies low" +2
 Tracked group matches community's primary +2 racial demographic*
 Tracked group does not match community's -2 primary racial demographic*
 * See *DMG* 139.

Normal: Characters without this feat can use Gather Information to find out about specific individuals, but each check takes 1d4+1 hours and doesn't allow for effective trailing.

Special: A character with 5 ranks in Knowledge (local) gains a +2 bonus on the Gather Information check to use this feat.

Background NPC Classes

Aristocrat

Background

These are the ruling and wealthy class of Humans in the Empire. Aristocrats can be nobility, a patron, a politician, merchant, landholder, scholar, or any combination of thereof. Those starting with any of their Background Levels in Aristocrat will be of established family. Those that take Aristocrat at 4th level or higher must have secured a T'Catha Patron first.

Patronage & Losing Patronage

All Aristocrats must have a T'Catha Patron to support them. If an Aristocrat loses their Patron they must find a new Patron within 30 days or lose the ability to advance in Aristocrat levels until new Patronage is secured.

Multi-Classing

The Aristocrat may multi-class to any NPC class. However, in order to continue to advance in Aristocrat levels the Aristocrat levels can never be more than two character levels apart. Example: A character takes has Aristocrat at 3rd level, they may multi-class in any other NPC level that allows it for 4th and 5th level but at 6th must take a level in Aristocrat in order to continue advancing.

Social Status

The more a character advances as an Aristocrat the more power and status they gain due to their high levels. This could mean titles, lands, clients, political status or even wealth.

Hit Die: d8

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Citizen, Profession (Aristocrat) 5 Ranks
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	Bonus Feat
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Bonus Feat
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	

13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Bonus Feat
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+6	+6	+6	+12	Bonus Feat

Class Skills

The aristocrat's class skills (and the key ability for each skill) are Appraise (Int), Bluff (Cha), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spot (Wis), Swim (Str), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier + 1) x 4

Skill Points at Each Additional Level: 4 + Int modifier + 1

Class Features

The following is a class feature of the aristocrat NPC class.

Weapon and Armor Proficiency: The aristocrat is proficient in the use of all simple and martial weapons and with all types of armor and shields.

Starting Gear

See GM

Bonus Feats

Alertness, Deceitful, Diligent, Heroic Destiny, Inside Connection, Investigator, Iron Will, Leadership, Master Manipulator, Negotiator, Persuasive, Resourceful Buyer, Skill Focus, Smatterings, Steadfast Determination

Commoner

Background

These are the everyday people in the land. They are the farmers, the shop workers, street sweepers, livery hands, etc. Commoners generally work for someone else, either for the municipality or private sector. Commoners can be clients to a Patron but they cannot be Patrons themselves. Commoners may not take the Citizen Feat.

Patronage & Losing Patronage

A Commoner may have a Patron, either Human or T'Catha. Generally the Patron provides lands and/or a business to the Commoner to run on their behalf. Losing Patronage means the chance of losing their livelihood. However, a Commoner does not have to have a Patron.

Multi-Classing

The Commoner may multi-class in any NPC level that allows it.

Social Status

The more a character advances as an Commoner the only thing that really happens is the are more well known for how well they do their job. This would allow the demanding of more pay.

Hit Die: d4

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+0	Good Save, Craft 5 Ranks
2	+1	+0	+0	+0	Bonus Feat
3	+2	+1	+1	+1	
4	+3	+1	+1	+1	Bonus Feat
5	+3	+1	+1	+1	

6	+4	+2	+2	+2	Bonus Feat
7	+5	+2	+2	+2	
8	+6/+1	+2	+2	+2	Bonus Feat
9	+6/+1	+3	+3	+3	
10	+7/+2	+3	+3	+3	Bonus Feat
11	+8/+3	+3	+3	+3	
12	+9/+4	+4	+4	+4	Bonus Feat
13	+9/+4	+4	+4	+4	
14	+10/+5	+4	+4	+4	Bonus Feat
15	+11/+6/+1	+5	+5	+5	
16	+12/+7/+2	+5	+5	+5	Bonus Feat
17	+12/+7/+2	+5	+5	+5	
18	+13/+8/+3	+6	+6	+6	Bonus Feat
19	+14/+9/+4	+6	+6	+6	
20	+15/+10/+6	+6	+6	+6	Bonus Feat

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Craft(Int), Handle Animal (Cha), Jump (Str), Listen (Wis), Profession (Wis), Ride (Dex), Spot (Wis), Swim (Str), and Use Rope(Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier + 1) x 4

Skill Points at Each Additional Level: 2 + Int modifier + 1

Class Features

The following is a class feature of the commoner NPC class.

Weapon and Armor Proficiency: The commoner is proficient with one simple weapon. He is not proficient with any other weapons or armor.

Starting Gear

See GM

Good Saves

At 1st level the Commoner may alter one of their Saves into a Good Save. This will give a +2 starting bonus to that save and it would follow the Good Save progression in PHB.

Bonus Feats

Alertness, Animal Affinity, Athletic, Daredevil Athlete, Deft Hands, Diehard, Diligent, Favored, Great Fortitude, Heroic Destiny, Iron Will, Leap of the Heavens, Lightning Reflexes, Lucky Break, Lucky Catch, Lucky Start, Negotiator, Persuasive, Resourceful Buyer, Self-Sufficient, Skill Focus, Sly Fortune, Smatterings, Steadfast Determination, Stealthy, Toughness, Track, Unbelievable Luck

Expert

Background

These are the craftsmen and professionals of the land. They specialize in a certain area and excel in it beyond that of those in their field. Experts can work for the municipality or the private sector. Experts generally are in positions of authority over other works who work with them. Experts may take the Citizen feat.

Patronage & Losing Patronage

An Expert may have a Patron, either Human or T'Catha. Generally the Patron provides lands and/or a business to the Expert to run on their behalf. Losing Patronage means the chance of losing their livelihood. However, an Expert does not have to have a Patron unless the Citizen feat is taken.

Multi-Classing

The Expert may multi-class in any NPC level that allows it.

Social Status

The more a character advances as an Expert the more status they gain due to their high levels. This allows for the Expert to pick and choose his employment and demand more pay.

Hit Die: d6

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Expertise
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	Expertise
5	+3	+1	+1	+4	Bonus Feat
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	Expertise
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	Bonus Feat
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	Expertise
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	Bonus Feat
16	+12/+7/+2	+5	+5	+10	Expertise
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+6	+6	+6	+12	Bonus Feat, Expertise

Class Skills

An Expert may choose ten skills to be class skills. See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (6 + Int modifier + 1) x 4

Skill Points at Each Additional Level: 6 + Int modifier + 1

Class Features

The following is a class feature of the expert NPC class.

Weapon and Armor Proficiency: The expert is proficient in the use of all simple and martial weapons and with light armor but no shields.

Starting Gear

See GM

Expertise

Select an area of Expertise (medicine, cooking, weaponsmith, etc) gain Craft, Profession, Knowledge at +2 ranks in each. You may select a new area of Expertise when allowed or you may add +2 to an existing Expertise.

Bonus Feats

Alertness, Animal Affinity, Athletic, Daredevil Athlete, Deceitful, Deft Hands, Diligent, Heroic Destiny, Inside Connection, Investigator, Iron Will, Leadership, Leap of the Heavens, Lightning Reflexes, Lucky Break, Lucky Catch, Lucky Start, Master Manipulator, Negotiator, Nimble Fingers, Persuasive, Resourceful Buyer, Self-Sufficient, Skill Focus, Sly Fortune, Smatterings, Steadfast Determination, Stealthy, Unbelievable Luck

Priest

Background

These are the leaders and members of the Church of the Empire. The devote followers of The Mother and The Father. Every town and city has a Temple and Priests. There are two types of Priests, Acolytes and True Priest. Almost 85% of the Church of the Empire consists of T’Catha True Priests. Humans with the Citizen feat may become Acolytes. Humans that have levels in Aristocrat may become True Priests or stay as Acolytes.

Patronage & Losing Patronage

A Human Priest must have a T’Catha True Priest as their Patron. Once a character becomes part of the Church all other Patrons are forsaken. If a Priest loses his Patron he has 30 days to have another T’Catha True Priest offer patronage or be removed from the Church.

Multi-Classing

No character can take Priest at 1st level. Characters must have at least one Background Level that allows the Citizen feat and have the Citizen feat. Therefore Aristocrats, Experts and Warriors may become a Priest at 2nd level or higher as long as they have the Citizen feat. Once you become a Priest you may not multi-class back. If a Priest gains a new NPC class or raises an existing NPC class (such as go from 1st to 2nd level in Expert) they may no longer advance in Priest levels but retain all Priest abilities.

Social Status

Priests of the Church are revered, respected and in some cases feared. All Priest are treated as well as nobility in hopes that the treatment will earn better favor for those serving the Priest.

Hit Die: d6

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+0	+0	+0	+2	Acolyte or True Priest
2	+1	+0	+0	+3	
3	+2	+1	+1	+3	
4	+3	+1	+1	+4	
5	+3	+1	+1	+4	
6	+4	+2	+2	+5	
7	+5	+2	+2	+5	
8	+6/+1	+2	+2	+6	
9	+6/+1	+3	+3	+6	
10	+7/+2	+3	+3	+7	
11	+8/+3	+3	+3	+7	
12	+9/+4	+4	+4	+8	
13	+9/+4	+4	+4	+8	
14	+10/+5	+4	+4	+9	
15	+11/+6/+1	+5	+5	+9	
16	+12/+7/+2	+5	+5	+10	
17	+12/+7/+2	+5	+5	+10	
18	+13/+8/+3	+6	+6	+11	
19	+14/+9/+4	+6	+6	+11	
20	+15/+10/+6	+6	+6	+12	

Class Skills

The priest’s class skills (and the key ability for each skill) are Concentration (Con) Diplomacy (Cha), Gather Information (Cha), Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (all skills taken individually) (Int), Listen (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis), Speak Language, Spellcraft (Int), Spot (Wis). See Chapter 4: Skills in the *Player’s Handbook* for skill descriptions.

Skill Points at 1st Level: (4 + Int modifier + 1) x 4

Skill Points at Each Additional Level: 4 + Int modifier + 1

Class Features

The following is a class feature of the priest NPC class.

Weapon and Armor Proficiency: The priest is proficient in the use of all simple and martial weapons and with light armor but no shields.

Starting Gear

See GM

Acolyte or True Priest

Any Human Citizen may become an Acolyte. Acolytes have no special power and serve in the everyday duties of the Church. They are generally those that take care of the sick and perform doctor duties around the town, village or city.

Aristocrats that join the Church maybe become True Priest and learn the divine ways of The Mother and The Father. True Priests are granted the use of divine spells. There is only one rule in regards to the use of the Divine Gift; non-citizens may not receive the benefits of the Divine Gift. It is the strictest and harshest rule of the Church.

True Priest Spells

0 Level: *All Orisons and Cantrips*

1st Level: *Comprehend Languages, Cure Light Wounds, Detect Weaponry, Peacebond, Healthful Rest, Bless, Bane, Ironguts, Vigor - Lesser, Omen of Peril, Blessed Aim, Impede, Faith Healing, Invest Light Protection, Guiding Light, Delay Disease, Conviction, Scholar's Touch, Incite, Sign, Resurgence*

2nd Level: *Benediction, Black Karma Curse, Insight of Good Fortune, Mark of Judgment, Divine Presence, Master Cavalier, Close Wounds, Curse of Ill Fortune, Deific Vengeance, Aid, Bear's Endurance, Bull's Strength, Cure Moderate Wounds, Darkness, Delay Poison, Make Whole, Zone of Truth, Shatter, Hold Person, Owl's Wisdom, Eagle's Splendor, Remove Paralysis, Quick March, Sound Burst, Status, Stabilize, Wave of Grief, Aura Against Flame, Hand of Divinity, Light of Mercuria, Insignia of Alarm, Divine Protection, Telepathic Bond, Lesser, Wrack*

3rd Level: *Bestow Curse, Cure Serious Wounds, Continual Flame, Create Food and Water, Daylight, Magic Vestment, Prayer, Remove Blindness/Deafness, Remove Curse, Remove Disease, Searing Light, Stone Shape, Aid (Mass), Cloak of Bravery, Conviction, Mass, Tremor, Unholy Storm, Vigor, Vigor – Greater (Mass), Blade of Pain and Fear, Awaken Sin, Energy Vortex, Fell the Greatest Foe, Flame of Faith, Knight's Move, Light of Venya, Ring of Blades, Shield of Warding, Weapon of Energy, Weapon of Impact, Weapon of the Deity, Visage of the Deity, Lesser, Resist Energy, Mass, Delay Death, Insignia of Blessing, Insignia of Healing, Insignia of Warding, Close Wounds (Swift), Curse of Petty Failing*

Level	---- Spells per Day ----			
	0	1 st	2 nd	3 rd
1st	4	2	---	---
2nd	5	3	---	---
3rd	5	4	---	---
4th	6	5	2	---
5th	6	5	3	---
6th	6	6	4	2
7th	6	6	5	3
8th	6	6	5	4
9th	6	6	6	5
10th	6	6	6	5

Warrior

Background

These are the legionnaires of the Imperial Army, town guard, professional soldiers and the retired of those forces. In order to become a Warrior one must first join the Army in some form. They may either join the Imperial Army or be part of the local forces of the ruling lord.

Patronage & Losing Patronage

A Warrior has a Patron in some way since they are loyal to the lord they are fighting for. If they are a member of the Imperial Army then they are to be considered to be loyal to the Emperor and the Imperial Senate. If they are a member of the State's Army then they are to be considered to be loyal to the High Lord and Council of the State. If they are members of the Regional Army then they are to be considered to be loyal to the Low Lord and Low Council of the Region. If they are members of the County Guard then they are considered to be loyal to the Count of the County. However, it is possible for a Warrior to have a Patron outside of the military and thus owe loyalty to them.

Multi-Classing

The Warrior may multi-class to any NPC class. However, in order to continue to advance in Warrior levels the Warrior levels can never be more than two character levels apart. Example: A character takes has Warrior at 3rd level, they may multi-class in any other NPC level that allows it for 4th and 5th level but at 6th must take a level in Warrior in order to continue advancing.

Social Status

The more a character advances as a Warrior the more status and military rank they gain due to their high levels. This allows for the Warrior to advance in rank in the Military and earn commands and thus more pay.

Hit Die: d8

NPC Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1	+1	+0	+0	+2	Weapon Focus (L. Sword)
2	+2	+0	+0	+3	Weapon Focus (Spear)
3	+3	+1	+1	+3	
4	+4	+1	+1	+4	Shield and Weapon Style
5	+5	+1	+1	+4	
6	+6/+1	+2	+2	+5	Shieldmate
7	+7/+2	+2	+2	+5	
8	+8/+3	+2	+2	+6	Shield Charge
9	+9/+4	+3	+3	+6	
10	+10/+5	+3	+3	+7	Improved Shield and Weapon Style
11	+11/+6/+1	+3	+3	+7	
12	+12/+7/+2	+4	+4	+8	
13	+13/+8/+3	+4	+4	+8	Phalanx Fighting
14	+14/+9/+4	+4	+4	+9	
15	+15/+10/+5	+5	+5	+9	Improved Shieldmate
16	+16/+11/+6/+1	+5	+5	+10	
17	+17/+12/+7/+2	+5	+5	+10	
18	+18/+13/+8/+3	+6	+6	+11	Shield Ward
19	+19/+14/+9/+4	+6	+6	+11	
20	+20/+15/+10/+5	+6	+6	+12	

Class Skills

The commoner's class skills (and the key ability for each skill) are Climb (Str), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession (Soldier) (Wis), Ride (Dex), Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at 1st Level: (2 + Int modifier + 1) x 4

Skill Points at Each Additional Level: 2 + Int modifier + 1

Class Features

The following is a class feature of the warrior NPC class.

Weapon and Armor Proficiency: The warrior is proficient in the use of all simple and martial weapons and all armor and shields.

Starting Gear

Warriors are issued the following upon joining the Army or Guard; Long Sword, Spear, Heavy Shield, Leather Armor, Clothes and Boots. See GM

Shield and Weapon Style

The Warrior is exceptionally good at fighting with a shield and a single handed weapon. At 4th level the Warrior is considered to have the Improved Shield Bash and Two-Weapon Fighting feats in regards to fighting with a shield and a single handed weapon.

At 10th level the Warrior is considered to have Shield Specialization and Improved Two-Weapon Fighting in regards to fighting with a shield and a single handed weapon. The Warrior must be proficient in both the shield and weapon they are using to gain this benefit.