

Requires the use of the Dungeons & Dragons® Player's Handbook,
Third Edition, published by Wizards of the Coast®.

Everyone Else



A book of common and uncommon Non-Player Characters prepared for use in any fantasy d20 role-playing game. From peasant farmers to bartenders to the the prince's seneschal.

Librum Ceteri

by Richard Ruthman and Michael S. Thibault



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Introduction

Care & Feeding of your NPC

Everyone Else is a book of standard NPCs for use in any fantasy d20 role playing game. While the Core Rules include standard stats for characters of all levels using the standard classes, typical members of the NPC classes were not detailed in such a manner.

Instead of providing a set of tables listing typical members of the basic NPC classes at levels 1 through 10, this book presents NPCs suited to their job or career. Although both a Bartender and an Engineer are Experts, they do not share the same skills. Each has been given their own section, with sample stat blocks for a typical member of the profession at levels one, three, five and seven (some have different level schemes, however). We have assumed that anyone who has managed to rise above level seven in an NPC class will have an interesting enough story that they will be individually detailed by the game master.

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This book is designed in electronic format to make it easy to cut and paste the stat block(s) you need from the book into your game notes when designing an encounter, or to be opened as needed at the game table when the players are off course or have decided to turn a village from a quick ration refill into a source of (mis)adventure.

All the statblocks in this book assume a human character as the basis for the NPC. To change the race of a sample NPC, refer to Chapter 2 of Core Rulebook II (NPC Adjustments by Race or Kind).

Special thanks to the Setchel WoodCut Collection for access to the classic 14th through 18th Century woodcuts that were used in this book, as well as Symbols, Signs & Signets by Ernst Lehner (Published by Dover Books).

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In the Shadows

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D Bartender

O Bartenders are, by-and-large, merchants. Unlike most other merchants their clientele is almost always, or at least soon to be, inebriated. Also, more emphasis is placed on pure social interaction than on selling the product (it sells itself). In taverns where fights often break out, a bouncer is employed to keep the peace but the bartender will be tougher or more intimidating than his colleagues in more genteel neighborhoods. As with most businesses the operator is usually the owner of the establishment.

Rules to remember: Intimidate is rolled against a DC10+opponent's level, so high-level bartenders are difficult to scare. If you want to lean on them you will have to actually get into the "rough stuff". Diplomacy or Bluff are also appropriate skill checks for extracting sensitive or secret information that a bartender might have overheard.

You might want to give a circumstance bonus (+2) to Diplomacy or Bluff, but not Intimidate, for a reasonable bribe. On a badly missed check the bartender might provide false information in order to pocket the cash. A Sense Motive check (Hunch DC20) by the PCs would give

an indication of the falsehood.

Barmaid/Waiter: Male Human COM1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Bartender) +4, Sense Motive +3, Spot +2; Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Common Bartender: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate+1, Perform+1, Profession (Bartender) +6, Sense Motive +4, Spot+2; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will.

Common Bartender: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.



Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate +1, Perform +2, Profession (Bartender) +8, Sense Motive +4, Spot +2; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will.

Common Bartender: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Forgery +1, Gather Information +1, Intimidate +1, Perform +2, Profession (Bartender) +10, Sense Motive +4, Spot +2; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will, Improved Initiative.

Customization: For tougher neighborhoods switch ranks for Bluff and Diplomacy, and switch Intimidate and Perform. Replace Skill Focus (Diplomacy) with Toughness, and Iron Will with Improved Unarmed Strike or Weapon Focus (Club). If there are many magic users who frequent the tavern, leave Iron Will as is.

For mercantile neighborhoods, or areas of town where civil servants or adventurers frequent the tavern, subtract 1 or 2 ranks from Perform and add to Gather Information at levels 5 and 10.



Bouncer

Bouncers are a varied and sundry lot. For some it is a short-term job to make a bit of cash in the off-season at the farm, or a stepping stone to a job as a bartender. For others it is a proud profession. In larger cities there are clubs and guilds where bouncers congregate and share stories and tips from their workaday experience. In general, the tougher the clientele, the more professional a bouncer will be. Fighter or Barbarian bouncers are extremely rare; they can make much more money elsewhere, but they are usually hired as extra help during peak trouble times (Bacchanalia festivals, or gang-leader conventions).

Rules to Remember: Sense motive is checked against DC20 to have a hunch that trouble is brewing.

Bouncer: Male Human COM1; CR 1/2; Medium-size humanoid; HD 1d4+1; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +0, Will +0; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Jump +2, Listen +2, Perform -1, Sense Motive +2, Spot +2, Swim +2; Alertness, Improved Unarmed Strike.

Bouncer: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4+3; hp 12; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +1, Jump +2, Listen +2, Perform -1, Sense Motive +3, Spot +2, Swim +2; Alertness, Improved Unarmed Strike, Weapon Focus (club).

Bouncer: Male Human COM4/WAR1; CR 4; Medium-size humanoid; HD 4d4+4, 1d8+1; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d6/X3, club); AL N; Fort +4, Ref +1, Will +1; Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +1, Jump +2, Listen +2, Perform -1, Sense Motive +4, Spot +3, Swim +2; Alertness, Improved Unarmed Strike, Weapon Focus (club).

Bouncer: Male Human COM4/WAR3; CR 6; Medium-size humanoid; HD 4d4+4, 3d8+3; hp 33; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +8 (1d6/X3, club); AL N; Fort +5, Ref +2, Will +2; Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy +1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +3, Jump +2, Listen +2, Perform -1, Sense Motive +5, Spot +3, Swim +2; Alertness, Improved Unarmed Strike, Weapon Focus (club), Improved Initiative.

Customization: Bouncers in extremely tough areas, or in a gang clubhouse, are probably mercenaries who are Warriors through and through. In less extreme circumstances a few more levels of warrior might be appropriate. Bouncers generally aren't hired in high class establishments, where the bartender can talk down most confrontations, but some ale halls keep a stout bus-boy on staff just in case. These should be strong commoners, without warrior levels.

Courtesan

Courtesans are practitioners of the oldest profession. They ply their trade in cities and large towns, selling favours for gold and goods. Generally, in small towns, there will be few, if any, courtesans - a tightly-knit community tries



to avoid the degradation of their own in this way. The obvious exception would be a small town with a large seasonal influx of single men - during a grand festival, after the winter pack-ice breaks up and the ships come into harbour, or when the silk merchants make their annual pilgrimage over the mountains. In these exceptional cases the courtesans will probably have come from elsewhere as well, and because they are treated rather poorly by the community they tend to only frequent the docks, festival grounds, taverns and temporary markets where other outsiders are in the majority.

A high-class or courtly courtesan, by way of contrast, will usually be maintained by a single patron or exclusive group of patrons, either through a monthly stipend or by a combination of gifts and cash. These women live lavishly and enjoy all of the perks of upper-class life, except for those that a sterling reputation provides. In some cultures courtesans have official, political or religious functions in the rich or noble classes. In these cultures they are never as esteemed as a legal spouse, but they are tolerated and accepted as long as they are discrete and do not try to usurp the role or status of the legal spouse. In fact, they might even live within a noble palace or villa or be ensconced in a noble estate in the fashionable countryside.

A third role that courtesans might play is that of a fawning attendant. Their occupations are usually more sensual than sexual: massage, dancing, flirting, or even just being a pretty chess partner to the wealthy and powerful. Attendants might be a part of a larger retinue, or on occasion paid staff at exclusive clubs, where their job is to make the members feel special.

Male versions of the courtesan are certainly available in most large cities. The range of roles and status of the male courtesan is as broad as their female counterparts: low-level street hustlers provide furtive encounters for ready cash; a gigolo is more stylish and less obviously for hire; and then there is the "kept man", secreted away in a well-appointed villa across town, always at the ready to provide entertainment, diversion, conversation or other services for his patron. Male courtesans are usually less harassed by the constabulary and general society many upstanding citizens refuse to even acknowledge they exist, and this sort of anonymity provides a type of freedom. Moreso in the upper ranks, where marriages of convenience often favour the dotard old husbands over the vibrant younger women, few begrudge the young lady her pleasure, as long as she is discrete and respectful of her position.

Rules to Remember: Profession (Courtesan)? Don't ask, we aren't even going to open that can of worms. You will probably want to use Sense Motive checks if the "client" is actually an undercover member of the constabulary, or if the "client" is just looking for information. Courtesans are very chatty until they think that the money has left the table.



Courtesan: Female Human COM1; CR 0.5;

Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +1, Diplomacy +3, Perform +1, Profession (Courtesan) +6, Sense Motive +1; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy).

Courtesan: Female Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +1, Diplomacy +4, Perform +1, Profession (Courtesan) +8, Sense Motive +4; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Courtesan: Female Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +1, Diplomacy +5, Disguise +1, Gather Information +2, Intimidate +1, Perform +2, Profession (Courtesan) +10, Sense Motive +5; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Courtesan: Female Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +1, Diplomacy +6, Disguise +1, Gather Information +5, Intimidate +1, Perform +2, Profession (Courtesan) +12, Sense Motive +5; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy), Skill Focus (Sense Motive), Skill Focus (Gather Information).

Customization: If you are constructing a courtesan who is in cahoots with other ruffians, acting as bait for their predations on unsuspecting pocket books, move the ranks from Diplomacy to Bluff. For a solo courtesan who actually provides the services promised, but who lifts extra payment from the client's pouch, drop a few ranks of Profession (Courtesan) and add them to Pick Pocket. You might also want to exchange Skill Focus (Diplomacy) for Skill Focus (Pick Pocket).



A very high-class courtesan, either male or female, could use levels of aristocrat to broaden the skill base to make sure that the professional doesn't seem out of place at a state dinner, or courtly ball, and will have more scintillating and elegant conversation in the carriage on the way back to the love-nest, away from prying eyes.

Fence

In most large cities there are those who have a knack for buying and selling but for one reason or another are not moved to find employment in legitimate business. For some, they cannot abide the regular and sober hours of a store; others are convinced that they might get lucky and make that one big score that will allow them to retire. Still others find themselves in the profession by accident, being too cowardly to steal yet having the connections and knowledge to make theft profitable. In short, they specialize in buying and selling stolen goods.

A low-level fence is little more than a street hustler, selling cheap stolen jewelry on street corners and in back alleys. An experienced fence, however, has a network of contacts that allows him to sell items quickly and quietly, and the knowledge to tell quality goods from dreck. His customers almost always get whatever they want or need with no questions asked.

Rules to Remember: Gather Information is the skill which governs finding contacts and the like. Finding a buyer for a particular item should be checked against a DC of 15 to 25 based on the rarity and value of the item. Only use Bluff or Diplomacy when in direct negotiations.

Fence: Male Human COM1; CR 1/2; Medium-size humanoid; HD 1d4+-1; hp 2; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d4/19-20, dagger); AL N; Fort -1, Ref +0, Will +0; Str 10, Dex 10, Con 8, Int 12, Wis 11, Cha 12.

Skills and Feats: Appraise +3, Bluff +5, Concentration -1, Crafts +1, Diplomacy +1, Disguise +1, Forgery +1, Gather Information +1, Intimidate +3, Perform+1, Search +1, Sense Motive +1, Spot +2; Run, Skill Focus (Bluff).

Fence: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4+-3; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d4/19-20, dagger); AL N; Fort +0, Ref +1, Will +1; Str 10, Dex 10, Con 8, Int 12, Wis 11, Cha 12.

Skills and Feats: Appraise +6, Bluff +6, Concentration -1, Crafts +1, Diplomacy +1, Disguise +1, Forgery +1, Gather Information +2, Intimidate +3, Perform +1, Search +1, Sense Motive +2, Spot +2; Run, Skill Focus (Bluff), Skill Focus (Appraise).

Fence: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4+-5; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d4/19-20, dagger); AL N; Fort +0, Ref +1, Will +1; Str 10, Dex 10, Con 8, Int 13, Wis 11, Cha 12.

Skills and Feats: Appraise +7, Bluff +6, Concentration -1, Crafts +1, Diplomacy +2, Disguise +1, Forgery +1, Gather Information

+2, Intimidate +3, Perform +1, Search +2, Sense Motive +2, Spot +3; Run, Skill Focus (Bluff), Skill Focus (Appraise).

Fence: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4+-7; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d4/19-20, dagger); AL N; Fort +1, Ref +2, Will +2; Str 10, Dex 10, Con 8, Int 13, Wis 11, Cha 12.

Skills and Feats: Appraise +8, Bluff +7, Concentration -1, Crafts +1, Diplomacy +3, Disguise +1, Forgery +1, Gather Information +2, Intimidate +3, Perform+1, Search +2, Sense Motive +2, Spot +4; Run, Skill Focus (Bluff), Skill Focus (Appraise), Weapon Focus (dagger).

Customization: For a less professional fence substitute Toughness for Run and Improved Initiative or Skill focus (Intimidate) for Skill focus (Appraise); also shift ranks from Diplomacy and Appraise to Forgery and Intimidate. For a more business-like middleman drop Run and Weapon focus (Dagger) and add Skill focus (Diplomacy) and Skill Focus (Gather Information). In communities where magic is common, Iron Will can be Substituted for Run by any fence.



Gambler

Gamblers are not necessarily members of a profession, more adherents of a vice or a calling. In cities where gambling is legal, gamblers are above ground and legit, even if they aren't respectable and their methods border on cheating. Few gamblers can make a living without running hustles - taking advantage of naive or overconfident amateurs - and accumulating many enemies. The truly professional gambler rarely stays in the same town for more than a few weeks. In cities where gambling is illegal, professional gamblers often take on the role of the "House" in back alley games of chance, fronting the money and dealing the cards. These experienced gamblers assume a few small money-lending responsibilities as well.

Rules to remember: Use an opposed Bluff vs. Sense motive check to establish the winner of card games. Simple games of luck such as dice games should be Profession (Gambling) skill checks rolled against a DC20-25. In either case roll only once for each hour of gambling. Establish the stakes before any dice are rolled and multiply the stakes by half



the difference (rounded down) between the PC's and NPC's rolls (or DC); this applies equally to losses as well as wins. For outright cheating, a Pick Pocket check can be opposed by the other gambler's Spot checks. If successful, the cheater can add up to ¼ of the stakes to the earnings or losses of that hour. This can be attempted as many times as the gambler wishes to risk it. Opponents will be difficult to find if everyone loses badly in the first hour (ill-gotten winnings equal double the original stakes); and those who do sit for another round will be very suspicious and receive a +10 bonus to their Spot checks.

Gambler: Male Human COM1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d4/19-20, dagger); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 11, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +2, Crafts +1, Forgery +1, Listen +2, Profession (Gambler) +4, Search +1, Sense Motive +2, Spot +6; Alertness, Run.

Gambler: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d4/19-20, dagger); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 11, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +3, Crafts +1, Diplomacy +1, Forgery +1, Gather Information +1, Intimidate +1, Listen +2, Profession (Gambler) +4, Search +1, Sense Motive +2, Spot +6; Alertness, Run, Weapon Focus (dagger).

Gambler: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10); Atk +3 (1d4/19-20, dagger); AL N; Fort +1, Ref +2, Will +1; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Balance +1, Bluff +3, Crafts +1, Diplomacy +2, Escape Artist +1, Forgery +1, Gather Information +2, Hide +1, Intimidate +1, Listen +2, Move Silently +1, Pick Pocket +2, Profession (Gambler) +6, Ride +1, Search +1, Sense Motive +2, Spot +6, Use Rope +1; Alertness, Run, Weapon Focus (dagger).

Bookie: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10); Atk +5 (1d4/19-20, dagger); AL N; Fort +2, Ref +3, Will +2; Str 10, Dex 12, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Balance +1, Bluff +4, Crafts +1, Diplomacy +2, Escape Artist +1, Forgery +1, Gather Information +2, Hide +1, Intimidate +2, Listen +2, Move Silently +1, Pick Pocket +3, Profession (Gambler) +8, Ride +1, Search +1, Sense Motive +2, Spot +6, Use Rope +1; Alertness, Run, Weapon Focus (dagger), Weapon Finesse (dagger).

Customization: For a more urbane and less criminal gambler, subtract a few ranks from Intimidate and add them to Sense Motive and Spot. If more of a dealer than a player adding them to Gather Information and Sense Motive. In either case substitute Skill Focus (Bluff) and Skill Focus (Profession(Gambler)) for Weapon Focus and Weapon Finesse.

Smuggler

Smugglers generally start their careers essentially as lackeys who don't ask questions, but know enough not to get caught carrying that bag. As their careers progress, smugglers become more of illicit importers than hirelings, and develop skill for negotiating deals with suppliers and assessing the value of the goods. Sometimes the merchandise is itself illegal, sometimes the smuggler is merely circumventing the high taxes on certain goods, and still other times there is no legal reason to hide the movement of goods but political or social forces require that some transactions be made in secret. For example, a rebel army cannot safely equip itself through the city's blacksmiths and armourers and must smuggle in supplies from outside the region.

Experienced smugglers try not to draw attention to themselves and usually set up legitimate storefront businesses to mask their comings and goings, but even (or perhaps especially) these operatives will wear light armour when out on the road. When making a deal, will only wear armour when sitting down with dangerous or unknown clients.

Smuggler Male Human Com1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 12 (touch 10, flat-footed 12); Atk +0 melee (1d6/x2, Quarterstaff); AL N; SV Fort +0, Ref +0, Will -1; Str 10, Dex 11, Con 10, Int 12, Wis 8, Cha 12.

Skills and Feats: Appraise +1, Bluff +5, Diplomacy +4, Disguise +2, Forgery +2, Gather Information +1, Heal -1, Hide +1, Intimidate +1, Listen -1, Move Silently +1, Perform +1, Ride +2, Search +1, Sense Motive -1, Spot -1; Skill Focus (Bluff), Skill Focus (Diplomacy).

Equipment: Leather Armour

Smuggler Male Human Com5; CR 4; Medium-size humanoid; HD 5d4; hp 14; Init +0; Spd 30; AC 12 (touch 10, flat-footed 12); Atk +2 melee (1d6/x2, Quarterstaff); AL N; SV Fort +1, Ref +1, Will +0; Str 10, Dex 11, Con 10, Int 12, Wis 9, Cha 12.

Skills and Feats: Appraise +2, Bluff +7, Diplomacy +5, Disguise +2, Forgery +2, Gather Information +2, Heal -1, Hide +2, Intimidate +1, Listen -1, Move Silently +1, Perform +1, Ride +3, Search +1, Sense Motive +0, Spot +0; Skill Focus (Bluff), Skill Focus (Diplomacy), Run.

Equipment: Masterwork Leather Armour

Smuggler Male Human Com10; CR 9; Medium-size humanoid; HD 10d4; hp 26; Init +4; Spd 30; AC 12 (touch 10, flat-footed 12); Atk +5 melee (1d6/x2, Quarterstaff); AL N; SV Fort +3, Ref +3, Will +3; Str 10, Dex 11, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +6, Bluff +8, Diplomacy +8, Disguise +2, Forgery +2, Gather Information +3, Heal +0, Hide +3, Intimidate +3, Listen +0, Move Silently +2, Perform +1, Ride +5, Search +1, Sense Motive +2, Spot +2; Skill Focus (Bluff), Skill Focus (Diplomacy), Run, Skill Focus (Appraise), Improved Initiative.

Equipment: Masterwork Leather Armour



Customization: In most lands the laws aren't sophisticated or abstract enough to allow for loopholes, but if they do then a high-level smuggler will devote a few ranks to Knowledge (taxes) so he can cover his behind better if he's caught.

A higher level smuggler who doesn't have an entrepreneurial spirit, or who just thinks small, will have fewer ranks in Diplomacy and more ranks in Intuit Direction and Wilderness Lore.

Tavern Boor

In any non-exclusive hotel, pub or tavern, there will likely be a small cadre of regulars, some of whom are sure to have little social life (or perhaps even professional life) outside the watering hole. A tavern boor usually attempts to hide his insecurity behind bravado. Some are physical bullies, but most are just blowhards who try to pass themselves off as smarter and more experienced than they actually are. They will talk at length about subjects they know little about, and what they do know is of a trivial nature. If someone calls their bluff, they will often become defensive and demand respect based on some small (but significant) achievement from their youth.

Tavern Boor: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Gather Information +3; Skill Focus (Bluff), Skill Focus (Gather Information).

Tavern Boor: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +5, Diplomacy +2, Gather Information +4, Knowledge (Choice 1) +1; Skill Focus (Bluff), Skill Focus (Gather Information), Skill Focus (Diplomacy).

Tavern Boor: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Bluff +5, Diplomacy +2, Gather Information +5, Knowledge (Choice 1) +1, Knowledge (Choice 2) +1, Knowledge (Choice 3) +1; Skill Focus (Bluff), Skill Focus (Gather Information), Skill Focus (Diplomacy).

Tavern Boor: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Bluff +6, Diplomacy +2, Gather Information +6, Knowledge (Choice 1) +3, Knowledge (Choice 2) +1, Knowledge (Choice 3) +1; Skill Focus (Bluff), Skill Focus (Gather Information), Skill Focus (Diplomacy), Skill Focus (Knowledge(Choice 1)).

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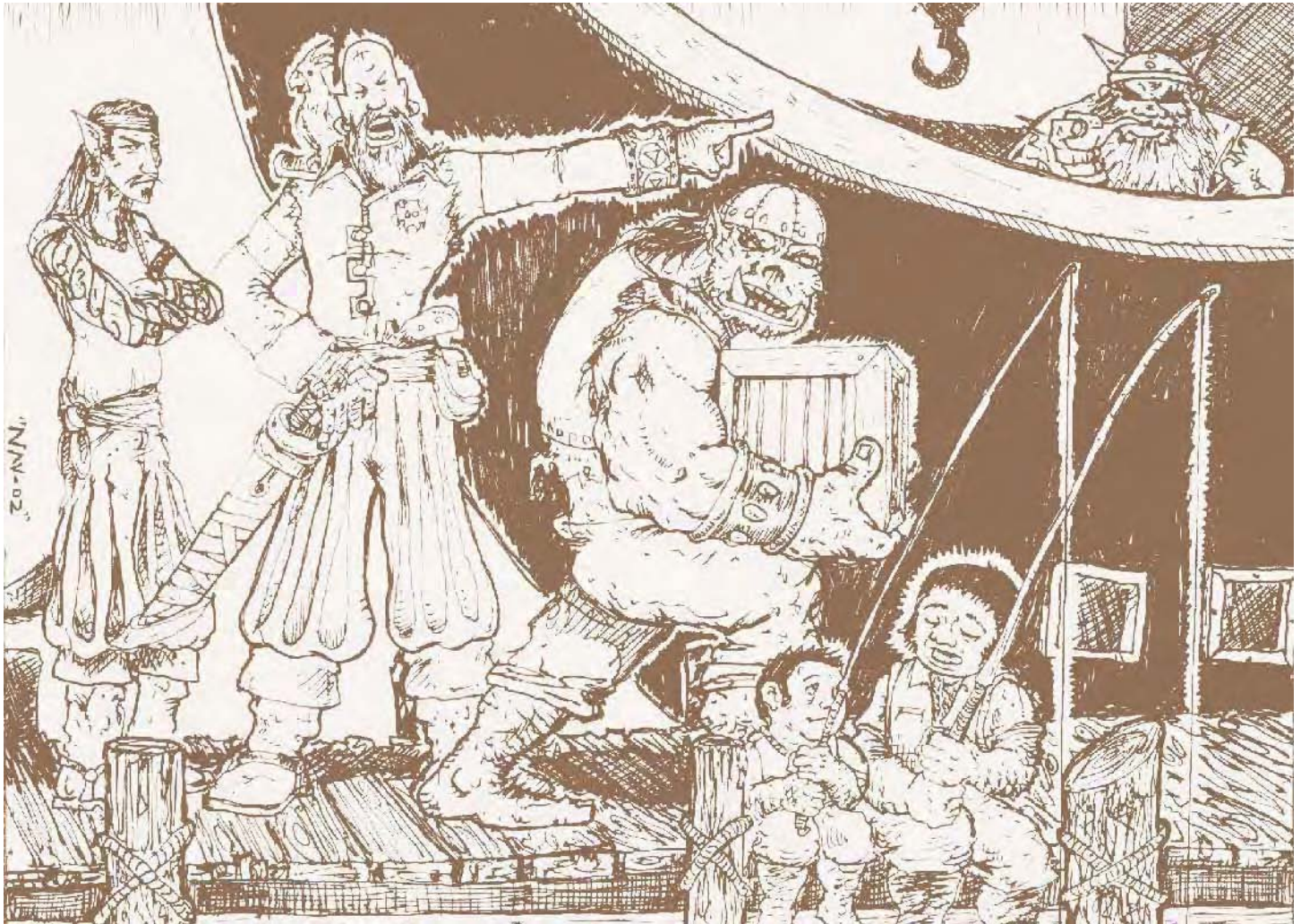
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On the Docks

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S Dock Worker

A dock worker is a strong arm and a strong back, and if he's lucky he doesn't have enough brains to realize how much pain he is in. Most docks hire stevedores and loaders by the day from a pool of workers who show up each morning. In lean times the workers might resort to nasty tricks if they feel that one worker is getting picked for the softer jobs too often. The unwritten rule is that you should be catching boxes down in the hold about as often as you are throwing boxes down from the deck. Some unscrupulous crew chiefs will take kickbacks in exchange for easier work, or just to ensure being picked out of the pack in the first place.

Crew chiefs are experienced dock workers. They still do some heavy lifting themselves, but mostly keep an eye on the younger workers and ensure speed and respect for the cargo.



Rules to remember: A character can lift up to

double the maximum load off the ground, but he or she can only stagger around with it. While overloaded in this way, the character loses any Dexterity bonus to AC and can only move 5 feet per round (as a full-round action).

Dock Worker: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Jump +1, Listen +4, Profession (Dock Hand) +4, Spot +4, Swim +1, Use Rope +2; Alertness, Endurance.

Dock Worker: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Jump +1, Listen +6, Profession (Dock Hand) +6, Spot +4, Swim +1, Use Rope +2; Alertness, Endurance, Toughness.

Crew Chief: Male Human COM5; CR 4; Medium-size humanoid;

HD 5d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 13, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +1, Jump +1, Listen +6, Profession (Dock Hand) +8, Spot +6, Swim +1, Use Rope +2; Alertness, Endurance, Toughness.

Crew Chief: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 13, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +5, Intimidate +4, Jump +1, Listen +6, Profession (Dock Hand) +10, Spot +8, Swim +1, Use Rope +2; Alertness, Endurance, Skill Focus (Intimidate), Toughness.

Fisher

Anyone who makes their living off the creatures of the waters is a fisher. Most fishers who sell their catch for cash work in the salt oceans where fish such as cod and halibut congregate in large schools, ready for the nets. This NPC type could apply equally to those who trap lobster and crab or even, with minor modifications salmon fishers who ply their trade inland. Typically, a commoner who supplements his families' diet of bread and cheese with the occasional fish he's caught in the pond would not be considered a fisher, although you might want to use the fisher type and move it closer to a farmer type, rather than the other way around, if the commoner lives on the banks of a large river or lake.

Fishers: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (Fisher) +6, Profession (Boater) +6, Swim +2, Use Rope +2; Skill Focus (Profession(Fisher)), Skill Focus (Profession(Boater)).

Fishers: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (Fisher) +8, Profession (Boater) +8, Swim +3, Use Rope +3; Endurance, Skill Focus (Profession(Fisher)), Skill Focus (Profession(Boater)).

Fishers: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (Fisher) +10, Profession (Boater) +10, Swim +6, Use Rope +4; Endurance, Skill Focus (Profession(Fisher)), Skill Focus (Profession(Boater)), Skill Focus (Swim).

Fishers: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 11, Dex 10,

Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Profession (Fisher) +12, Profession (Boater) +12, Swim +7, Use Rope +5; Endurance, Skill Focus (Profession(Fisher)), Skill Focus (Profession(Boater)), Skill Focus (Swim).

Marine

Marines are any sort of seagoing soldier. They are not highly trained, but they are ruthless and generally follow orders, and what little training and skill they do have is applied to skills that will help fight on a ship's deck.

Common pirates and privateers are likely to be marines, as are the warriors who hunt them down.

Marine: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +1, Climb +3, Intimidate +2, Jump +5, Swim +3; Toughness, Weapon Focus (Longsword) .

Marine: Male Human WAR3; CR 2; Medium-size humanoid; HD 3d8; hp 17; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d8/19-20X2, longsword); AL N; Fort +3, Ref +1, Will +1; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +2, Climb +5, Intimidate +3, Jump +6, Swim +3; Toughness, Weapon Focus (Longsword), Improved Initiative.

Marine: Male Human WAR5; CR 4; Medium-size humanoid; HD 5d8+5; hp 31; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +7 (1d8/19-20X2, longsword); AL N; Fort +5, Ref +1, Will +1; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +2, Climb +6, Concentration +1, Intimidate +6, Jump +7, Swim +4; Toughness, Weapon Focus (Longsword), Improved Initiative.

Marine: Male Human WAR7; CR 6; Medium-size humanoid; HD 7d8+7; hp 42; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +9/+4 (1d8/19-20X2, longsword); AL N; Fort +6, Ref +2, Will +2; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +2, Climb +6, Concentration +1, Intimidate +10, Jump +7, Swim +6; Toughness, Weapon Focus (Longsword), Improved Initiative, Leadership.

Mercantile Seaman

Some merchants set up shops to buy and sell goods to customers, others think big and set up warehouses to sell; goods to shops. Still others are gamblers and adventurers at heart. They set up ships to travel to far off lands to purchase goods that are rare and exotic in their homeland and to sell goods that are rare and exotic. Many mer-



chants import and export goods, but merchant seamen take a more active role in finding new types of goods to bring back to their home market. They also will speculate on a market for goods to take with them for trade or sale. Most are schemers with get-rich-quick dreams and often end up penniless after a single voyage. But those with a talent for making deals and finding the right port in which to buy and sell can become immensely wealthy, or at least afford to keep their ship in good repair.

Merchant seamen are not sailors, per se, and have little skill or aptitude for running a ship. But they do pay the captain and travel with the vessel so they often fancy themselves as "Salts". They usually know enough about sailing to make a fair estimate as to how much it will cost to travel to a given port in a given season. Real sailors will usually humor them as long as they get paid.

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Mercantile Seaman: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Appraise +5, Bluff +4, Crafts +1, Diplomacy +4, Forgery +1, Gather Information +4, Knowledge (Geography) +7, Knowledge (Politics) +5, Profession (Merchant) +6, Profession (Sailor) +2, Scry +1, Search +1, Speak Language +2; Skill Focus (Profession(Merchant)), Skill Focus (Knowledge(Geography)).

Mercantile Seaman: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Appraise +7, Bluff +6, Crafts +1, Diplomacy +8, Forgery +1, Gather Information +6, Intimidate +2, Knowledge (Geography) +9, Knowledge (Politics) +7, Profession (Merchant) +8, Profession (Sailor) +3, Scry +1, Search +1, Speak Language +3; Skill Focus (Profession(Merchant)), Skill Focus (Diplomacy), Skill Focus (Knowledge(Geography)).

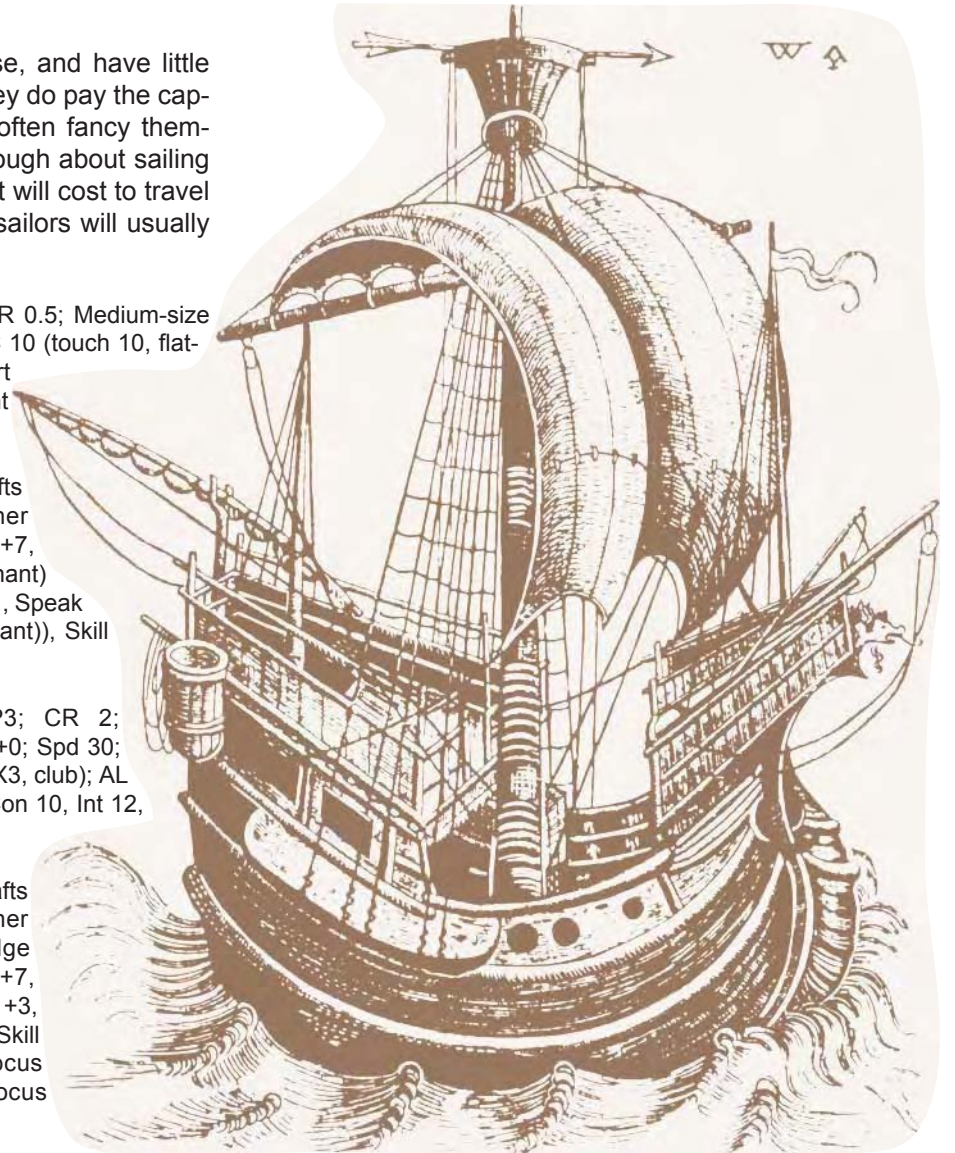
Mercantile Seaman: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +9, Bluff +9, Crafts +1, Diplomacy +11, Disguise +1, Forgery +1, Gather Information +9, Intimidate +3, Knowledge (Geography) +11, Knowledge (Politics) +9, Perform +1, Profession (Merchant) +10, Profession (Sailor) +4, Scry +1, Search +1, Speak Language +4; Skill Focus (Profession(Merchant)), Skill Focus (Diplomacy), Skill Focus (Knowledge(Geography)).

Mercantile Seaman: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str

10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +11, Bluff +11, Crafts +1, Diplomacy +13, Disguise +1, Forgery +1, Gather Information +13, Intimidate +3, Knowledge (Geography) +13, Knowledge (Politics) +11, Perform +1, Profession (Merchant) +12, Profession (Sailor) +5, Scry +1, Search +1, Speak Language +5; Skill Focus (Profession(Merchant)), Skill Focus (Diplomacy), Skill Focus (Knowledge(Geography)), Skill Focus (Gather Information).



Navigator

Navigators are typically found only on the largest vessels undertaking long, open sea voyages. In most cases, a vessel will stick close to a shoreline for most of its journey and then cross a channel or straight to another landmass in order to follow that coastline. As long as the captain knows at which landmark to head out from the coast and whether to turn left or right when it hits the new shore the vessel will find its port on time, give or take a few days. But when the cargo is exceedingly valuable or the voyage must cover large expanses of featureless ocean, a trusted navigator is essential.

Navigators combine many skills to accomplish their jobs: knowledge of the stars and other heavenly bodies, weather conditions, a keen eye and a flair for cartography - for both drawing maps and deciphering the idiosyncrasies of those drawn by others.

Rules to remember: A Wilderness Lore check (DC15) is required to avoid getting lost in the wild. A Knowledge (Astronomy) check (DC25) could be considered as a substitute for the Wilderness Lore check, if the stars are clearly visible. A current or accurate set of charts of the waters being traversed could give a +2 circumstance bonus to these checks. Old or crude charts could give the same bonus if the navigator successfully makes a Knowledge (Cartography) check (DC20). These bonuses do not stack, just as a second set of current or accurate charts will not give further bonuses.

Navigator: Male Human EXP1; CR 1/2; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d4/19-20, dagger); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +2, Forgery +1, Gather Information +3, Knowledge (Cartography) +5, Knowledge (Astronomy) +4, Knowledge (Geography) +4, Profession (Navigator) +6, Scry +5, Search +1, Speak Language +1, Spot +4, Use Magic Device+4; Skill Focus (Profession (Navigator)).

Navigator: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d4/19-20, dagger); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +2, Forgery +1, Gather Information +6, Knowledge (Cartography) +7, Knowledge (Astronomy) +6, Knowledge (Geography) +6, Profession (Navigator) +8, Scry +5, Search +1, Speak Language +2, Spot +6, Use Magic Device+6; Skill Focus (Profession (Navigator)).

Navigator: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d4/19-20, dagger); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +4, Forgery +1, Gather Information +8, Heal +1, Knowledge (Cartography) +9, Knowledge (Astronomy) +7, Knowledge (Geography) +8, Listen +1, Profession (Navigator) +11, Scry +6, Search +1, Sense Motive +1, Speak Language +3, Spot +8, Use Magic Device +8, Wilderness Lore +1; Skill Focus (Profession (Navigator)).

Navigator: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d4/19-20, dagger); AL N; Fort +2, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +5, Forgery +1, Gather Information +10, Heal +1, Knowledge (Cartography) +11, Knowledge (Astronomy) +9, Knowledge (Geography) +10, Listen +1, Profession (Navigator) +13, Scry +7, Search +1, Sense Motive +1, Speak Language +4, Spot +9, Use Magic Device +10,

Wilderness Lore +1; Skill Focus (Profession (Navigator)).

Customization: On a smaller ship, where the navigator is also required to pilot the vessel, reduce ranks in Gather Information, Knowledge (Astronomy), Knowledge (Geography) Scry and Use Magic Device to take ranks in Profession (Sailor). Also, in low-magic settings remove all ranks in Scry and Use Magic Device in favor of the Knowledge skills and Profession (Sailor).

Sailor

Sailors tend to be outcasts or loners, or simply those whose sense of adventure is greater than their sense of home and family. It is rarely a lucrative career, unless one resorts to piracy, and even at its most typical is dangerous. But room and board are taken care of and a unique camaraderie develops amongst a crew, so it can be an attractive life for those with few options open to them on dry land.

Because of the strict hierarchy even on civilian ships, and the harsh penalties for insubordination that can be exacted once the shore is only a memory, sailors tend to be lawful in alignment, although pirates are often chaotic. In general, where direct authority and threat of punishment doesn't keep a sailor in line, superstition does. (It is notoriously bad luck for a sailor to know how to swim, and he could be thrown overboard if he is ever found to have this skill.)

Sailor: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +1, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +2, Climb +2, Profession (Sailor) +3, Use Rope +3; Endurance, Great Fortitude.

Sailor: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +3, Climb +4, Profession (Sailor) +5, Use Rope +5; Endurance, Great Fortitude, Skill Focus (Use Rope).

Ship's Mate: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +1; Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +3, Climb +6, Intimidate +1, Profession (Sailor) +7, Use Rope +5; Endurance, Great Fortitude, Skill Focus (Use Rope).

Ship's Mate: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 21; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +3, Ref +2, Will +2; Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +3, Climb +6, Intimidate +3, Profession (Sailor) +9, Use Rope +5;



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Endurance, Great Fortitude, Skill Focus (Use Rope), Toughness.

Customization: There are many different jobs to do on a large ship, and the importance of each job varies from ship to ship and mission to mission. The Profession (Sailor) skill encompasses all of the mundane or typical tasks on a ship, but a sailor might specialize in standing watch (Spot), or setting rigging (Use Rope, Climb), or, on a long ship, a Sailor might just be able to pull an oar like a fiend (Str. 15, Dex 11, Con 12, Int 8, Wis 8, Cha 8). The stereotype of the musical sailor singing beautiful sea-shanties to the accompaniment of a squeezebox is a complete fabrication. Occasionally very rich ships on very long voyages will hire a sailor-musician and try to keep him from falling overboard before they leave harbor. At all other times, they make due with what small talents are available to them.

O Some mid-level sailors may have a level or two of Warrior if they frequently sail in pirate- or monster- infested waters.

T Ship's Captain

H On very large ships, or on a ship leading a regatta, the captain will be a very highly skilled and specialized officer. He may not be capable of bounding through the rigging, or strong enough to pull an oar all day, but he knows the capabilities of a ship and knows how to get the best from his crew, and he develops instincts for which direction is home. The professional captain might be derided by his crew for the apparent lack of salt in his veins but after he brings them back to port a few times they will give him some grudging respect.

C Rules to Remember: An experienced captain is most likely to have a crew that he has worked with for many years- or at least a nucleus of officers and sailors (navigator, steersmate, boatswain, etc.) that are loyal to his command through the leadership feat. Any attempts to stir up mutiny against the captain will have to incite the crew against these officers as well. Also, the professional captain learns early in his career to read his crew (Sense Motive) for unrest or even hunches about their personality and nature.

Ship's Captain: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d8/19-20X2, longsword); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +5, Crafts +1, Diplomacy +5, Disguise +1, Forgery +1, Gather Information +1, Intimidate +5, Intuit Direction +4, Knowledge (Ocean Lore) +5, Perform +1, Profession (Sailor) +4, Scry +1, Search +1, Sense Motive +6, Spot +4; Martial Weapon Proficiency (Longsword), Skill Focus (Sense Motive).

Ship's Captain: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +7, Crafts +1, Diplomacy +7, Disguise +1, Forgery +1, Gather Information +1, Intimidate +9, Intuit Direction +6, Knowledge (Ocean Lore) +7, Perform +1, Profession (Sailor) +6, Scry +1, Search +1, Sense Motive +8, Spot +6; Martial Weapon Proficiency (Longsword), Skill Focus (Sense Motive), Weapon Focus (Longsword).

Ship's Captain: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +11, Crafts +1, Diplomacy +11, Disguise +1, Forgery +1, Gather Information +1, Intimidate +11, Intuit Direction +8, Knowledge (Ocean Lore) +8, Perform +1, Profession (Sailor) +8, Scry +1, Search +1, Sense Motive +8, Speak Language +2, Spot +6; Martial Weapon Proficiency (Longsword), Skill Focus (Sense Motive), Weapon Focus (Longsword).

Ship's Captain: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 13.

Skills and Feats: Appraise +3, Bluff +13, Crafts +1, Diplomacy +15, Disguise +1, Forgery +1, Gather Information +1, Intimidate +13, Intuit Direction +10, Knowledge (Ocean Lore) +10, Perform +1, Profession (Sailor) +12, Scry +1, Search +1, Sense Motive +12, Speak Language +2, Spot +6; Martial Weapon Proficiency (Longsword), Skill Focus (Sense Motive), Weapon Focus (Longsword), Skill Focus (Diplomacy).

Customization: A pirate captain will obviously have higher ranks in Bluff than Diplomacy, and will devote a good number of ranks to Search and maybe even Forgery (if trying to pass himself off as a privateer rather than pirate).

Ship's Surgeon

On the high seas there is no place to go for assistance. When a ship leaves port for a voyage for weeks or months at a time it has to carry with it everything and everyone it needs. Furthermore, with a crew living in tight quarters in less than sanitary conditions, if a fever were to remain untreated it could quickly decimate the entire compliment. In short, every large, ocean-going vessel needs a doctor or physician.

Often a ship (or naval) doctor begins his practice on land and only finds himself on the briny waves after bad debts or jealous husbands finally catch up with him. Occasionally a doctor will simply have a lust for adventure that cannot be satisfied in a stable practice.

The crew of the ship usually treats the surgeon with distrust: not only is he an officer and a gentleman, but he knows nothing of ships. The surgeon wisely spends as much time as possible with the Captain and First Mate.

Ship's surgeon: Male Human Exp1; CR 1/2; Medium-size

humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk -1 melee (1d4-1/19-20x2, dagger); AL N; SV Fort +2, Ref +0, Will +3; Str 8, Dex 11, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Alchemy +5, Appraise +1, Bluff +2, Climb -1, Diplomacy +2, Forgery +1, Gather Information -1, Heal +5, Jump -1, Knowledge (Herbalism) +5, Knowledge (Anatomy) +5, Listen +1, Profession (Surgeon) +7, Search +5, Sense Motive +5, Swim -1, Wilderness Lore +1; Skill Focus (Profession (Surgeon)), Great Fortitude.

Ship's surgeon: Male Human Exp5; CR 4; Medium-size humanoid; HD 5d6; hp 20; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 melee (1d4-1/19-20x2, dagger); AL N; SV Fort +3, Ref +1, Will +5; Str 8, Dex 11, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Alchemy +8, Appraise +1, Bluff +2, Climb -1, Diplomacy +5, Forgery +2, Heal +11, Jump -1, Knowledge (Herbalism) +8, Knowledge (Anatomy) +9, Listen +1, Profession (Surgeon) +11, Search +6, Sense Motive +9, Speak Language (2 ranks), Swim -1, Wilderness Lore +1; Skill Focus (Profession (Surgeon)), Great Fortitude, Improved Initiative.

Ship's surgeon: Male Human Exp10; CR 9; Medium-size humanoid; HD 10d6; hp 37; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +7/+2 melee (1d4-1/19-20x2, dagger); AL N; SV Fort +5, Ref +3, Will +11; Str 8, Dex 11, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Alchemy +8, Appraise +1, Bluff +4, Climb -1, Concentration +1, Diplomacy +11, Forgery +2, Heal +17, Jump -1, Knowledge (Herbalism) +12, Knowledge (Anatomy) +14, Listen +2, Profession (Surgeon) +17, Search +9, Sense Motive +13, Speak Language (4 ranks), Swim -1, Wilderness Lore +2; Skill Focus (Profession (Surgeon)), Great Fortitude, Improved Initiative, Weapon Finesse (Dagger), Iron Will.

Customization: For a less civilized Surgeon, shift ranks from Search to Bluff and Forgery, or even make one of them a class skill. If it suits your campaign you might want to add a few levels of Adept, but generally sailors are a superstitious lot and do not trust spell casters of any stripe. Even divine spell casters are tempting fate, although a full-fledged cleric might be accepted.



On the Farm & In the Village

Animal Trainer

Horses are the most commonly trained animals, because they are put to varied and complicated work - not the least of which is accepting a rider and following directions. Other animals require some training (oxen, donkeys and other beasts of burden), but they are usually led in simple tasks such as walking straight lines down a furrow or up a pass and can be trained quickly by an amateur. Other animals such as falcons are trained by a specialist, but an animal trainer might provide this service to large households or businesses.

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Animal trainers who know how to train exotic or magical beasts, such as pegasi or dragons, are rare and can command extremely high fees.

Animal Trainer: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Handle Animal +6, Profession (Animal Handler) +6, Ride +4; Skill Focus (Profession(Animal Handler)), Skill Focus (Handle Animal).

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Animal Trainer: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Handle Animal +8, Profession (Animal Handler) +8, Ride +10; Skill Focus (Profession(Animal Handler)), Skill Focus (Handle Animal), Skill Focus (Ride).

Animal Trainer: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +1, Disguise +1, Gather Information +1, Handle Animal +11, Intimidate +1, Perform +1, Profession (Animal Handler) +10, Ride +12; Skill Focus (Profession(Animal Handler)), Skill Focus (Handle Animal), Skill Focus (Ride).

Animal Trainer: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +1, Disguise +1, Gather Information +1, Handle Animal +13, Intimidate +1, Perform +1, Profession (Animal Handler) +12, Ride +14; Mounted Combat, Skill Focus (Profession(Animal Handler)), Skill Focus (Handle Animal), Skill Focus (Ride).



Farmer

Farmers are the backbone of any society, however organized or anarchic. For large cities to flourish, and for the craft, trade and safety they provide to edify the region, there needs to be a surplus of food being grown in the country. A city cannot grow past the limits of its food surplus.

Farmers typically rotate crops around three fields: a cash crop (or a crop that is designated for the liege in a feudal system), a crop to sustain his family, and one field to lie fallow. Cash crops might be cotton, flax, hemp, or oil seeds. Grain and a few tubers or vegetables provide the bulk of the sustenance crop.

Farmer: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 6; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (Construction) +2, Handle Animal +2, Jump +1, Profession (Farmer) +6, Spot +2, Swim +1, Use Rope +2; Skill Focus (Profession(Farmer)), Toughness.

Farmer: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (Construction) +2, Handle Animal +2, Jump +1, Knowledge (nature) +2, Profession (Farmer) +8, Spot +2, Swim +1, Use Rope +2; Endurance, Skill Focus (Profession(Farmer)), Toughness.

Farmer: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 16; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 12, Dex 10,

Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +1, Climb +1, Craft (Construction) +2, Handle Animal +2, Jump +1, Knowledge (nature) +2, Profession (Farmer) +10, Spot +2, Swim +1, Use Rope +2; Endurance, Skill Focus (Profession(Farmer)), Toughness.

Farmer: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 21; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +1, Climb +1, Craft (Construction) +2, Handle Animal +2, Jump +1, Knowledge (nature) +6, Profession (Farmer) +12, Spot +2, Swim +1, Use Rope +2; Endurance, Skill Focus (Knowledge (nature)), Skill Focus (Profession(Farmer)), Toughness.

Gentleman Farmer

Some gentry, aristocracy, or even nobility for all their breeding and station, find themselves drawn to the soil. Even though they have no need to work, or at least work full time, they choose to farm the land on their estates. Of course they do very little, if any, of the actual plowing, hoeing, planting, harvesting or any of the other unpleasant work that needs to be done to keep plants growing year after year. They do take great pride, however, in every shovel full of dirt they actually move. The gentleman farmer usually confines himself to managing the farmers and laborers who do the work, and experimenting with new cross-breeds, crops, or techniques.

Gentleman Farmer: Male Human ARI1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Bluff +1, Crafts +1, Diplomacy +5, Disguise +1, Forgery +1, Gather Information +1, Handle Animal +3, Intimidate +3, Knowledge (nature) +2, Knowledge (Farming) +7, Perform +1, Ride +6, Search +1, Sense Motive +3; Skill Focus (Knowledge(Farming)), Skill Focus (Ride).

Gentleman Farmer: Male Human ARI3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +7, Bluff +1, Crafts +1, Diplomacy +9, Disguise +1, Forgery +1, Gather Information +1, Handle Animal +3, Intimidate +4, Knowledge (nature) +4, Knowledge (Farming) +9, Perform +1, Ride +8, Search +1, Sense Motive +4; Skill Focus (Knowledge(Farming)), Skill Focus (Ride), Skill Focus (Diplomacy).

Gentleman Farmer: Male Human ARI5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +8, Bluff +1, Crafts +1, Diplomacy +13,

Disguise +1, Forgery +1, Gather Information +1, Handle Animal +4, Intimidate +5, Knowledge (nature) +6, Knowledge (Farming) +11, Perform +1, Ride +10, Search +1, Sense Motive +5; Skill Focus (Knowledge(Farming)), Skill Focus (Ride), Skill Focus (Diplomacy).

Gentleman Farmer: Male Human ARI7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Bluff +2, Crafts +1, Diplomacy +15, Disguise +1, Forgery +1, Gather Information +1, Handle Animal +4, Intimidate +5, Knowledge (nature) +8, Knowledge (Farming) +13, Perform +1, Ride +12, Search +1, Sense Motive +6; Leadership, Skill Focus (Knowledge(Farming)), Skill Focus (Ride), Skill Focus (Diplomacy).

Herder

This NPC type includes shepherds, goatherds and any other rustic who makes a living or a livelihood by caring for a flock of animals out on an open grazing range.

Herders usually have a pen in which to hold their livestock during breeding or slaughter. Their means are usually very modest, although higher level herders in regions where there are vast, open grazing lands will have a massive herd consisting of hundreds of sheep or cattle. They will, of course, have at least a handful of assistants, unless you wish to have a heroic shepherd given to wondrous feats of wrangling.

Herder: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Profession (Rancher) +6, Use Rope +4; Skill Focus (Handle Animal), Skill Focus (Profession(Rancher)).

Herder: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +8, Profession (Rancher) +8, Ride +2, Use Rope +8; Skill Focus (Handle Animal), Skill Focus (Profession(Rancher)), Skill Focus (Use Rope).

Rancher: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Handle Animal +10, Jump +1, Profession (Rancher) +10, Ride +3, Swim +1, Use Rope +9; Skill Focus (Handle Animal), Skill Focus (Profession(Rancher)), Skill Focus (Use Rope).

Rancher: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10

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(touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Handle Animal +12, Jump +1, Profession (Rancher) +12, Ride +7, Swim +1, Use Rope +9; Skill Focus (Handle Animal), Skill Focus (Profession(Rancher)), Skill Focus (Use Rope), Skill Focus (Ride).

Miller

The mill is the hub of almost every rural community. The miller grinds grain into flour for bread and, in more technologically advanced settings, cuts wood into planks or beams of lumber. The miller "takes a cut" of goods he processes, usually 2 or 3 percent of lumber and 5 to 10 percent of grain. It is unusual for a miller to take an unfair cut, even if he is the only mill in the region; he is, after all, an upstanding member of the community. More chaotic or evil millers might try to gouge clients, but will find themselves with declining business, or worse, if the clients find out. In some regions, there are laws restricting the cut a miller can take.

Miller: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +1, Diplomacy +1, Heal +1, Listen +1, Profession (Miller) +7, Search +4, Sense Motive +1, Spot +1, Wilderness Lore +1; Skill Focus (Profession(Miller)), Skill Focus (Search).

Miller: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +4, Diplomacy +1, Heal +1, Listen +1, Profession (Miller) +9, Search +5, Sense Motive +1, Spot +1, Wilderness Lore +1; Skill Focus (Profession(Miller)), Skill Focus (Search), Skill Focus (Appraise).

Miller: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Appraise +5, Diplomacy +1, Heal +1, Listen +1, Profession (Miller) +11, Search +6, Sense Motive +1, Spot +1, Wilderness Lore +1; Skill Focus (Profession(Miller)), Skill Focus (Search), Skill Focus (Appraise).

Miller: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Appraise +5, Diplomacy +4, Heal +1, Listen +1, Profession (Miller) +13, Search +7, Sense Motive +1, Spot +1, Wilderness Lore +1; Skill Focus (Profession(Miller)), Skill Focus (Search), Skill Focus (Appraise), Skill Focus (Diplomacy).



Miner

Miners dig, cut and haul stone from pits, caverns and shafts to the surface. It is dangerous and back-breaking labor. Life is nasty, brutish and short for those doing this sort of work, and many an elf has noted that dwarves have taken on the qualities of their culture's work admirably.

Miners rarely are required to know how to process ore, or cut gems into a useful or marketable form. They simply get it out of the living rock and haul it away. More experienced miners are charged with finding new veins and lodes and some, especially those who mine for precious metals, might know the basics of processing ore. Very few miners are more than passable smiths, though.

Rules to remember: The Profession skill allows for an income of half the result in gp per week. You might want to adjust the final value depending on the material being mined. You might want to double the value if the material being mined is silver or copper, and triple the value if it is gold or gems. Quadrupling for platinum or other metals is an option, but not necessary. The rarity of these ores will balance the income - when a vein is found the money rolls in, but the veins are small and much time is spent looking for the next one. Inversely, the income could be cut in half for mundane stones and metals such as limestone, lead or nickel.

Unskilled laborers make 1sp per day. Therefore, the bulls who just pull the carts of ore to the surface should be considered untrained, regardless of their ranks in Profession (Miner).

Miner: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Intuit Direction +1, Listen +2, Profession (Miner) +4, Search +1, Spot +4; Alertness, Endurance.

Miner: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Intimidate +1, Intuit Direction +1, Listen +2, Profession (Miner) +8, Search +2, Spot +4; Alertness, Endurance, Skill Focus (Profession(Miner)).

Foreman: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +2, Intuit Direction +1, Jump +1, Listen +2, Profession (Miner) +10, Search +2, Spot +6, Swim +1; Alertness, Endurance, Skill Focus (Profession(Miner)).

Pit Boss: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Intimidate +3, Intuit Direction +1, Jump +1, Listen +2, Profession (Miner) +12, Search +2, Spot +8, Swim +1; Alertness, Endurance, Leadership, Skill Focus (Profession(Miner)).

Customization: For more heroic miners, or those who are gifted at processing and working the metals they mine, levels of expert can be added to increase the number of class skills and skill points available.

Vintner

In warmer climates wine is the staple drink of choice. Often it is more pure, or at least less infected, than the water in shallow wells or standing pools. In eras where the benefits of boiling water are unknown, beer and wine provide a safe source of liquids. Then there are the intoxicating effects, which will be more or less important depending on the region and the campaign.

Vintners are specialized farmers. They grow their own grapes, cultivating and crushing the fruit and fermenting it into wine.

Only the most exclusive and rich vineyards will age a cask any more than is absolutely necessary to make it potable. Common wine is weak, vinegary and uninspiring. Well established estates will often sell a number of yields: a common wine made from the second-rate grapes, sold quickly and cheaply, and a vintage wine that is allowed to age under proper circumstances and for an adequate length of time to make it sweet and strong. A bottle of vintage wine can cost from 10gp to upwards of 1,000gp, depending on quality, age, and reputation. Reputation is particularly important because vintage wine is sold in sealed bottles (cork secured with wax) and you can't taste the wares before you

put your money down. Common wine is sold in casks or refillable flasks.

Rules to remember: If it is important to know the outcome of the fermentation of a single batch of wine, treat vintage wines as masterwork wines in terms of creation DC and method of creation (create the common item then create the masterwork component.) If the masterwork creation fails then the vintner is left with common wine. If the basic creation fails the vintner has created an undrinkable vinegar.

Otherwise, for common vintners use the rules for generating income for the Profession skill to determine how much money a vintner makes in a given year. Take 10 on the vintner's Craft check, divide this by 2, then multiply by the number of weeks in your campaign's calendar year. For vintage wines, follow the same procedure, but the vintner must be able to achieve the DC20 on a Take 10. For every 2 points over 20, multiply the total yearly income by 5 to reflect the increased quality and reputation of a more superior vintage wine.

You might want to give a +2 synergy bonus to the Craft check if the NPC has 5 or more ranks in Profession (Vintner). Also a +2 circumstance bonus might be applied to the craft check if superior grapes are used in the fermentation.

Vintner: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Craft (Winemaking) +6, Profession (Farmer) +6; Skill Focus (Craft(Winemaking)), Skill Focus (Profession(Farmer)).

Vintner: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +3, Craft (Winemaking) +8, Profession (Farmer) +8; Skill Focus (Craft(Winemaking)), Skill Focus (Profession(Farmer)), Skill Focus (Profession(Vintner)).

Vintner: Male Human COM3/EXP2; CR 4; Medium-size humanoid; HD 3d4,2d6; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Craft (Winemaking) +10, Decipher Script +1, Knowledge (Winetasting) +2, Profession (Vintner) +6, Profession (Farmer) +10; Skill Focus (Craft(Winemaking)), Skill Focus (Profession(Farmer)), Skill Focus (Profession(Vintner)).

Vintner: Male Human EXP4/COM3; CR 6; Medium-size humanoid; HD 4d6,3d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

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Skills and Feats: Appraise +7, Craft (Winemaking) +12, Decipher Script +3, Knowledge (Winetasting) +6, Profession (Vintner) +10, Profession (Farmer) +12; Skill Focus (Craft(Winemaking)), Skill Focus (Profession(Farmer)), Skill Focus (Profession(Vintner)), Skill Focus (Knowledge(Winetasting)).

Customization: Some estate wineries have, over the course of generations, been granted noble status; such you might want to replace Commoner levels with Aristocrat levels and give the NPC ranks in Knowledge (Wine tasting), Appraise, Diplomacy and Speak Language. It isn't entirely necessary for the head of a noble estate-winery to have ranks in Craft (Winemaking) as it is possible that the estate's master vintner is a hired commoner (or a vassal) and not the noble himself.

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In the Woods

Hunter

Most rural peasants engage in some sort of hunting activity to supplement their families' diet of bread and beer, but a hunter makes his living by shooting, snaring or trapping wild animals and selling or bartering the meat, pelt or ivory. Hunters are usually region specific, using techniques and methods that are traditional and effective, and often specialize in two or three types of animal. In the summer, a hunter might shoot duck or other wild fowl with a bow, and trap for beaver for the pelts; in the autumn, deer or elk; and in the winter trap a few ermine and mink.

Good hunters, and neutral hunters who can make a living while being ethical, limit their catch and try to preserve the herds and flocks that provide their living (and the livelihood of their children, in many cases), but evil and many neutral hunters have no such compunctions and are often at loggerheads with druids and rangers. In general hunters tend to be solitary folk who spend much of their time alone in the woods, but share a camaraderie with others of their profession when they do cross paths at trading posts and such. Most respect the hunting grounds of their colleagues and younger hunters will usually have to travel far into the wilderness to establish their own range.

Rules to remember: The Wilderness Lore skill allows an NPC to provide food and water for another individual for every two points the check exceeds a DC10. A chunk of meat (1/2 lb.) is 3 sp, and a single common meal is 3 sp, but the Wilderness Lore skill probably incorporates nuts and roots, as well as fresh water and the odd scrap of meat - so a hunter could reasonably be considered to catch or shoot 1sp worth of marketable food for every 2 points the Wilderness Lore check exceeds the DC10. Travel time to the trading post or market and days of preparation and repair of equipment would reduce annual income considerably, as could feudal arrangements that give a substantial portion of hunted game to the liege.

Hunter: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (Trapmaking) +2, Handle Animal +2, Heal +1, Listen +4, Move Silently +1, Sense Motive +1, Spot +4, Wilderness Lore +3; Alertness, Track.

Hunter: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (Trapmaking) +3, Handle Animal +2, Heal +1, Listen +5, Move Silently +1, Sense Motive +1, Spot +5, Wilderness Lore +6; Alertness, Skill Focus (Wilderness Lore),

Track.

Hunter: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Craft (Trapmaking) +4, Handle Animal +2, Heal +1, Listen +6, Move Silently +2, Sense Motive +1, Spot +6, Wilderness Lore +7; Alertness, Skill Focus (Wilderness Lore), Track.

Hunter: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Craft (Trapmaking) +5, Handle Animal +3, Heal +1, Listen +7, Move Silently +2, Sense Motive +1, Spot +7, Wilderness Lore +8; Alertness, Endurance, Skill Focus (Wilderness Lore), Track.

Hunt Master

A hunt master, or master of the hunt, is a genteel and occasionally even noble position that is as much administration as tracking and survival. In fact, only the most adventurous nobles would go hunting for dangerous beasts outside of the confines of their vast personal properties. In any case, the hunt master takes pride in ensuring that his patron hunts comfortably and successfully.

He will be conversant in the various forms of hunting: with bow, lance and falcon, with or without hounds. He will probably not be above making arrangements for more domesticated game to be placed in his patron's path (discretely, without his patron's knowledge, of course) if it will mean a happier and safer experience.

Diplomacy is important for a hunt master, not only in dealing with his employer, but also with the staff needed to train and care for horses, falcons and hounds. It is also important that a hunt master knows the proper forms of address of and deference to any dignified guests that the employer might invite along.

Hunt Master: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +4, Listen +1, Spot +1, Wilderness Lore +4; Skill Focus (Wilderness Lore), Track.

Hunt Master: Male Human WAR3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2,

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longsword); AL N; Fort +3, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Listen +3, Ride +2, Spot +4, Wilderness Lore +5; Alertness, Skill Focus (Wilderness Lore), Track.

Hunt Master: Male Human WAR3/EXP2; CR 4; Medium-size humanoid; HD 3d8,2d6; hp 21; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d8/19-20X2, longsword); AL N; Fort +3, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +4, Handle Animal +8, Listen +5, Profession (Hunt Master) +2, Ride +2, Spot +6, Wilderness Lore +7; Alertness, Skill Focus (Wilderness Lore), Track.

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Hunt Master: Male Human EXP4/WAR3; CR 6; Medium-size humanoid; HD 4d6,3d8; hp 28; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6/+1 (1d8/19-20X2, longsword); AL N; Fort +4, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Diplomacy +6, Handle Animal +12, Listen +7, Profession (Hunt Master) +6, Ride +2, Spot +8, Wilderness Lore +9; Alertness, Skill Focus (Wilderness Lore), Skill Focus (Handle Animal), Track.

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Customization: For a more noble master of the hunt, levels of aristocrat can be substituted for the warrior levels. This will result in more ranks in the skills but a lower attack bonus.

W **O** **O** **D** **S** Trapper

Trappers are much like hunters in that they catch wild animals for a living. Because trappers tend to catch smaller animals, and to leave them lying dead for days before their rounds take them back to a particular trap, they are more likely to trap for pelts than meat. Because pelts are a luxury item (most common folk wear wool, or farmed leather) their market value fluctuates, so trappers usually have to be better at sales than a hunter.

Rules to remember: Half of a profession skill check is the amount of gp earned in one week by the NPC. If the trapper is not within a day's journey to a large city or trading post this will not actually be in gold pieces, but in furs and pelts. If a trapper is working a considerable distance from a city, he might have 2 or 3 months worth of pelts waiting to be transported to the market.

Trapper: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Bluff +3, Craft (Trapmaking) +7, Craft (Tanning) +5, Crafts +1, Diplomacy +1, Forgery +1, Search +1, Wilderness Lore +3; Skill Focus (Craft(Trapmaking)), Skill Focus (Wilderness Lore), Skill Focus (Bluff), Track.

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Trapper: Male Human COM3; CR 2; Medium-size

humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Bluff +4, Craft (Trapmaking) +9, Craft (Tanning) +7, Crafts +1, Diplomacy +1, Forgery +1, Search +1, Wilderness Lore +4; Skill Focus (Craft(Trapmaking)), Skill Focus (Wilderness Lore), Skill Focus (Bluff), Track.

Trapper: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Bluff +4, Craft (Trapmaking) +11, Craft (Tanning) +9, Crafts +1, Diplomacy +2, Forgery +1, Search +1, Wilderness Lore +5; Skill Focus (Craft(Trapmaking)), Skill Focus (Wilderness Lore), Skill Focus (Bluff), Track.

Trapper: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Bluff +5, Craft (Trapmaking) +13, C r a f t



(Tanning) +11, Crafts +1, Diplomacy +2, Forgery +1, Search +1, Wilderness Lore +6; Skill Focus (Craft(Trapmaking)), Skill Focus (Wilderness Lore), Skill Focus (Bluff), Track.

Tracker / Guide

There are two types of guides: a local who has nothing better to do than to show some strangers the way to the

creepy ruins at the edge of the forest and a professional who is trained in the survival arts and can baby a group of adventurers through flash snow-squalls on a mountainside or lead them by the nose through the most treacherous bogs. This entry details the latter.

Novice trackers are often hunters, but may be in the employ of an army, constabulary or noble hunting troupe. Those who are self-employed hunters usually pick up tracking and wilderness guide work as a supplement to their income from hunting.

Depending on the region and culture, a tracker or guide might be given a rank in a standing army. It would be rare for this rank to represent authority over other troops, but it would grant independence from the whims of lower ranking officers. This reserves their skills for tactical and intelligence missions determined by the upper ranks of staff officers.

On a royal hunt, or other such genteel undertaking, the tracker or guide has little status. He finds the game and a suitable place to pitch the tents and the Master of the Hunt takes most of the credit. Lower ranking or poorer nobles might refer to a tracker as a Master of the Hunt, being unable to afford a large hunting retinue.

Tracker/Guide: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +1, Listen +5, Sense Motive +1, Spot +5, Wilderness Lore +5; Skill Focus (Wilderness Lore), Track.

Tracker/Guide: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Heal +1, Listen +9, Sense Motive +1, Spot +9, Wilderness Lore +5; Alertness, Skill Focus (Wilderness Lore), Track.

Tracker/Guide: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Heal +1, Listen +11, Sense Motive +1, Spot +11, Wilderness Lore +6; Alertness, Skill Focus (Wilderness Lore), Track.

Tracker/Guide: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Heal +1, Listen +13, Sense Motive +1, Spot +13, Wilderness Lore +7; Alertness, Run, Skill Focus (Wilderness Lore), Track.

Customization: More noble trackers might have ranks in

Diplomacy to reflect the importance of protocol in their over all job. Military trackers and guides are likely to have Intimidate or Diplomacy to reflect their dealings with chains of command and internal politics. For a Falconer use the Animal Handler type, as they don't usually track or journey through the woods, only train raptors to fetch.

Woodcutter

Woodcutters do just that: cut wood. They usually chop cord-wood for fuel but also will cut larger logs for construction. Large logs are sometimes sold to a mill for cutting into lumber rather than on open markets - at least where the technology level of the setting includes grist mills. If there are two mills in a region a woodcutter might get a better price for his wood, but this situation is very rare. Cord-wood is sold at the market for cash or barter.

When woodcutters work together as a team for the purpose of cutting very large, old trees they refer to themselves as lumberjacks.

Woodcutter: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4 +1; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +1, Ref +0, Will +0; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +4, Concentration +1, Listen +4, Profession (Woodcutting) +4, Spot +4; Alertness, Endurance.

Woodcutter: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4 +3; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +2, Ref +3, Will +1; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +6, Concentration +1, Listen +5, Profession (Woodcutting) +6, Spot +5; Alertness, Endurance, Lightning Reflexes.

Woodcutter: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4 +5; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +2, Ref +3, Will +1; Str 10, Dex 10, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +8, Concentration +1, Listen +6, Profession (Woodcutting) +8, Spot +6; Alertness, Endurance, Lightning Reflexes.

Woodcutter: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4 +7; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +3, Ref +4, Will +2; Str 10, Dex 10, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +10, Concentration +1, Listen +7, Profession (Woodcutting) +12, Spot +7; Alertness, Endurance, Lightning Reflexes, Skill Focus (Profession(Woodcutting)).

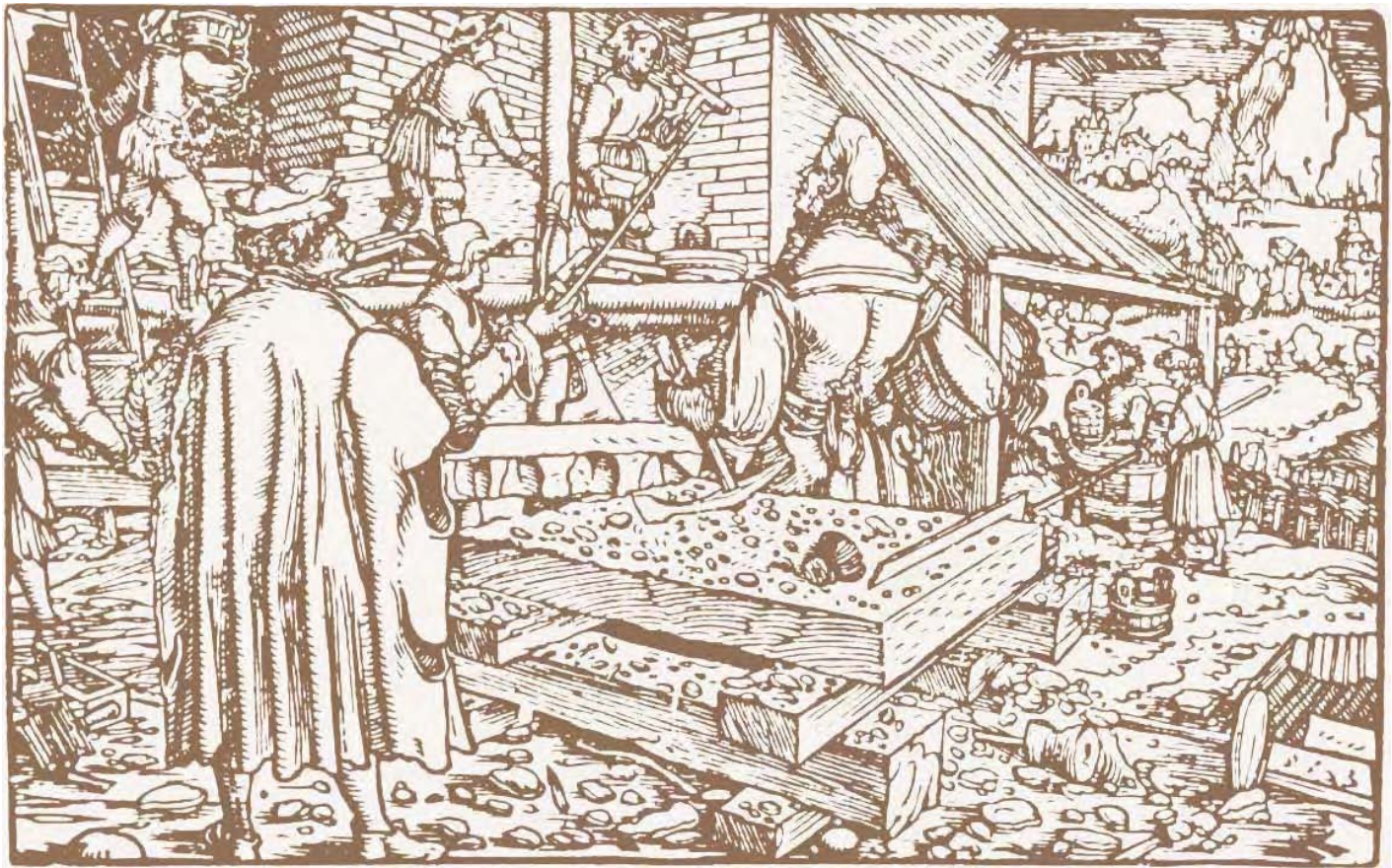
Customization: Lumberjacks will have as many ranks in Climb as they can spare and will have the proper equipment for climbing and cutting large trees.

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On the Job Site



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Carpenter

Carpenters work magic with wood. Some specialize in the construction of buildings (framer) or ships (shipwright), while others may focus on furnishings (cabinet maker). As they often work with customers with temperamental tastes, a little diplomacy goes a long way. It's also important for a carpenter to figure out what the customer really wants, rather than what they say they want.

A carpenter who has gained more experience and built a reputation assumes more managerial responsibilities as he takes on apprentices and his shop grows.

Rules to remember: In a nutshell, simple mundane items of little value can be made in half a week. But for more details read the Craft Skill description. Also, unless the PCs need an item right away and want to gamble on a high skill check, just have the carpenter take 10 on all the Craft checks. It will simplify the calculations immensely.

Framer/Apprentice: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +1, Will +2; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +1, Craft (Carpentry) +6, Craft (Carving) +6, Diplomacy +4, Escape Artist +1, Hide +1, Knowledge (Architecture/Engineering) +4, Knowledge (Wood) +4, Move Silently +1, Ride +1, Search +4, Sense Motive +4, Use Rope +1; Skill Focus (Craft(Carpentry)), Skill Focus (Craft(Carving)).

Carpenter: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +2, Will +3; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +1, Craft (Carpentry) +8, Craft (Carving) +8, Diplomacy +8, Escape Artist +1, Hide +1, Knowledge (Architecture/Engineering) +6, Knowledge (Wood) +8, Move Silently +1, Ride +1, Search +6, Sense Motive +6, Use Rope +1; Skill Focus (Craft(Carpentry)), Skill Focus (Craft(Carving)), Skill Focus (Knowledge(Wood)).

Master Builder: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +2, Will +4; Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +1, Craft (Carpentry) +10, Craft (Carving) +10, Diplomacy +10, Escape Artist +1, Hide +1, Knowledge (Architecture/Engineering) +8, Knowledge (Wood) +10, Move Silently +1, Ride +1, Search +8, Sense Motive +8, Use Rope +1; Skill Focus (Craft(Carpentry)), Skill Focus (Craft(Carving)), Skill Focus (Knowledge(Wood)).

Master Builder: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +1; Spd 30; AC 11 (touch 11, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +3, Will +5; Str 10, Dex 13, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +1, Craft (Carpentry) +12, Craft (Carving) +12, Diplomacy +12, Escape Artist +1, Hide +1, Knowledge (Architecture/Engineering) +12, Knowledge (Wood) +12, Move Silently +1, Ride +1, Search +10, Sense Motive +10, Use Rope +1; Skill Focus (Craft(Carpentry)), Skill Focus (Craft(Carving)), Skill Focus (Knowledge(Wood)), Skill Focus (Knowledge (Architecture/Engineering)).

Customization: These stats blocks will cover any sort of common carpenter, even one who focuses on a common specialty. For uncommon specialties (Siege Engines, Ships, Traps, etc.) leave a few ranks in the general skills of Craft (Carpentry) and Craft (Carving), but shift the majority to the specialty - Craft (Siege Engines), for example.

Engineer / Architect

Engineers are a strange mix of inventor and foreman, designing and supervising the construction and destruction of roads, cities, forts, bridges and castles. They use a mixture of bullying and diplomacy to push their work crews to meet impossible deadlines. They revel in working timber, stone and steel. Experienced engineers know the value of magic as well, and are in tune with the temperament of weather.

Engineers are extremely loyal to their own, and will follow a gifted engineer into hell during battle. At higher levels, engineers are often consulted by the ruling class directly on planned projects.

Rules to remember: Sense Motive opposes attempts by workers to bluff the engineer into accepting shoddy work or materials. It might be sensible to use Profession (Engineer) or Knowledge (Architecture / Engineering) instead of Sense Motive.

Appentice Engineer: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 12, Cha 10.

Skills and Feats: Craft (Carpentry) +4, Craft (Stonemasonry) +4, Diplomacy +2, Heal +1, Intimidate +2, Knowledge (Arcana) +1, Knowledge (Nature) +1, Knowledge (Architecture/Engineering) +6, Listen +1, Profession (Engineer) +7, Sense Motive +3, Spot +1, Use Rope +4, Wilderness Lore +1; Skill Focus (Profession(Engineer)), Skill Focus (Knowledge (Architecture / Engineering)).

Engineer/Architect: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 12, Cha 10.

Skills and Feats: Craft (Carpentry) +6, Craft (Stonemasonry) +6, Diplomacy +5, Heal +1, Intimidate +3, Knowledge (Arcana) +2,

Knowledge (Nature) +2, Knowledge (Architecture / Engineering) +8, Listen +1, Profession (Engineer) +9, Sense Motive +4, Spot +1, Use Rope +5, Wilderness Lore +1; Skill Focus (Profession (Engineer)), Skill Focus (Knowledge (Architecture / Engineering)), Skill Focus (Diplomacy).

Master Engineer/Architect: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 13, Cha 10.

Skills and Feats: Craft (Carpentry) +8, Craft (Stonemasonry) +8, Diplomacy +6, Heal +1, Intimidate +5, Knowledge (Arcana) +3, Knowledge (Nature) +2, Knowledge (Architecture / Engineering) +10, Listen +1, Profession (Engineer) +11, Sense Motive +5, Spot +1, Use Rope +6, Wilderness Lore +1; Skill Focus (Profession (Engineer)), Skill Focus (Knowledge (Architecture / Engineering)), Skill Focus (Diplomacy).

Master Engineer/Architect: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 11, Wis 13, Cha 10.

Skills and Feats: Craft (Carpentry) +10, Craft (Stonemasonry) +10, Diplomacy +8, Heal +1, Intimidate +7, Knowledge (Arcana) +4, Knowledge (Nature) +2, Knowledge (Architecture / Engineering) +12, Listen +1, Profession (Engineer) +13, Sense Motive +5, Spot +1, Use Rope +7, Wilderness Lore +1; Leadership, Skill Focus (Profession(Engineer)), Skill Focus (Knowledge(Architecture/Engineering)), Skill Focus (Diplomacy).

Customization: Military engineers will often multiclass as a warrior for one or two levels. If so, replace the shield feat with a weapon focus and reduce Knowledge (Arcana), Diplomacy and Sense Motive where necessary, and use the Warrior levels to buy ranks in Craft (Carpentry) and Intimidate. Alternatively, you could leave full levels of expert and add a number of ranks to Profession (Siege Engineer) and Craft (Siege Engines) to allow him to use and repair catapults, ballistae, etc.

Mason

Masons are masters of stone. They cut and shape the unforgiving material for use in the construction and renovation of stone structures and monuments. They have sharp eyes for imperfections, and the great ones can almost hear cracks forming.

Rules to remember: Because stonemasons tend to build expensive items there will be many Craft checks to determine exactly how long it takes to complete a task. Use the take 10 rule to simplify the calculations.

Stonecutter/Apprentice: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (Sculpture) +6, Craft (Stonemasonry) +6, Diplomacy +2, Intimidate

+2, Jump +1, Knowledge (Geology) +4, Knowledge (Architecture/Engineering) +4, Search +4, Sense Motive +4, Swim +1; Skill Focus (Craft(Sculpture)), Skill Focus (Craft(Stonemasonry)).

Mason: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (Sculpture) +8, Craft (Stonemasonry) +8, Diplomacy +5, Intimidate +3, Jump +1, Knowledge (Geology) +8, Knowledge (Architecture/Engineering) +6, Search +6, Sense Motive +6, Swim +1; Skill Focus (Craft (Sculpture)), Skill Focus (Craft (Stonemasonry)), Skill Focus (Knowledge (Geology)).

O Master Mason: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +10 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Craft (Sculpture) +10, Craft (Stonemasonry) +10, Diplomacy +6, Intimidate +4, Jump +7, Knowledge (Geology) +10, Knowledge (Architecture/Engineering) +8, Search +8, Sense Motive +8, Swim +7; Skill Focus (Craft (Sculpture)), Skill Focus (Craft (Stonemasonry)), Skill Focus (Knowledge (Geology)).

E Master Mason: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +12 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 13, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +7, Craft (Sculpture) +12, Craft (Stonemasonry) +12, Diplomacy +7, Intimidate +5, Jump +7, Knowledge (Geology) +12, Knowledge (Architecture/Engineering) +10, Search +10, Sense Motive +10, Swim +7; Leadership, Skill Focus (Craft (Sculpture)), Skill Focus (Craft (Stonemasonry)), Skill Focus (Knowledge (Geology)).

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Unskilled Labourer (Generic)

Without getting into any demeaning generalizations, whenever you do not think that another archetype is appropriate, you can use the unskilled labourer archetype below. Not all serving wenches or bartenders are particularly good at it, nor might they be expected to be in some establishments. If there is an obvious Craft or Profession skill associated with the type of labour being performed, you can shift one or two ranks to that skill, but not more; the difference between a skilled worker and an unskilled worker, after all, is the difference of a rank or two. If the job seems to require that a Craft or Profession skill be higher than +2, perhaps another archetype would better suit your needs.

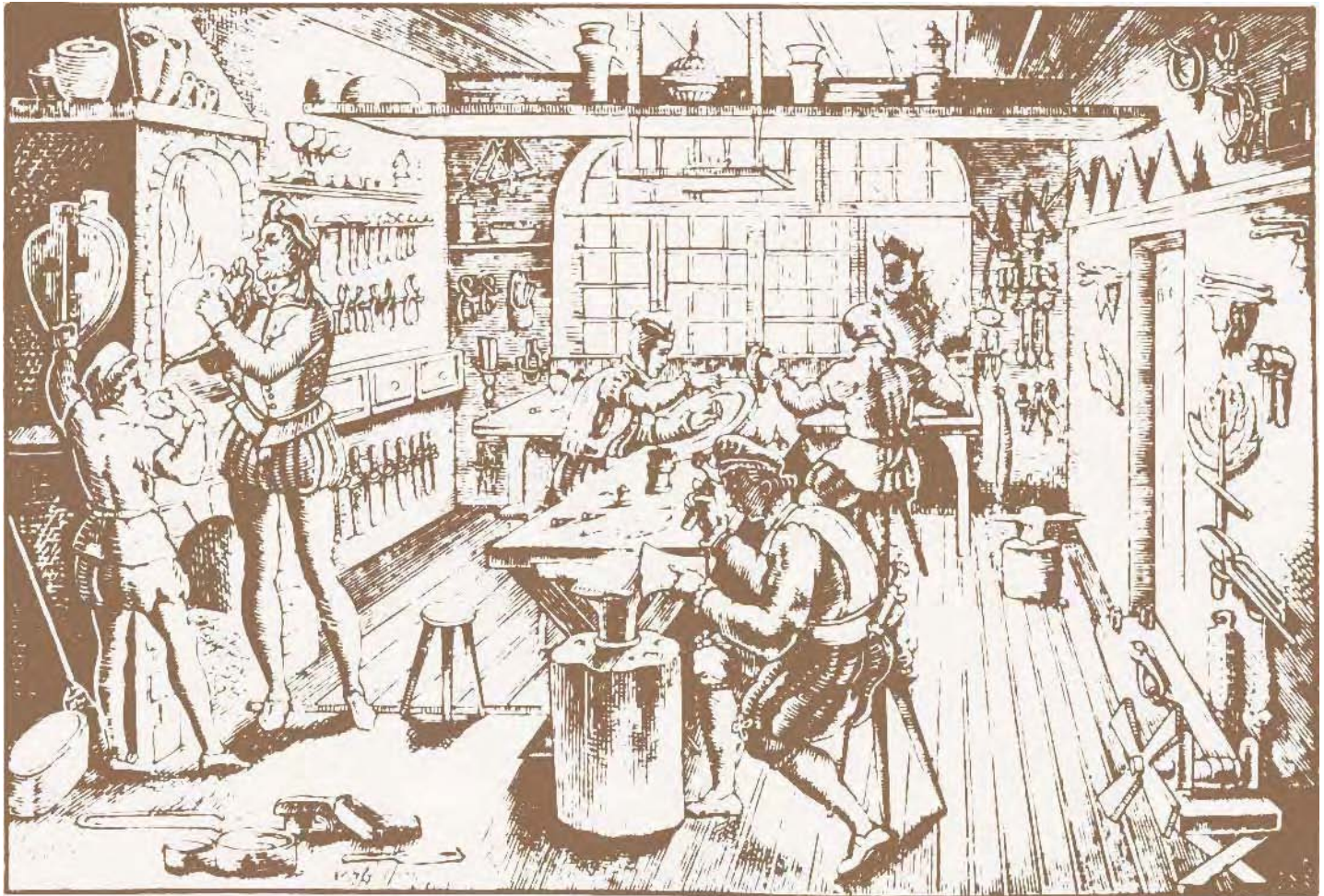
In that spirit, we have only provided a statblock for level 1 unskilled labourers. Even one additional level would imply and actualize real skill. If an unskilled labourer has gained experience enough to gain a level, add the classes and skill points that are appropriate to the manner in which the experience was gained.

Unskilled Labourer (generic): Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 6; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +2, Handle Animal +2, Listen +2, Ride +2, Spot +2, Use Rope +2; Endurance, Toughness.



In the Shop



Brewer / Distiller

Usually, peasants will brew their own beer or distill their own spirits, using the grains and hops that are available on their land. Any excess (and there is rarely much) that they can brew is sold to merchants or inn-keepers in the local village. In larger cities, brewing and distilling is a more businesslike endeavor. The crafter will purchase the raw grains, yeast and hops in the markets and will create a potable drink from these materials to be sold at market or in taverns and inns.

Unlike wine, there is little romance or connoisseurship surrounding beer and spirits. A full-bodied beer or a peaty scotch will fetch a higher price than the average, thin, weak concoctions, but they have not approached the function of status-symbol the way rare, vintage wines have.

Traditionally, brewing and baking have been two professions that have been open to women. If your campaign is using real-world or near-world social systems, women can gain the status of free citizens through membership in the brewer's guild.

Rules to remember: If it is important to know the outcome of the brewing or distilling of a single batch of beer or liquor, treat exceptional quality potables as masterwork quality in terms of creation DC and rules for creation (create the common item then create the masterwork component.) If the masterwork creation fails then the brewer/distiller is left with common ale or spirits. If the basic creation fails, the vintner has created an undrinkable mess.

Otherwise, for common brewers/distillers use the rules for generating income for the Profession skill to determine how much money a vintner makes in a given year. Take 10 on the vintner's Craft check, divide this by 2, then multiply by the number of weeks in your campaign's calendar year

You might want to give a +2 synergy bonus to the Craft check if the NPC has 5 or more ranks in Profession (Brewer) or Profession (Distiller). Also a +2 circumstance bonus might be applied to the craft check if superior hops or grains are used in the fermentation process.

Brewer/Distiller: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Brewing/Distilling) +6, Diplomacy +1, Profession (Choice (e.g. Farmer), or Craft) +6, Sense Motive +1; Skill Focus (Profession(Choice (e.g. Farmer), or Craft)), Skill Focus (Craft(Brewing/Distilling)).

Brewer/Distiller: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Brewing/Distilling) +8, Diplomacy +4, Profession (Choice (e.g. Farmer), or Craft) +8, Sense Motive +1; Skill Focus (Profession(Choice (e.g. Farmer), or Craft)), Skill Focus (Craft(Brewing/Distilling)), Skill Focus (Diplomacy).

Brewer/Distiller: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Brewing/Distilling) +11, Crafts +1, Diplomacy +4, Forgery +1, Profession (Choice (e.g. Farmer), or Craft) +10, Profession (Brewer/Distiller) +4, Search +1, Sense Motive +1; Skill Focus (Profession(Choice (e.g. Farmer), or Craft)), Skill Focus (Craft(Brewing/Distilling)), Skill Focus (Diplomacy).

Brewer/Distiller: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Brewing/Distilling) +13, Crafts +1, Diplomacy +5, Forgery +1, Profession (Choice (e.g. Farmer), or Craft) +10, Profession (Brewer/Distiller) +10, Search +1, Sense Motive +1; Skill Focus (Profession(Choice (e.g. Farmer), or Craft)), Skill Focus (Craft(Brewing/Distilling)), Skill Focus (Diplomacy), Skill Focus (Profession(Brewer/Distiller)).

Crafter (General)

There are many different items that are constructed without the use of forges and bellows. Some are as simple as woven ropes, others are as complex as water clocks, and still others are as seemingly simple as barrels or furniture. The people who make these items, the crafters, are the backbone of any community.

The larger the community the more specialized the crafters will be. Crafters in smaller communities tend to work on a variety of items: furniture, barrels, wagon-wheels at one shop, and beaten metal pots, buttons, and kitchen utensils at another. In a large city there will even be those who craft doors, window frames and shutters - items that would certainly be built as needed in rural regions, or by carpenters by the masses in smaller cities. But there are enough burghers with refined tastes and deep pockets to sup-



port this sort of specialist in a large metropolis.

The most specialized of crafters will produce one type of item in large quantities, usually with the aid of assistants and apprentices. And the most respected of crafters will produce items of a superior quality and ornate design.

Glassblowers, tinkers, wagonwrights, basket weavers, cobblers, haberdashers, leatherworkers, seamstresses, weavers, tailors, tanners, coopers, shipwrights, bowyers and even clock-makers are common sorts of crafters, although there can be as many as there are individual items to produce.

Rules to Remember: Five or more ranks in a general Craft skill, Craft (Carpentry) for example, could give a +2 synergy bonus to a more specific craft skill such as Craft (Wagonwrighting), or Craft (Portals).

Crafter (General): Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Choice 1) +6, Craft (Choice 2) +6, Diplomacy +1; Skill Focus (Craft(Choice 1)), Skill Focus (Craft(Choice 2)).

Crafter (General): Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Craft (Choice 1) +8, Craft (Choice 2) +8, Diplomacy +3; Skill Focus (Craft(Choice 1)), Skill Focus (Craft(Choice 2)), Skill Focus (Diplomacy).

Crafter (General): Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Craft (Choice 1) +10, Craft (Choice 2) +10, Diplomacy +4; Skill Focus (Craft(Choice 1)), Skill Focus (Craft(Choice 2)), Skill Focus (Diplomacy).

Crafter (General): Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Craft (Choice 1) +12, Craft (Choice 2) +12, Diplomacy +4; Skill Focus (Craft(Choice 1)), Skill Focus (Craft(Choice 2)), Skill Focus (Diplomacy), Skill Focus (Appraise).

Gem Cutter

Gem cutters have a very straight-forward job description, but require the highest skill to achieve it. They must appraise a raw gem and have the vision to see the shape that will best compliment its color and clarity, while keeping in mind the possibility of flaws causing the stone to crum-

ble to powder when struck.

Gem cutters must have nerves of steel, a steady hand, and a keen eye. It is a high-pressure job, especially for the apprentice, where one slip could reduce a priceless diamond to dust that is only worth its weight in gold.

Gem Cutter: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Craft (Gem Cutter) +7, Crafts +1, Forgery +1, Knowledge (Gems) +3, Search +3; Skill Focus (Craft(Gem Cutter)), Skill Focus (Appraise).

Gem Cutter: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Craft (Gem Cutter) +9, Crafts +1, Forgery +1, Knowledge (Gems) +4, Search +6; Skill Focus (Craft(Gem Cutter)), Skill Focus (Appraise), Skill Focus (Search).

Gem Cutter: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +7, Craft (Gem Cutter) +11, Crafts +1, Forgery +1, Knowledge (Gems) +5, Search +7; Skill Focus (Craft(Gem Cutter)), Skill Focus (Appraise), Skill Focus (Search).

Gem Cutter: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Craft (Gem Cutter) +13, Crafts +1, Forgery +1, Knowledge (Gems) +8, Search +8; Skill Focus (Craft (Gem Cutter)), Skill Focus (Appraise), Skill Focus (Search), Skill Focus (Knowledge(Gems)).



Jeweler

Jewelers combine a fine artistry with a practical skill in metalsmithing. They make rings, bracelets, necklaces, brooches, pins, buckles and buttons. Some even make settings for sword pommels, scepters, maces or other ceremonial accoutrements. Typically, they work in precious metals such as gold and silver, although less delicate and expensive metals are also used for cheaper jewelry. Iron, brass and bronze are popular metals among the masses. Unlike most smiths, they do not worry as much about sturdiness as beauty -- although it could be disastrous if a setting were to bend or break and a gem were lost.

Jewelers need to know more than a little bit about the precious and semi-precious stones they set in their pieces - and they often will make extra money on the side as appraisers- but few are actual gem-cutters. They might know enough to polish semi-precious stones, but would not be able to cut or shape most rocks.

Their tools are more delicate than those of a typical smith, and their forge and bellows are often miniature versions of those used by blacksmiths. They also keep acids and waxes for etching, and sculpting tools for creating molds, in their workshops.

Jeweler: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +3, Craft (Jeweler) +7, Crafts +1, Forgery +1, Knowledge (Gems and Precious Metals) +5, Search +3; Skill Focus (Craft (Jeweler)), Skill Focus (Knowledge (Gems and Precious Metals)).

Jeweler: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Craft (Jeweler) +9, Crafts +1, Forgery +1, Knowledge (Gems and Precious Metals) +6, Search +4; Skill Focus (Craft (Jeweler)), Skill Focus (Knowledge (Gems and Precious Metals)), Skill Focus (Appraise).

Jeweler: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +7, Craft (Jeweler) +11, Crafts +1, Forgery +1, Knowledge (Gems and Precious Metals) +7, Search +5; Skill Focus (Craft (Jeweler)), Skill Focus (Knowledge (Gems and Precious Metals)), Skill Focus (Appraise).

Jeweler: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +8, Craft (Jeweler) +13, Crafts +1, Forgery +1, Knowledge (Gems and Precious Metals) +8, Search +8; Skill Focus (Craft (Jeweler)), Skill Focus (Knowledge(Gems and Precious Metals)), Skill Focus (Appraise), Skill Focus (Search).

Smith (General)

Smiths are craftsmen who work in metal. In small communities which cannot support specialists a single smith might work many different types of metal, but the result would be shoddy and low quality when he is not working in the most sought after metal(s) (iron, usually).

I Usually, a smith would understand if his neighbor went to a nearby town to purchase goods of worked tin, copper or silver - or just bought them from a traveling merchant.

T In larger communities there will be many blacksmiths working iron and steel, and more than enough coppersmiths, tinsmiths, silversmiths, goldsmiths, etc. to meet the popular needs. Silver and gold smiths rarely work on intricately detailed items. They tend to craft platters, cups, and utensils rather than cane-heads, rings and bracelets. Jewelers are a subset of smiths, but require a slightly different skill set and are given their own entry in this book.

S In very large communities, even blacksmiths will further specialize as armoursmiths, weaponsmiths, farriers, etc.

H Rules to Remember: Five or more ranks in a general Craft skill, Craft (Blacksmithing) for example, could give a +2 synergy bonus to a more specific craft skill such as Craft (Weapons), or Craft (Armour).

P **Smith (General):** Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Blacksmithing) +6, Craft (Specialization) +4, Knowledge (Metals) +4; Skill Focus (Craft (Blacksmithing)), Skill Focus (Knowledge (Metals)).

Smith (General): Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (Blacksmithing) +8, Craft (Specialization) +8, Knowledge (Metals) +5; Skill Focus (Craft (Blacksmithing)), Skill Focus (Knowledge (Metals)), Skill Focus (Craft(Specialization)).

Smith (General): Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.



Skills and Feats: Climb +1, Craft (Blacksmithing)

+10, Craft (Specialization) +9, Craft (Secondary Specialization) +1, Jump +1, Knowledge (Metals) +6, Swim +1; Skill Focus (Craft (Blacksmithing)), Skill Focus (Knowledge (Metals)), Skill Focus (Craft (Specialization)).

Smith (General): Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Craft (Blacksmithing) +12, Craft (Specialization) +9, Craft (Secondary Specialization) +5, Jump +1, Knowledge (Metals) +7, Swim +1; Skill Focus (Craft (Blacksmithing)), Skill Focus (Knowledge (Metals)), Skill Focus (Craft (Specialization)), Skill Focus (Craft (Secondary Specialization)).

Customization: A few levels of Adept instead of Commoner will add a high-fantasy element to your village blacksmith. Even if he won't be very good at imbuing items with useful enchantments, the locals might pay more for them anyways. In this case, a few ranks of Bluff will go a long way.



In the Market

Art Dealer

In every large city there are merchants who make a living from the purchase and sale of rare crafted items. Some will have shops, galleries or showrooms but others - especially those with an established reputation and many solid connections - will not even have an office. Due to the risk of theft, shops will not usually stock expensive items. A good rule of thumb might be that nothing more expensive than a masterwork sword can be purchased off the rack. For the sake of round numbers a 1,000 gp limit will work just fine, too.

Galleries and showrooms might hold more expensive items, but are definitely not storefront operations where anyone can wander in off the street. Security measures will be in place, and arriving without an invitation might be counter productive.

Those who do not show their wares are usually brokers who do not actually maintain more than a minimum of stock. Instead they act as contacts and middlemen for discreetly finding a buyer for an item that is held by a private collector, or finding and convincing a private collector to part with an item for the right price. An established broker keeps an extensive network of relationships with potential buyers and sellers. New clients who are not referred to a broker through an existing client, or other trusted personage, will have a difficult time establishing a relationship with a broker.

If a buyer is not immediately forthcoming a broker will often purchase choice items that become available, speculating on being able to find the right buyer in due time. This tactic is only used for very rare items of such worth that, while their cost ensures that there are few who can afford them, their value and use ensures that eventually someone will put up the money for it - even if only as an investment.

Goods and items that dealers and brokers might buy and sell could be paintings, jewelry, sculpture, tapestries, vintage wines and musical instruments.

Rules to Remember: A Gather Information check (DC25) will allow a broker to find a seller or buyer for very expensive items. It should take a week, rather than an evening for each check, due to the sensitivity of the transactions and the need to network, flatter, cajole, etc. A +2 circumstance bonus to the Gather Information check can be applied if the broker specializes in one type of rare item - musical instruments, for example. If an item being sought is more expensive than one that should be available given that community's size, make one roll each month against a DC30, to account for the broker having to travel to other communities and establish new contacts in order to find the item.

Art Dealer: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Appraise +6, Bluff +4, Diplomacy +6, Knowledge (Art) +6, Profession (Merchant) +6, Search +4, Sense Motive +4; Skill Focus (Appraise), Skill Focus (Knowledge (Art)), Skill Focus (Profession (Merchant)), Skill Focus (Diplomacy).

Art Dealer: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Appraise +8, Bluff +6, Diplomacy +10, Intimidate +2, Knowledge (Art) +8, Profession (Merchant) +8, Search +6, Sense Motive +6; Skill Focus (Appraise), Skill Focus (Knowledge (Art)), Skill Focus (Profession (Merchant)), Skill Focus (Diplomacy).

Art Dealer: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Bluff +9, Diplomacy +13, Disguise +1, Gather Information +1, Intimidate +3, Knowledge (Art) +10, Perform +1, Profession (Merchant) +10, Search +8, Sense Motive +8; Skill Focus (Appraise), Skill Focus (Knowledge (Art)), Skill Focus (Profession (Merchant)), Skill Focus (Diplomacy).

Art Dealer: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +12, Bluff +11, Diplomacy +15, Disguise +1, Gather Information +1, Intimidate +3, Knowledge (Art) +12, Perform +1, Profession (Merchant) +12, Search +10, Sense Motive +10; Skill Focus (Appraise), Skill Focus (Knowledge (Art)), Skill Focus (Profession (Merchant)), Skill Focus (Diplomacy).

Customization: A specialist will have various knowledge skills customized to the specialty, and might even have Skill Focus (Knowledge (X)) as a feat.

Magic Item Dealer

Just as there are specialized dealers and brokers who buy and sell rare and expensive objets d'art, some specialized dealers buy and sell magic items. Just as with art, there is a range of rarities and qualities and the sort of business a magic item dealer runs is a function of the type of goods she deals.

If the dealer mostly sells potions, scrolls, wands and relatively cheap wondrous items then a heavily guarded storefront might be the most efficient way to move goods. Generally there will not be items "on the floor" that are worth more than a few hundred gold pieces, and the most expensive item in the vault will be around 1,000gp.

In some campaigns, magic items are status symbols for the wealthy and noble or are simply items that the wealthy use to convert gold into more portable denominations. Even if a rich noble has no intention of using a magic spear, he might spend 4,000gp to acquire one if he finds that he has more coins than he knows what to do with. Such a collector usually relies on a broker to track down another collector who has an appropriate bauble or collectible, negotiate the prices and exchange the goods. Commerce is often considered gauche or petty by the noble classes, and brokers allow them to benefit from commercial interests without ever being seen to be partaking in it. To this end, magic item brokers will often be well-bred or well-connected enough that they could be invited to social functions, or at least not cause too many rumours if they call at a noble's estate. Rarely will they advertise their services; they gain clients by discrete word of mouth among the chattering classes: "Ah, so you are looking for a fountain of youth for your garden. Splendid, I shall have to introduce you to Master Dernian. He might know someone who would be willing to pass one into your possession."

Typically, a dealer will buy items at half market value and sell at full value. Brokers make full-price transactions between clients, but take a cut of the total value. This is never openly referred to as a fee; it is an honorarium or a gift of appreciation from the seller. For smaller transactions, under 4,000gp, the fee might be as much as 50% but for more expensive items the scale slides. Taking 5% of a 100,000gp transaction is satisfactory to everyone involved.

Rules to remember: A Gather Information check (DC25) will allow a broker to find a seller or buyer for very expensive items. It should take a week, rather than an evening for each check, due to the sensitivity of the transactions and the need to network, flatter, cajole, etc. A +2 circumstance bonus to the Gather Information check can be applied if the broker specializes in one type of rare item - musical instruments, for example. If an item being sought is more expensive than one that should be available in that community's size, make one roll each month against a DC30, to account for the broker having to travel to other communities and establish new contacts in order to find the item.

Magic Item Dealer: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Appraise +4, Bluff +2, Diplomacy +4, Knowledge (Arcana) +6, Profession (Merchant) +4, Sense Motive +4, Spellcraft +1, Use Magic Device +6; Skill Focus (Use Magic Device), Skill Focus (Knowledge (Arcana)).



Magic Item Dealer: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Appraise +6, Bluff +3, Diplomacy +8, Knowledge (Arcana) +8, Profession (Merchant) +8, Sense Motive +6, Spellcraft +2, Use Magic Device +8; Skill Focus (Use Magic Device), Skill Focus (Knowledge (Arcana)), Skill Focus (Profession (Merchant)).

Magic Item Dealer: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +8, Bluff +5, Diplomacy +11, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Arcana) +10, Perform +1, Profession (Merchant) +10, Sense Motive +8, Spellcraft +3, Use Magic Device +11; Skill Focus (Use Magic Device), Skill Focus (Knowledge (Arcana)), Skill Focus (Profession (Merchant)).

Magic Item Dealer: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Bluff +6, Diplomacy +13, Disguise +1, Gather Information +1, Intimidate +3, Knowledge (Arcana) +12, Perform +1, Profession (Merchant) +12, Sense Motive +10, Spellcraft +6, Use Magic Device +13; Skill Focus (Use Magic Device), Skill Focus (Knowledge (Arcana)), Skill Focus (Profession (Merchant)), Skill Focus (Spellcraft).

Customization: A specialist will have various knowledge skills customized to the specialty, and might even have Skill Focus (Knowledge (X)) as a feat.

Auctioneer

Estate sales, bankruptcies and dealer sales are the realm of the auctioneer. Depending on your campaign an auctioneer could be selling anything from prized breeding-stock, sacks of grain or cord wood, to priceless gems, works of art, rare books or magic items. Some auctioneers travel the county (or country) plying their trade in smaller communities. Others, typically in large cities, are permanent employees of auction houses.

A quick tongue, observant demeanour and a keen eye for value are traits shared by most in the profession, but the bulk of the work done by an auctioneer is to set the opening bid, so Appraise is the most important skill. Crowds can be possibly be cajoled into bidding higher than usual, but this is very difficult to do. The trick is to set the opening bid lower than the actual value, so many bidders jump in and get caught up in the bidding, but not so low that the bidding will stop short of full market value.

Rules to remember: The DC for appraising common or

well-known items is DC12, and rare or exotic items are rolled against a DC15, 20 or higher.

If two bidders would like to purchase the same item a Bluff check by the auctioneer (DC = Patron's Sense Motive Check +10) would be appropriate to try to convince each in turn to bid "just one more time" after they have reached their target price. The +10 bonus to the Sense Motive check reflects the bidder's awareness of the auctioneer as a salesman, and not an advisor.

Junior Auctioneer: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 12.

Skills and Feats: Appraise +4, Bluff +2, Diplomacy +1, Disguise +1, Gather Information +1, Intimidate +1, Listen +2, Perform +1, Profession (Auctioneer) +4, Spot +4; Alertness, Skill Focus (Appraise).

Junior Auctioneer: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 12.

Skills and Feats: Appraise +4, Bluff +2, Diplomacy +1, Disguise +1, Gather Information +1, Intimidate +1, Listen +4, Perform +4, Profession (Auctioneer) +6, Spot +4; Alertness, Skill Focus (Appraise), Skill Focus (Perform).

Journeyman Auctioneer: Male Human COM3/EXP2; CR 4; Medium-size humanoid; HD 3d4,2d6; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 13.

Skills and Feats: Appraise +6, Bluff +4, Diplomacy +1, Disguise +1, Gather Information +1, Intimidate +1, Listen +6, Perform +7, Profession (Auctioneer) +8, Spot +5; Alertness, Skill Focus (Appraise), Skill Focus (Perform).

Master Auctioneer: Male Human EXP4/COM3; CR 6; Medium-size humanoid; HD 4d6,3d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 13.

Skills and Feats: Appraise +7, Bluff +8, Diplomacy +1, Disguise +1, Gather Information +1, Intimidate +3, Listen +8, Perform +10, Profession (Auctioneer) +10, Spot +7; Alertness, Skill Focus (Appraise), Skill Focus (Perform), Skill Focus (Bluff).

Equipment: Masterwork magnifying glass (+2 to Appraise checks for small, detailed items or gems) and Masterwork Scales (+2 bonus to Appraise checks for items valued by weight, including anything made of precious metals.)

Customization: Less reputable auctioneers, or at least less professional ones, will have more ranks in Bluff and fewer in Diplomacy and Appraise.

An auctioneer who specializes in a specific field (objects d'art, for example) will have ranks in Knowledge (Field X) in stead of Bluff, or even Profession (Auctioneer). If he has +5 ranks in that field of knowledge a +2 synergy bonus to

Appraise that type of item might be granted. This sort of specialist is often associated with a large auction house and is given the job of appraising objects in their field, while specialist "Callers", with more ranks in Perform and fewer in Appraise, actually perform the sale.

If you want to build a very reputable Auctioneer, you might want to allow the NPC to use Perform (Auction Calling) in place of the Bluff skill when trying to encourage patrons to bid up an item, in which case, simply switch ranks (and class skills for the Expert levels) and the Skill Focus feat.



Importer / Exporter

Much like the merchant seaman (q.v.), importer/exporters purchase goods in bulk in one locale where they are plentiful and cheap and sell them in another locale where they are less common and more expensive. They usually have standing orders for goods and try to organize caravan routes where goods are purchased and sold at every stop, ensuring that the return home is paid for, if not profitable.

Common goods that are sold in this way are: textiles, grains, worked metal and glass, precious stones, rare lumber, herbs and spices, books, dyes, weapons and armour.

Security is always a concern for exporters who send goods overland, and they are usually willing to pay a fair price to anyone who can ensure that an expensive caravan traveling through bandit- and orc-infested regions reaches its destination safely.

Rules to Remember: Diplomacy is the skill pertinent to negotiation, and importing/exporting merchants are not prone to agreeing to the first terms offered. Most are businesslike and will not resort to cacophonous haggling, though.



Importer/Exporter: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +4, Diplomacy +2, Profession (Importer / Exporter) +6; Skill Focus (Profession (Importer / Exporter)), Skill Focus (Appraise).

Importer/Exporter: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Diplomacy +5, Profession (Importer / Exporter) +8; Skill Focus (Profession (Importer / Exporter)), Skill Focus (Appraise), Skill Focus (Diplomacy).

Importer/Exporter: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Diplomacy +6, Profession (Importer / Exporter) +10; Skill Focus (Profession (Importer / Exporter)), Skill Focus (Appraise), Skill Focus (Diplomacy).

Importer/Exporter: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Diplomacy +7, Knowledge (Specific Goods) +3, Profession (Importer/Exporter) +12; Skill Focus (Profession (Importer/Exporter)), Skill Focus (Appraise), Skill Focus (Diplomacy), Skill Focus (Knowledge(Specific Goods)).

Customization: See also the entry for mercantile seaman for those who ship their goods by water routes. Importers who specialize in a certain type of goods (say iron ore) will have a Knowledge skill pertinent to that specialty and might even have the Skill Focus feat in that skill.

Moneychanger

In large cosmopolitan cities, where the folk do not live directly off the fruits of the land, coin is the predominant currency. These currencies are sometimes easily transferable between countries and regions, but more often than not, foreign currencies will not be accepted by merchants and trades-people, so travelers and importers must exchange their coins for the local mintage.

Sometimes government offices exchange currencies, but usually it is left to private enterprise. Typically, the fee is 5% to 10% of the total amount exchanged. Generally, the more money you exchange the lower the fee. Exchange rates between different currencies can fluctuate wildly or remain relatively stable over time, often in direct relationship to politi-

cal and military stability between the regions.

Rules to Remember: Unusual currencies, such as those from lost empires or distant lands, will generally be accepted only if they are made of the same precious metals used for currency in the current realm. If the unusual currency is gold, silver, copper or platinum the Appraise check DC is 5. If the unusual currency is another precious metal the appraise DC is 10 (mostly appraised by weight). If the unusual currency is some other base metal or material it is DC20, and it might only be valuable to collectors as an artifact or curio and not accepted by a moneychanger.

Moneychanger: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +7, Bluff +4, Crafts +1, Forgery +5, Knowledge (Currency) +7, Knowledge (Gems and Precious Metals) +5, Profession (Bookkeeping) +4, Scry +1, Search +5, Sense Motive +4; Skill Focus (Appraise), Skill Focus (Knowledge (Currency)).

Moneychanger: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +6, Crafts +1, Diplomacy +2, Forgery +7, Intimidate +2, Knowledge (Currency) +9, Knowledge (Gems and Precious Metals) +9, Profession (Bookkeeping) +4, Scry +1, Search +7, Sense Motive +6; Skill Focus (Appraise), Skill Focus (Knowledge (Currency)), Skill Focus (Knowledge(Gems and Precious Metals)).

Moneychanger: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +11, Bluff +8, Crafts +1, Diplomacy +2, Forgery +9, Intimidate +2, Knowledge (Currency) +11, Knowledge (Gems and Precious Metals) +11, Profession (Bookkeeping) +4, Scry +1, Search +9, Sense Motive +8; Skill Focus (Appraise), Skill Focus (Knowledge (Currency)), Skill Focus (Knowledge(Gems and Precious Metals)).

Moneychanger: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.



Skills and Feats: Appraise +13, Bluff +10, Crafts +1, Diplomacy +2, Forgery +13, Intimidate +2, Knowledge (Currency) +13, Knowledge (Gems and Precious Metals) +13, Profession (Bookkeeping) +4, Scry +1, Search +11, Sense Motive +10; Skill Focus (Appraise), Skill Focus (Knowledge (Currency)), Skill Focus (Knowledge (Gems and Precious Metals)), Skill Focus (Forgery).

Moneylender

In the absence of chartered banks, private moneylenders provide capital to finance large constructions, trade missions, and even mercenary armies in times of war. Usually a local government will regulate the interest that can be charged on such loans, but not always. Typical interest rates range from 10% to 25% and repayment schedules are based on events or time - e.g. to be repaid with interest when the borrower sells her cargo of silk in Faiton (an event), or after one year has passed (time).

If the borrower is not established in the community, or is known to be untrustworthy, collateral must be provided. An expensive item is held by the moneylender until the loan is repaid.

Moneylenders tend to know a bit about many different sorts of business, so as to be able to accurately assess the risk of loaning money for these different ventures. They try to avoid lending sums to powerful government officials, as they are just as likely to pass laws that forgive their own debts as to pay them off.

Moneylender: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +7, Bluff +4, Crafts +1, Diplomacy +4, Forgery +1, Gather Information +4, Intimidate +4, Knowledge (Business) +7, Profession (Bookkeeping) +4, Scry +1, Search +1, Sense Motive +4; Skill Focus (Appraise), Skill Focus (Knowledge (Business)).

Moneylender: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +9, Bluff +6, Crafts +1, Diplomacy +8, Forgery +1, Gather Information +6, Intimidate +8, Knowledge (Business) +9, Profession (Bookkeeping) +8, Scry +1, Search +1, Sense Motive +6; Skill Focus (Appraise), Skill Focus (Knowledge (Business)), Skill Focus (Profession (Bookkeeping)).

Moneylender: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +11, Bluff +8, Crafts +1, Diplomacy +10, Forgery +1, Gather Information +8, Intimidate +10,

Knowledge (Business) +11, Profession (Bookkeeping) +10, Scry +1, Search +1, Sense Motive +8; Skill Focus (Appraise), Skill Focus (Knowledge (Business)), Skill Focus (Profession (Bookkeeping)).

Moneylender: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +13, Bluff +10, Crafts +1, Diplomacy +12, Forgery +1, Gather Information +12, Intimidate +12, Knowledge (Business) +13, Profession (Bookkeeping) +12, Scry +1, Search +1, Sense Motive +10; Skill Focus (Appraise), Skill Focus (Knowledge (Business)), Skill Focus (Profession (Bookkeeping)), Skill Focus (Gather Information).



Shopkeeper

Shopkeepers are the foundation of trade and commerce. Their work is neither prestigious nor terribly lucrative, but it supports their family in a simple but comfortable lifestyle.

In short, shopkeepers sell things. They have a more or less permanent residence from which to sell their goods. Larger shops, or those that cater to an upscale clientele, will probably have a safe hidden somewhere on the premises. Most shops don't make enough money to worry about security - the day's profits go to purchasing more goods and putting dinner on the table that evening.

Rules to Remember: Diplomacy is the skill usually used for haggling, although shopkeepers (who have more operating costs than merchants in the market) are very reluctant to haggle over the price of typical goods. If Bluff is used to haggle, a failed check will probably result in the PC being kicked out of the shop and insulted.

Shopkeeper: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +4, Knowledge (Goods of Choice) +2, Profession (Shopkeeper) +6; Skill

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Focus (Profession (Shopkeeper)), Skill Focus (Appraise).

Shopkeeper: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Knowledge (Goods of Choice) +5, Profession (Shopkeeper) +8; Skill Focus (Profession (Shopkeeper)), Skill Focus (Appraise), Skill Focus (Knowledge(Goods of Choice)).

Shopkeeper: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

I *Skills and Feats:* Appraise +6, Knowledge (Goods of Choice) +6,
N Profession (Shopkeeper) +10; Skill Focus (Profession
(Shopkeeper)), Skill Focus (Appraise), Skill Focus
(Knowledge(Goods of Choice)).

T **Shopkeeper:** Male Human COM7; CR 6; Medium-size humanoid;
H HD 7d4; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10);
E Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex
10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Appraise +7, Knowledge (Goods of Choice) +7,
Profession (Shopkeeper) +12; Leadership, Skill Focus
(Profession (Shopkeeper)), Skill Focus (Appraise), Skill Focus
(Knowledge(Goods of Choice)).

M **Customization:** Higher level shopkeepers are probably
A very successful merchants who manage a number of relat-
ed shops around the city. Shopkeepers over level 2 or 3 are
very, very rare.

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At Your Service

Artist / Artisan (General)

Artists and artisans are experts in the creation or decoration of materials. Their goal is primarily aesthetic, although some might have grander ambitions for their work. But whether it is for the glory of a deity, enlightenment of the masses or just the flattering of a patron, artists and artisans use beauty as their tool.

It is difficult, and probably pointless, to try to definitively distinguish artists from artisans but artists tend to work in media that, however practical, stand solely on their own merits: paintings, sculpture, carving and embroidery being the most common. Artisans usually decorate existing structures or create objects that have a mundane use that is separate from their artistic merit: stone carvers, heralds, furniture carvers, manuscript illuminators and many others.

Artisans are much more rare than mundane crafters due to their emphasis on form over function. While everyone has use for a sturdy chair, few can afford one that is intricately carved and inlaid. Successful artists and artisans usually found a school or studio to train others in their art. Phenomenally successful artists often attract followers who will not depart their company after they create their own masterpiece.

Rules to Remember: 5+ ranks in Alchemy could conceivably grant a synergy bonus to craft checks that involve mixing paints or glues. An Innuendo check at the time of creation of a work of art will set the DC for viewers to understand symbolism based on secret codes, belief systems or organizational insignia. Subtract the Innuendo check from 40 and that is the DC for the viewer's appropriate Knowledge check to understand the hidden message or meaning. Messages and meanings that are intended to be understood by all can be incorporated with automatic success. In any case, the artist's Craft check determines whether or not there is artistic merit to the creation.

Artist/Artisan (Generic): Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Bluff +4, Craft (Choice 1) +6, Craft (Choice 2) +6, Craft (Choice 3) +2, Innuendo +4, Knowledge (Art) +4, Search +2, Spot +2; Skill Focus (Craft(Choice 1)), Skill Focus (Craft(Choice 2)).

Artist/Artisan (Generic): Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Appraise +3, Bluff +6, Craft (Choice 1) +8, Craft (Choice 2) +8, Craft (Choice 3) +5, Innuendo +6, Intimidate +2,

Knowledge (Art) +6, Search +3, Spot +3; Skill Focus (Craft (Choice 1)), Skill Focus (Craft (Choice 2)), Skill Focus (Craft (Choice 3)).

Artist/Artisan (Generic): Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +5, Bluff +8, Craft (Choice 1) +11, Craft (Choice 2) +11, Craft (Choice 3) +7, Crafts +1, Forgery +1, Innuendo +8, Intimidate +2, Knowledge (Art) +9, Scry +1, Search +6, Spot +5; Skill Focus (Craft (Choice 1)), Skill Focus (Craft(Choice 2)), Skill Focus (Craft(Choice 3)).

Artist/Artisan (Generic): Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +6, Bluff +10, Craft (Choice 1) +13, Craft (Choice 2) +13, Craft (Choice 3) +8, Crafts +1, Forgery +1, Innuendo +12, Intimidate +2, Knowledge (Art) +11, Scry +1, Search +8, Spot +7; Skill Focus (Craft(Choice 1)), Skill Focus (Craft(Choice 2)), Skill Focus (Craft(Choice 3)), Skill Focus (Innuendo).

Customization: In a high-magic campaign, one might want to add a few levels of a variant Adept class that has no cure or combat spells, but has low-level spells that create unnatural colors: colors that won't fade or add minor sounds or lights to objects they create.

In a cash-poor campaign, usually those where the economy is based on barter or feudal relationships, there will be almost no pure artists and few artisans.

Boater

Unlike sailors, boaters pilot small craft on inland waterways - canals, rivers, lakes, etc. Usually, their boats require only one individual to operate, although a larger barge might need four or five boaters to pole it upstream. Typically, boaters don't sail, they paddle, row or pole their craft over relatively short distances. Those that work on long rivers might cover much more territory, of course.

Boater: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Knowledge (Weather) +2, Profession (Boater) +6, Swim +4; Endurance, Skill Focus (Profession (Boater)).

Boater: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10

(touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Knowledge (Weather) +5, Profession (Boater) +8, Swim +6; Endurance, Skill Focus (Profession (Boater)), Skill Focus (Knowledge (Weather)).

Boater: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4 +5; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +1; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Concentration +1, Knowledge (Weather) +6, Profession (Boater) +10, Swim +8; Endurance, Skill Focus (Profession (Boater)), Skill Focus (Knowledge (Weather)).

**A
T** **Boater:** Male Human COM7; CR 6; Medium-size humanoid; HD 7d4 +7; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +3, Ref +2, Will +2; Str 10, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Y *Skills and Feats:* Concentration +1, Knowledge (Weather) +7, Profession (Boater) +12, Swim +12; Endurance, Skill Focus (Profession (Boater)), Skill Focus (Knowledge (Weather)), Skill Focus (Swim).

O U Cartographer

R Cartographers make maps. Mostly these maps are guides to help people get from place to place if they've never traveled the route before. Sometimes maps are drawn to delineate kingdoms, provinces or other political boundaries - often these maps are used as legal documents when land changes hands, but just as often they are used to legitimize the ownership of land that has been seized by less than legal means.

**S
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E** **Rules to Remember:** Without the assistance of precise mechanical or magical instruments, maps will be less accurate as their scale increases. Generally, Profession (Cartographer) checks will determine whether a map is accurate enough to be functional: DC10 for a community map, DC15 for a regional map, DC20 for a country map, DC30 for a continental map. The DC for making a functional map of an enclosed or regimented space, such as a dungeon or city, is 0. A cartographer can move at 1/3 speed while recording a map - the amount of time needed to record the map is a function of how much ground the cartographer can cover in a day.

Draughtsman: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Illustration) +5, Crafts +1, Decipher Script +5, Forgery +1, Gather Information +4, Knowledge (Politics) +5, Knowledge (Geography) +7, Knowledge (Urban Planning) +5, Profession (Cartographer) +6, Scry +1, Search +1, Spot +4; Skill Focus (Profession (Cartographer)), Skill Focus (Knowledge (Geography)).



Draughtsman: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Illustration) +7, Crafts +1, Decipher Script +9, Forgery +1, Gather Information +6, Knowledge (Politics) +7, Knowledge (Geography) +9, Knowledge (Urban Planning) +7, Profession (Cartographer) +8, Scry +1, Search +1, Spot +6; Skill Focus (Profession (Cartographer)), Skill Focus (Knowledge (Geography)), Skill Focus (Decipher Script).

Surveyor: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Illustration) +9, Crafts +1, Decipher Script +11, Forgery +1, Gather Information +8, Knowledge (Politics) +9, Knowledge (Geography) +11, Knowledge (Urban Planning) +9, Profession (Cartographer) +10, Scry +1, Search +1, Spot +8; Skill Focus (Profession (Cartographer)), Skill Focus (Knowledge (Geography)), Skill Focus (Decipher Script).

Cartographer: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Illustration) +11, Crafts +1, Decipher Script +13, Forgery +1, Gather Information +12, Knowledge (Politics) +11, Knowledge (Geography) +13, Knowledge (Urban Planning) +11, Profession (Cartographer) +12, Scry +1, Search +1, Spot +10; Skill Focus (Profession (Cartographer)), Skill Focus (Knowledge (Geography)), Skill Focus (Decipher Script), Skill Focus (Gather Information).

Chef / Cook

Cooks prepare food in an edible manner. Mostly they are commoners who have found their way into a kitchen at a tavern and been asked to boil things. There is little skill involved in their work, because they provide low cost, unadorned meals of meat, tubers and legumes. If a patron is lucky, perhaps some garlic or pepper will accidentally drop into the pot.

A chef, on the other hand, is a highly trained specialist who can turn a fungus into a delicacy fit for a king and can transform a common chicken into a feast for the eye as well as the palate. His skills are highly sought after by the rich and powerful, and a great chef might even be granted a noble title or ceremonial rank for his services.

In between these two extremes of the culinary profession is the Sous-Chef who makes common meals that are tasty and edible, but not artistic or innovative. These are the professionals that one finds running the kitchen in most respectable taverns or minor houses of note.

Cook: Male Human COM1; CR 0.5; Medium-size humanoid; HD

1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Cooking) +6, Knowledge (Food) +4, Knowledge (Herbs and Spices) +2; Skill Focus (Craft (Cooking)), Skill Focus (Knowledge(Food)).

Cook: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Cooking) +8, Knowledge (Food) +5, Knowledge (Herbs and Spices) +5; Skill Focus (Craft (Cooking)), Skill Focus (Knowledge (Food)), Skill Focus (Knowledge (Herbs and Spices)).

Sous-Chef: Male Human COM3/EXP2; CR 4; Medium-size humanoid; HD 3d4,2d6; hp 15; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Cooking) +11, Crafts +1, Diplomacy +4, Forgery +1, Knowledge (Food) +8, Knowledge (Herbs and Spices) +8, Profession (Chef) +6, Scry +1, Search +1; Skill Focus (Craft (Cooking)), Skill Focus (Knowledge(Food)), Skill Focus (Knowledge(Herbs and Spices)).

Chef: Male Human EXP4/COM3; CR 6; Medium-size humanoid; HD 4d6,3d4; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Cooking) +13, Crafts +1, Diplomacy +10, Forgery +1, Knowledge (Food) +10, Knowledge (Herbs and Spices) +10, Profession (Chef) +12, Scry +1, Search +1; Skill Focus (Craft (Cooking)), Skill Focus (Knowledge(Food)), Skill Focus (Knowledge(Herbs and Spices)), Skill Focus (Profession(Chef)).

Clerk

Clerks are service professionals or civil servants who enlist and enumerate, copy and compose. They are not as specialized as scribes, and generally have a high level of competence in accounting as well as copying. They are used by merchants and traders to keep track of inventory; and by the nobility or government to tally taxes, soldiers, castle expenses, and even to record judicial proceedings or diplomatic negotiations. Some high-level, or politically connected, clerks manage or oversee lesser clerks and don't do the actual counting or recording themselves.

In endeavors where there are few numbers involved, and form is a high priority, a professional scribe will often oversee a team of clerks. Generally speaking, clerks are not diplomatic, nor are they trained to make beautiful documents - they are the epitome of functionality. It is common to have a clerk or team of clerks act as researchers for scribes, who then concoct an illuminated manuscript in classical verse on the subject at hand.

Clerk: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Gather Information +4, Listen +2, Profession (Bookkeeping) +6, Search +1; Skill Focus (Profession (Bookkeeping)), Skill Focus (Gather Information).

Clerk: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Gather Information +5, Listen +5, Profession (Bookkeeping) +8, Search +1; Skill Focus (Profession (Bookkeeping)), Skill Focus (Gather Information), Skill Focus (Listen).

Clerk: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Forgery +1, Gather Information +6, Listen +6, Profession (Bookkeeping) +10, Search +3; Skill Focus (Profession (Bookkeeping)), Skill Focus (Gather Information), Skill Focus (Listen).

Clerk: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Forgery +1, Gather Information +7, Listen +7, Profession (Bookkeeping) +12, Search +3; Skill Focus (Profession (Bookkeeping)), Skill Focus (Gather Information), Skill Focus (Listen), Skill Focus (Decipher Script).

Domestic Servant

Behind every great family, there is a small army of domestic servants who keep the household running efficiently. When a room is vacated by the lord of the manor, as soon as the door closes, the servants whisk in to remove all traces of occupancy, and to clean, dust and refresh the room for its next use. In small but rich households, there will be two or three domestic servants, with a single person acting as doorman, valet and butler, and another performing the duties of scullery maid, housekeeper and lady in waiting. Larger households will have upwards of a dozen domestic servants, and huge palaces could have a few score people working behind the scenes.

In merchant families, or among the earthier of the landed gentry, the chief butler and head lady-in-waiting are the managing executives in charge of the entire staff. They will appear to provide personal service to the heads of the household, but rarely will do the leg-work themselves. Their aptitude is ultimately for ensuring quality control over many simultaneous services provided by the staff,



and for anticipating the needs of the lord before they are verbalized.

Among the noble classes, a seneschal will take the ultimate responsibility for the staff, including the butlers and ladies-in-waiting, but will also serves a more ceremonial and public role than a mere domestic servant. Where a seneschal is in some ways the lord's representative, and may be noble in his own right (although always of much lower rank than the lord he serves), a butler or lady in waiting will strive to serve the lord without ever making their presence known and is invariably hired from the ranks of commoners- not that it isn't one of the more genteel of common professions. Some families of butlers and domestic servants are proud to have served the gentry or nobility for many generations.

A The statblocks below are designed to model domestic servants who are on a "career track" within the household. Most scullery maids or doormen are simply unskilled labourers (q.v.), but these are examples of men and women who have the potential to raise their status or position within a household.

O **Doorman/Scullery Maid:** Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

R *Skills and Feats:* Diplomacy +1, Listen +4, Move Silently +1, Profession (Domsestic Servant) +6, Spot +4; Alertness, Skill Focus (Profession (Domsestic Servant)).

S **Valet/Maid:** Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

V *Skills and Feats:* Diplomacy +3, Listen +4, Move Silently +1, Profession (Domestic Servant) +8, Sense Motive +2, Spot +4; Alertness, Skill Focus (Profession (Domsestic Servant)), Skill Focus (Diplomacy).

I **Underbutler/Attendant Lady:** Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

C *Skills and Feats:* Diplomacy +4, Heal +1, Listen +5, Move Silently +1, Profession (Domestic Servant) +11, Sense Motive +4, Spot +5, Wilderness Lore +1; Alertness, Skill Focus (Profession (Domsestic Servant)), Skill Focus (Diplomacy).

E **Butler/Lady in Waiting:** Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +5, Heal +1, Listen +5, Move Silently +1, Profession (Domestic Servant) +13, Sense Motive +7, Spot +5, Wilderness Lore +1; Alertness, Skill Focus (Profession (Domsestic Servant)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).



Customization: Of course, the gender should be altered to reflect whether the NPC is a butler, or a lady in waiting.



Entertainer (General)

Every culture of every age has traditional entertainment. Juggling, singing, dancing, acting and all of their variants are welcomed by one and all. The best of the lot (or at least the well connected) are often held on permanent retainer by nobles and wealthy business folks, while the less experienced (or more avant-garde) make due with traveling from town to town playing in markets and at festivals.

Traveling entertainers are usually considered by the general public to be scoundrels; while their work is appreciated, as individuals they are not trusted. Those who have a permanent residence, a theatre, patronage or simply perform in the same town every week, hold somewhat higher esteem. Few would encourage their children to aspire to this lifestyle, though.

Entertainer (General): Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Bluff +1, Perform +4, Pick Pocket +4, Tumble +1; Skill Focus (Perform), Skill Focus (Pick Pocket).

Entertainer (General): Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Bluff +1, Disguise +1, Perform +5, Pick Pocket +4, Tumble +4; Skill Focus (Perform), Skill Focus (Pick Pocket), Skill Focus (Tumble).

Entertainer (General): Male Human COM3/EXP2; CR 4; Medium-size humanoid; HD 3d4,2d6; hp 15; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +4, Diplomacy +3, Disguise +4, Gather Information +1, Intimidate +1, Knowledge (Theatre) +2, Perform +8, Pick Pocket +6, Tumble +6; Skill Focus (Perform), Skill Focus

(Pick Pocket), Skill Focus (Tumble).

Entertainer (General): Male Human EXP4/COM3; CR 6; Medium-size humanoid; HD 4d6,3d4; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +2, Bluff +6, Diplomacy +5, Disguise +8, Gather Information +1, Intimidate +3, Jump +2, Knowledge (Theatre) +6, Perform +10, Pick Pocket +8, Tumble +8; Skill Focus (Perform), Skill Focus (Pick Pocket), Skill Focus (Tumble), Skill Focus (Disguise).

Innkeeper

An innkeeper owns and operates a place where travelers can sleep and eat. The innkeeper usually lives on the premises with his or her family, except in larger, more genteel establishments.

The price of a stay at an inn usually includes meals, but other services such as laundry and stables cost extra. Typically, meals are only served to those who rent rooms, but inns in smaller communities can also serve as taverns for the locals. Rooms can be rented by the day, week or month.

The dining rooms are usually open spaces with long tables and benches; there is rarely a "bar" where drinks are served over a counter.

Innkeeper: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Diplomacy +4, Profession (Innkeeper) +6, Sense Motive +2; Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy).

Innkeeper: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Diplomacy +5, Profession (Innkeeper) +8, Sense Motive +5; Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Innkeeper: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +7, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Innkeeper) +10, Sense Motive +6; Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Innkeeper: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +7, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Innkeeper) +12, Sense Motive +6, Speak Language +1; Iron Will, Skill Focus (Profession (Innkeeper)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Lawyer

A lawyer represents, before a court of law or a tribunal of elders, an individual accused of a crime. Usually lawyers are professionals who make a living doing this, but some systems allow for (or require) amateur advocates to speak for the prisoner. Even small, dark-ages, realms (such as 10th century Iceland) would have individuals who would represent accused criminals before community councils or tribunals. These "lawyers" can have various names, depending on their role in the legal system - advocate, notary, attorney, prosecutor, barrister, solicitor, etc. Usually, the lawyer speaks on behalf of the accused, or the government (crown, community or watch) depending on which side of the court she stands. The stat-blocks below describe a professional lawyer.

There are two main abilities that a good lawyer needs: knowledge of the laws of the land, and an ability to communicate convincingly. Depending on the legal system, one or the other may be more important. Where disputes or criminal proceedings are resolved in front of a professional judge, and arguments are based on technicalities, then the former is most important. In systems where there is a jury of peers that makes the final judgment or where principles are more important than codes of law, the latter is more important.

Most lawyers prefer to be paid up front, although prosecutors might accept a portion of an award (in goods or cash) depending on the case.

Rules to Remember: Court or tribunal outcomes can be quickly resolved by opposed checks. Opposing the Diplomacy checks of rival lawyers, or Knowledge (Laws and Customs) depending on the legal system, will work quickly and well. The defending lawyer's roll will usually set the DC, so ties will go to the prosecutor. Sentences or awards can be based on the degree of success or failure of the opposed check.

In non-confrontational legal systems -- where there is only one lawyer and one judge or jury, rather than two opposing lawyers - the lawyer's Diplomacy or Knowledge (Laws and Customs) check will be opposed with the judge's or jury's check. See also the entry for Judge for more advice on running a court in your game.

Lawyer: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.



Skills and Feats: Bluff +4, Diplomacy +6, Gather Information +4, Knowledge (Laws and Customs) +4, Knowledge (Court Decisions) +4, Profession (Lawyer) +6, Sense Motive +4; Skill Focus (Profession (Lawyer)), Skill Focus (Diplomacy).

Lawyer: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +6, Diplomacy +10, Gather Information +6, Intimidate +2, Knowledge (Laws and Customs) +8, Knowledge (Court Decisions) +6, Profession (Lawyer) +8, Sense Motive +6; Skill Focus (Profession (Lawyer)), Skill Focus (Diplomacy), Skill Focus (Knowledge (Laws and Customs)).

A
T **Lawyer:** Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +13, Disguise +1, Gather Information +9, Intimidate +3, Knowledge (Laws and Customs) +10, Knowledge (Court Decisions) +8, Perform +1, Profession (Lawyer) +10, Sense Motive +8; Skill Focus (Profession (Lawyer)), Skill Focus (Diplomacy), Skill Focus (Knowledge (Laws and Customs)).

O
U
R **Lawyer:** Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +15, Disguise +1, Gather Information +11, Intimidate +3, Knowledge (Laws and Customs) +12, Knowledge (Court Decisions) +10, Perform +1, Profession (Lawyer) +12, Sense Motive +12; Skill Focus (Profession (Lawyer)), Skill Focus (Diplomacy), Skill Focus (Knowledge (Laws and Customs)), Skill Focus (Sense Motive).

S **E** **R** **V** **Messenger**

I
C
E Messengers are specialized lackeys who do not carry goods on their backs, but information in their heads or pockets. Common messengers are used by business folk and lower-ranking nobility, where communication over distances is often necessary, but the services of a full time, and highly trained, herald (q.v.) are not necessary. Most commonly, messengers carry short communications that require no protocol - contracts, letters and schedules. Speed and reliability are the only requirements for a good messenger. In semi-literate societies, or in a milieu which does not commonly transact in written form (e.g. most illegal enterprises), a good memory is also very important. A messenger who is employed exclusively by one individual and takes on other menial services - retrieving the employer's books, or filing contracts, for example - is called a page.



Occasionally, professional messengers will have PC classes if they specialize in delivering documents through dangerous territory or

with an exceptional degree of stealth.

Rules to Remember: Wisdom checks can be used to determine if a message is correctly recalled. The base difficulty will be DC5 for a few sentences, DC10 for a page or two (or a minute or two of a verbal message), DC15 for three to five pages (or up to five minutes of a verbal message) and DC20+ for anything longer. Alternatively a new skill could be introduced for Recall (actors would also benefit from this) that would use the same DCs but would allow a greater chance of success with longer messages. Generally though, the difficulty remembering long messages is the reason why writing is so important to any culture, and the new skill should be cross-class for everyone except perhaps Bards.

Messenger: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Diplomacy +2, Intuit Direction +2, Ride +4; Endurance, Run.

Messenger: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Diplomacy +5, Intuit Direction +3, Ride +6; Endurance, Run, Skill Focus (Diplomacy).

Messenger: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +6, Heal +1, Intuit Direction +5, Listen +1, Ride +8, Sense Motive +1, Spot +1, Wilderness Lore +1; Endurance, Run, Skill Focus (Diplomacy).

Messenger: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +7, Heal +1, Intuit Direction +6, Listen +1, Ride +12, Sense Motive +1, Spot +1, Wilderness Lore +1; Endurance, Run, Skill Focus (Diplomacy), Skill Focus (Ride).

Sage (Academic or Monastic)

Most large cities have an institutionalized center of learning where those who show an aptitude for philosophy, history and science have an opportunity to hone their knowledge and pass on their understanding to others. These schools are usually patronized by rich and noble families, although temples and civic governments might also support such institutions if they hold knowledge in high regard. Temples tend to support sages who study a field of knowledge that is near and dear to their patron deity.

Smaller communities might be home to an individual sage of independent means, who conducts his studies closer to their source (botany, zoology, or astronomy perhaps) or further away from the distractions of the city.

Given the solitary, contemplative nature of their work they tend to begrudge interruptions and distractions but gladly discuss their studies at length with those who are genuinely interested or in need. Sages are often rather competitive and hold in contempt those who have opinions differing from their own. For this reason there are usually by-laws banning weapons from institutions of learning, even when it is common to bear arms in the outside community.

Sage: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0



(1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Decipher Script +5, Forgery +1, Gather Information +4, Knowledge (Choice 1) +7, Knowledge (Choice 2) +7, Knowledge (Choice 3) +5, Knowledge (Choice 4) +3, Knowledge (Choice 5) +3, Profession (Sage) +4, Scry +1, Search +3, Speak Language +1; Skill Focus (Knowledge (Choice 1)), Skill Focus (Knowledge(Choice 2)).

Sage: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Decipher Script +9, Forgery +1, Gather Information +6, Knowledge (Choice 1) +9, Knowledge (Choice 2) +9, Knowledge (Choice 3) +7, Knowledge (Choice 4) +4, Knowledge (Choice 5) +4, Profession (Sage) +6, Scry +1, Search +4, Sense Motive +1, Speak Language +1; Skill Focus (Knowledge (Choice 1)), Skill Focus (Knowledge(Choice 2)), Skill Focus (Decipher Script).

Sage: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Crafts +2, Decipher Script +12, Forgery +2, Gather Information +8, Knowledge (Choice 1) +12, Knowledge (Choice 2) +12, Knowledge (Choice 3) +10, Knowledge (Choice 4) +6, Knowledge (Choice 5) +6, Profession (Sage) +8, Scry +2, Search +6, Sense Motive +2, Speak

Language +2; Skill Focus (Knowledge (Choice 1)), Skill Focus (Knowledge(Choice 2)), Skill Focus (Decipher Script).

Sage: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 14, Wis 10, Cha 10.

Skills and Feats: Appraise +2, Crafts +2, Decipher Script +14, Forgery +2, Gather Information +10, Knowledge (Choice 1) +14, Knowledge (Choice 2) +14, Knowledge (Choice 3) +14, Knowledge (Choice 4) +7, Knowledge (Choice 5) +7, Profession (Sage) +10, Scry +2, Search +7, Sense Motive +3, Speak Language +3; Skill Focus (Knowledge (Choice 1)), Skill Focus (Knowledge (Choice 2)), Skill Focus (Decipher Script), Skill Focus (Knowledge(Choice 3)).

Customization: Choose individual Knowledge skills to suit the specialty of the sage. Avoid excessive practical skills: sages study the anatomy, physics and ecology of horses, they don't spend more time than anyone else handling them or training them. Skills like Alchemy, Handle Animal, Ride, and Use Magic Device are probably too narrowly practical. Alchemy, Heal, Spellcraft and Wilderness Lore, however, might be acquired as a direct result of the sage's study. In any case, they should not have as many ranks as they have in the associated Knowledge skills.

Scribe (Monastic)

Monastic scribes labor, as an act of devotion, to further the influence of their deity through copying and distributing (often to other monasteries) works of general or specific knowledge. Because they work in large, self-contained scriptoria they usually make paper, bindings and illuminations as well as copying text.

Some monastic scribes work outside of the scriptoria and are given numerous mundane writing tasks, mostly drafting letters and contracts as dictated by their clerical superiors. Most ranking clergy are able to write well enough that this job is rarely necessary, but when administrative duties make high demands on their time, some of this work would be delegated to a scribe.

Often a monastic scribe will oversee novice scribes who have little understanding of the art and craft of writing, acting as proofreaders for barely literate commoners who have been taken in by the monastery or temple. The stat-blocks below detail a literate and professional scribe at all levels.

Scribe (Monastic): Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Calligraphy) +6, Craft (Papermaking) +6, Craft (Binding) +4; Skill Focus (Craft(Calligraphy)), Skill Focus (Craft (Papermaking)).



Scribe (Monastic): Male Human EXP2/COM1; CR 2; Medium-size humanoid; HD 2d6,1d4; hp 10; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Calligraphy) +8, Craft (Papermaking) +8, Craft (Binding) +8, Decipher Script +2, Forgery +2, Knowledge (religion) +2, Knowledge (Choice) +1, Speak Language +1; Skill Focus (Craft (Calligraphy)), Skill Focus (Craft (Papermaking)), Skill Focus (Craft (Binding)).

Scribe (Monastic): Male Human EXP4/COM1; CR 4; Medium-size humanoid; HD 4d6,1d4; hp 17; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

A *Skills and Feats:* Appraise +1, Craft (Calligraphy) +11, Craft (Papermaking) +11, Craft (Binding) +11, Crafts +1, Decipher Script +5, Forgery +7, Knowledge (religion) +5, Knowledge (Choice) +3, Scry +1, Search +1, Speak Language +2; Skill Focus (Craft (Calligraphy)), Skill Focus (Craft (Papermaking)), Skill Focus (Craft (Binding)).

Y **Scribe (Monastic):** Male Human EXP6/COM1; CR 6; Medium-size humanoid; HD 6d6,1d4; hp 24; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

U *Skills and Feats:* Appraise +1, Craft (Calligraphy) +13, Craft (Papermaking) +13, Craft (Binding) +13, Crafts +1, Decipher Script +7, Forgery +13, Knowledge (religion) +7, Knowledge (Choice) +4, Scry +1, Search +1, Speak Language +3; Skill Focus (Craft (Calligraphy)), Skill Focus (Craft (Papermaking)), Skill Focus (Craft (Binding)), Skill Focus (Forgery).

E **Scribe (Professional)**

R In large institutions, powerful noble households, or even the courts of law, scribes find work above and beyond that of the staff clerks. They specialize in the creation, presentation and copying of official documents. Rarely do they gather the information to be presented in writing; this is left to the clerks and other officers unless the job is one of straight transcription or dictation. They are essentially editors, proofreaders and "printers" of official documents and communications.

S **Scribe (Professional):** Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Calligraphy) +6, Decipher Script +4, Diplomacy +6, Forgery +4, Knowledge (Politics) +2, Knowledge (Law) +4, Profession (Scribe) +4, Speak Language +2; Skill Focus (Craft (Calligraphy)), Skill Focus (Diplomacy).

Scribe (Professional): Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 10; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.



Skills and Feats: Craft (Calligraphy) +8, Decipher Script +6, Diplomacy +8, Forgery +8, Knowledge (Politics) +4, Knowledge (Law) +6, Profession (Scribe) +6, Speak Language +2; Skill Focus (Craft (Calligraphy)), Skill Focus (Diplomacy), Skill Focus (Forgery).

Scribe (Professional): Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 17; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Calligraphy) +11, Crafts +1, Decipher Script +9, Diplomacy +10, Forgery +11, Knowledge (Politics) +6, Knowledge (Law) +9, Profession (Scribe) +8, Scry +1, Search +1, Speak Language +3; Skill Focus (Craft (Calligraphy)), Skill Focus (Diplomacy), Skill Focus (Forgery).

Scribe (Professional): Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 24; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Calligraphy) +13, Crafts +1, Decipher Script +11, Diplomacy +12, Forgery +13, Knowledge (Politics) +7, Knowledge (Law) +13, Profession (Scribe) +10, Scry +1, Search +1, Speak Language +4; Skill Focus (Craft (Calligraphy)), Skill Focus (Diplomacy), Skill Focus (Forgery), Skill Focus (Knowledge(Law)).

Scribe (Street)

These are the least professional of the literate scribes. Debts, disfavor from the local powers, or simply the lack of better prospects force these moderately educated individuals to the streets as "quills for hire."

There is plenty of business for an itinerant scribe, although little cash. Peasants and unskilled laborers are often in need of documents to be written (or read). Wills, marriage contracts and promissory notes are the most common documents to be composed. The same, and legal notices, are the most common documents a street scribe would be hired to read aloud.

Among the peasantry, it is very romantic, and a sure sign of true devotion, to have a love-letter written to one's beloved especially if circumstances have separated the couple for a time.

Generally a street scribe sets up a table or lectern in the community's market quarter and performs his work in public. They will, for an additional fee, perform work (reading or writing) in private. Some municipalities have laws governing public scribes, or sponsored guilds, to ensure that ethical practices are followed. Most, however, do not and some unscrupulous scribes are negligent to the point of fraud.

Scribe (Street): Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Calligraphy) +6, Diplomacy +2, Knowledge (Law) +4; Skill Focus (Craft (Calligraphy)), Skill Focus (Knowledge (Law)).

Scribe (Street): Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Craft (Calligraphy) +8, Diplomacy +5, Knowledge (Law) +5; Skill Focus (Craft (Calligraphy)), Skill Focus (Knowledge (Law)), Skill Focus (Diplomacy).

Scribe (Street): Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Calligraphy) +11, Crafts +1, Diplomacy +6, Forgery +2, Knowledge (Law) +7, Search +1; Skill Focus (Craft (Calligraphy)), Skill Focus (Knowledge (Law)), Skill Focus (Diplomacy).

Scribe (Street): Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Craft (Calligraphy) +13, Crafts +1, Diplomacy +7, Forgery +5, Knowledge (Law) +8, Search +1; Skill Focus (Craft (Calligraphy)), Skill Focus (Knowledge (Law)), Skill Focus (Diplomacy), Skill Focus (Forgery).

Customization: In cosmopolitan, or simply multilingual, communities shift ranks from Knowledge (Law), to Speak Language.

Teamster

Whenever there are heavy things to be lifted or a large quantity of goods to be transported, teamsters will be nearby. Not much skill is needed, just a strong back and a willingness to use it. Some will own their own cart, and some even own a horse or donkey, but most are just hired for short-term work loading or unloading a cart, wagon or ship.



Others are hired at the destination to unload the cargo.

Teamsters and carters (those who pull, push or drive wagons) are also useful in support roles for armies and adventurers. Someone has to carry the battering rams and provisions, and a ranger cohort probably has too much pride for that sort of thing. When adventuring, teamsters can pull double duty as a torch.

Teamster: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Handle Animal +4, Jump +1, Profession (Teamster) +4, Swim +1, Use Rope +6; Endurance, Skill Focus (Use Rope).

Teamster: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Handle Animal +8, Jump +1, Profession (Teamster) +6, Ride +2, Swim +1, Use Rope +8; Endurance, Skill Focus (Use Rope), Skill Focus (Handle Animal).

Teamster: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 13, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Handle Animal +10, Jump +1, Profession (Teamster) +8, Ride +2, Swim +1, Use Rope +10; Endurance, Skill Focus (Use Rope), Skill Focus (Handle Animal).

Teamster: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 13, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Handle Animal +12, Jump +1, Profession (Teamster) +12, Ride +2, Swim +1, Use Rope +12; Endurance, Skill Focus (Use Rope), Skill Focus (Handle Animal), Skill Focus (Profession (Teamster)).

At the Bedside

Apothecary

An apothecary is a chemist or pharmacist who specializes in dispensing non magical healing concoctions. His skill in manipulating herbs and solutions makes him rather adept at creating other alchemical mixtures, but this is not his usual business and he probably doesn't keep the materials on hand for this sort of work.

A Most commonly he acts primarily as a supplier, buying
T herbs and minerals from farmers and miners and turning
them into useful powders, tea leaves or liquids for sale to
healers. Rarely will he act as a primary care-giver to sick or
wounded individuals.

A **Apprentice:** Male Human EXP1; CR 0.5; Medium-size humanoid;
T HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10);
H Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex
E 10, Con 10, Int 12, Wis 10, Cha 10.

S *Skills and Feats:* Alchemy +7, Appraise +5, Crafts +1, Diplomacy
E +4, Forgery +1, Heal +4, Knowledge (Herbs and Roots) +5,
Knowledge (Chemistry) +5, Knowledge (Minerals) +5, Profession
(Apothecary) +6, Scry +1, Search +1; Skill Focus (Profession
(Apothecary)), Skill Focus (Alchemy).

B **Apprentice:** Male Human EXP3; CR 2; Medium-size humanoid;
E HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10);
Atk +2 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +3; Str 10, Dex
10, Con 10, Int 12, Wis 10, Cha 10.

D *Skills and Feats:* Alchemy +9, Appraise +7, Crafts +1, Diplomacy
S +6, Forgery +1, Heal +6, Knowledge (Herbs and Roots) +7,
I Knowledge (Chemistry) +7, Knowledge (Minerals) +7, Profession
(Apothecary) +8, Scry +1, Search +1; Great Fortitude, Skill Focus
(Profession (Apothecary)), Skill Focus (Alchemy).

A **Apothecary:** Male Human EXP5; CR 4; Medium-size humanoid;
D HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10);
E Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +4; Str 10, Dex
10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Alchemy +11, Appraise +9, Crafts +1, Diplomacy

+8, Forgery +1, Heal +8, Knowledge (Herbs and Roots) +9,
Knowledge (Chemistry) +9, Knowledge (Minerals) +9, Profession
(Apothecary) +10, Scry +1, Search +1; Great Fortitude, Skill
Focus (Profession (Apothecary)), Skill Focus (Alchemy).

Master Chemist: Male Human EXP7; CR 6; Medium-size
humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-
footed 10); Atk +5 (1d6/X3, club); AL N; Fort +3, Ref +2, Will +5;
Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Alchemy +13, Appraise +11, Crafts +1,
Diplomacy +10, Forgery +1, Heal +10, Knowledge (Herbs and
Roots) +11, Knowledge (Chemistry) +13, Knowledge (Minerals)
+11, Profession (Apothecary) +12, Scry +1, Search +1; Great
Fortitude, Skill Focus (Profession (Apothecary)), Skill Focus
(Alchemy), Skill Focus (Knowledge(Chemistry)).

Customization: You can add a level of adept to a high
level apothecary who takes a more active roll in providing
care to the sick and wounded. For a well-rounded healer
without the spells increase the Profession (Herbalist) and
Heal skills at the expense of Alchemy and Appraise skills.

Faith Healer

In a fantasy world where the deities have a visible and tangible impact on the world of mortals, there are some individuals who are called to serve their deity by serving their community. Faith healers can be found anywhere; in isolated regions they are often the sole source of aid and comfort for the sick and wounded, and in cities they can be found tending to the needy in the poorer quarters. Some less stable faith healers will ply their trade on the streets in the market place, trying to win converts as they perform their duties. Nobles often do not want to be tied to closely to specific deities, or to spiritual concerns in general - it makes political decisions too difficult - but occasionally a faith healer will be attached to a noble's court. Likewise, faith healers are not typically associated with an established temple. Temples of medical and healing deities may have faith healer adepts in their hospital, but faith healers



usually fall outside of temple hierarchies. This does not mean that they are loners, however. They often recruit or attract disciples with the same calling to assist them in their work.

Adept Healer: Male Human ADP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Alchemy +4, Heal +7, Listen +1, Perform +2, Sense Motive +1, Spot +1, Wilderness Lore +1; Scribe Scroll, Skill Focus (Heal).

Adept Healer: Male Human ADP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Alchemy +6, Heal +9, Listen +1, Perform +3, Sense Motive +1, Spot +1, Wilderness Lore +1; Brew Potion, Scribe Scroll, Skill Focus (Heal).

Preacher: Male Human ADP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Alchemy +8, Heal +11, Listen +1, Perform +4, Sense Motive +1, Spot +1, Wilderness Lore +1; Brew Potion, Scribe Scroll, Skill Focus (Heal).

Faith Healer: Male Human ADP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Alchemy +10, Heal +13, Listen +1, Perform +7, Sense Motive +1, Spot +1, Wilderness Lore +1; Brew Potion, Scribe Scroll, Skill Focus (Heal), Skill Focus (Perform).

Suggested Spells: L0 - Cure Minor Wounds x2, Purify Food and Drink; L1 - Cure Light Wounds (x3), Detect Evil (or opposite alignment- don't want to heal the infidels, but healing those on the fence is alright); L2 - Cure Moderate Wounds, Delay Poison, Endurance L3 - Neutralize Poison, Remove Disease

Customization: For a more fire and brimstone street-preacher type healer, you might want to replace Neutralize

Poison (it isn't used that often in a relatively orderly city or town) with Bestow Curse. One does have to have recourse if the mob begins to get abusive.

Herbalist

An herbalist is often the only healer to be found in small or rural communities. Herbalists often work well with apothecaries, when they are available, but sometimes develop rivalries with faith-based healers or surgeons. In a typical fantasy campaign this will be mostly an argument over style and philosophy rather than effectiveness (although the faith healer is probably the most effective, but least common). The remedies they apply have been passed down from generation to generation and are both family traditions and family secrets. Most good herbalists do not hide their recipes from others out of greed or malice, but they are concerned about untrained hands and minds making deadly errors with sensitive concoctions.

Herbalists act as primary care-givers and will tend to the wounds and ills of those in their community to the best of their abilities and to the full extent of their resources. Recompense is expected to be appropriate to the means of the patient - they only charge flat fees to those outside of their community. Indeed, an herbalist might even refuse care to outsiders if there is a plague ravaging the community that requires all of their attention.

Rules to Remember: A healer can provide long-term care (DC15) to up to six patients at a time. Treating poison and disease takes up negligible time over the course of a day.

Novice: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Forgery +1, Heal +5, Knowledge (Disease) +2, Knowledge (Poison) +2, Listen +1, Profession (Herbalist) +7, Search +1, Sense Motive +1, Spot +1, Wilderness Lore +3; Skill Focus (Heal), Skill Focus (Profession (Herbalist)).

Novice: Male Human COM3; CR 2; Medium-size humanoid; HD



3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Forgery +1, Heal +6, Knowledge (Disease) +5, Knowledge (Poison) +2, Listen +1, Profession (Herbalist) +9, Search +1, Sense Motive +1, Spot +1, Wilderness Lore +4; Skill Focus (Knowledge (Disease)), Skill Focus (Heal), Skill Focus (Profession (Herbalist)).

Herbalist: Male Human COM3/EXP2; CR 4; Medium-size humanoid; HD 3d4, 2d6; hp 15; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +2, Forgery +1, Heal +8, Knowledge (Disease) +7, Knowledge (Poison) +4, Listen +1, Profession (Herbalist) +11, Scry +1, Search +3, Sense Motive +3, Spot +1, Wilderness Lore +6; Skill Focus (Knowledge (Disease)), Skill Focus (Heal), Skill Focus (Profession (Herbalist)).

Wise man / Wise woman: Male Human EXP4/COM3; CR 6; Medium-size humanoid; HD 4d6, 3d4; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +3, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +4, Forgery +1, Heal +10, Knowledge (Disease) +9, Knowledge (Poison) +6, Listen +1, Profession (Herbalist) +13, Scry +1, Search +5, Sense Motive +5, Spot +1, Wilderness Lore +8; Great Fortitude, Skill Focus (Knowledge (Disease)), Skill Focus (Heal), Skill Focus (Profession (Herbalist)).

Customization: If a culture, community, or family has a long tradition of herbalists as healers then make an expert at all levels. But in very remote regions or in any region where there is no formal apprenticeship or guild system for herbalists, you should probably keep the class mixutre as is. Essentially, the farmer with an aptitude for healing gets the job then eventually (given time and experience) becomes more and more professional.

Midwife

Midwifery is a herbalist specialty devoted to delivering babies and aiding the recovery of the mother during postpartum. Childbirth is one of the most natural and joyous of

events, but can be dangerous in some fantasy settings. Traditionally, midwives have also taken on the responsibility, when asked, of informing and assisting women about issues of birth control. Midwives are highly skilled and respected practitioners.

In small, remote communities a respected grandmother is usually the most experienced midwife and takes this job on as part of the responsibilities of a village elder. In larger towns, especially in cultures where surgeons are predominantly male, midwives are more professional in bearing. Training and internships takes place under the auspices of midwifery colleges, and midwife's guilds and collectives foster and support the profession. In both cases, midwives see themselves as an important element in the continuity of a community and take a significant interest in the history of their region.

Apprentice Midwife: Female Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +4, Heal +7, Knowledge (Anatomy) +4, Knowledge (Herbs and Roots) +4, Knowledge (Local History) +4, Listen +1, Profession (Midwife) +7, Sense Motive +5, Spot +1, Wilderness Lore +1; Skill Focus (Heal), Skill Focus (Profession (Midwife)).

Midwife: Female Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +8, Heal +9, Knowledge (Anatomy) +8, Knowledge (Herbs and Roots) +6, Knowledge (Local History) +6, Listen +1, Profession (Midwife) +9, Sense Motive +7, Spot +1, Wilderness Lore +1; Skill Focus (Heal), Skill Focus (Profession (Midwife)), Skill Focus (Knowledge (Anatomy)).

Midwife: Female Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Diplomacy +10, Heal +11, Knowledge (Anatomy) +10, Knowledge (Herbs and Roots) +10, Knowledge (Local History) +8, Listen +1, Profession (Midwife) +11, Sense Motive



+9, Spot +1, Wilderness Lore +1; Skill Focus (Heal), Skill Focus (Profession (Midwife)), Skill Focus (Knowledge (Anatomy)), Skill Focus (Knowledge (Herbs and Roots)).

Preceptor: Female Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Diplomacy +12, Heal +13, Knowledge (Anatomy) +12, Knowledge (Herbs and Roots) +12, Knowledge (Local History) +10, Listen +1, Profession (Midwife) +13, Sense Motive +11, Spot +1, Wilderness Lore +1; Skill Focus (Heal), Skill Focus (Profession (Midwife)), Skill Focus (Knowledge (Anatomy)), Skill Focus (Knowledge (Herbs and Roots)).

Customization: The herbalist, surgeon or faith healer could each serve as midwives depending on the flavor of the campaign.

Quack

A fantasy world is a confusing place to live: hebalism, science, alchemy, divine and arcane magic all co-exist and are more or less accepted by society at large. But the average lay-person cannot possibly know much about all of these arts. At least, that is what the quack is counting on. Taking advantage of people in their hour of need, and possibly even indirectly contributing to their death, is not a profession that is attractive even to criminals - but it can be lucrative.

Quacks fall into two categories. The most common are those who claim to have a new miracle cure for some ailment or another (or many) and peddle their ointments and unguents to the masses before moving on to the next town. Essentially they are salesmen and need no special skills other than a high Charisma and an aptitude for Bluffing.

A smaller, more specialized group of quacks are those who pose as healers of one sort or another and directly treat the ill and infirm. Their methods are suspect at best, and at worst designed to mislead the stricken and their loved-ones. Pretending to cast divine healing spells, prescribing random herbs and administering soothing but less-than-

therapeutic massages and physical therapies are all part of the quack's repertoire.

He must have a minimal amount of knowledge of the healing arts in order to make his bluffs credible, even to those who have some small experience with these things. But otherwise he is an actor, a scam artist and a charlatan.

Rules to Remember: A quack will usually try to apply his limited knowledge of healing first, but will quickly begin bluffing when his expertise falls short.

Quack: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +3, Bluff +5, Diplomacy +3, Disguise +1, Gather Information +1, Heal +1, Intimidate +1, Perform +3; Skill Focus (Bluff), Skill Focus (Diplomacy), Skill Focus (Appraise).

Quack: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +3, Bluff +6, Diplomacy +3, Disguise +1, Gather Information +1, Heal +2, Intimidate +1, Perform +5; Skill Focus (Bluff), Skill Focus (Perform), Skill Focus (Diplomacy), Skill Focus (Appraise).

Quack: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Appraise +4, Bluff +7, Diplomacy +3, Disguise +1, Gather Information +1, Heal +2, Intimidate +1, Perform +7; Skill Focus (Bluff), Skill Focus (Perform), Skill Focus (Diplomacy), Skill Focus (Appraise).

Quack: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Appraise +5, Bluff +8, Diplomacy +4, Disguise

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+1, Gather Information +1, Heal +2, Intimidate +3, Perform +7; Skill Focus (Bluff), Skill Focus (Perform), Skill Focus (Diplomacy), Skill Focus (Appraise).

Surgeon

Surgeons can be trained in large academies, lecture halls, and autopsy theatres by the best scientific minds of the land; or they can be trained through an internship with a barber-surgeon. Surgeons learn the basic medical and scientific arts, but generally focus on cutting, bleeding or sewing. Because of their more organized approach to the profession (even if not the practice) of healing than herbalists or faith healers, they tend to hold a higher place in the communities in which they reside. Often they are commissioned in the armed forces, or invested with noble status as part of a ruling household.

Because of the training involved, and the lucrateness of an urban practice, few surgeons can be found in rural regions. But some retire to the country to escape the pressures of city life. Regardless of location, unless the surgeon is beholden to a noble or on retainer to a wealthy merchant, he will treat whomever can pay to the best of his ability. High level surgeons invariably have numerous apprentices and interns in their hospital who hope to learn the healing arts from a famous practitioner.

Rules to Remember: A healer can provide long-term care (DC15) to up to six patients at a time. Treating poison and disease takes up negligible time over the course of a day. You might want to give a synergy bonus to heal checks if the surgeon has 5 or more ranks in Knowledge (Anatomy).

Intern: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +4, Forgery +1, Heal +6, Knowledge (Anatomy) +5, Knowledge (Medicine) +5, Knowledge (Nobility and Royalty) +5, Profession (Surgeon) +6, Scry +1, Search +5, Sense Motive +4; Skill Focus (Heal), Skill Focus (Profession (Surgeon)).

Surgeon: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +8, Forgery +1, Heal +8, Knowledge (Anatomy) +7, Knowledge (Medicine) +7, Knowledge (Nobility and Royalty) +7, Profession (Surgeon) +8, Scry +1, Search +7, Sense Motive +6; Great Fortitude, Skill Focus (Heal), Skill Focus (Profession (Surgeon)).

Surgeon: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +10, Forgery +1, Heal +10, Knowledge (Anatomy) +9, Knowledge (Medicine) +9, Knowledge (Nobility and Royalty) +9, Profession (Surgeon) +10, Scry +1, Search +9, Sense Motive +8; Great Fortitude, Skill Focus (Heal), Skill Focus (Profession (Surgeon)).

Dean of Surgery / Surgeon General: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +3, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +12, Forgery +1, Heal +12, Knowledge (Anatomy) +11, Knowledge (Medicine) +11, Knowledge (Nobility and Royalty) +11, Profession (Surgeon) +12, Scry +1, Search +11, Sense Motive +10; Great Fortitude, Leadership, Skill Focus (Heal), Skill Focus (Profession (Surgeon)).

Customization: For a more military surgeon, add ranks in Ride and extra ranks in Diplomacy or perhaps Intimidate.

For the Greater Glory

Hermit

Some spiritual souls believe that the world is too much with us and that the contemplation of the divine requires a withdrawal from the world. Some choose locations of natural beauty in which to contemplate the divine spark in the physical world; others choose harsh terrain and climes as a reminder that the physical world is transitory and not the true home of the soul. Not all hermits worship nature; many simply retreat into nature to escape the temptations and distractions of society and culture.

Hermits are contemplative and solitary and rarely welcome unexpected intrusions. Some will even go so far as to set traps to discourage visitors. A minority do not encourage guests, but are of a disposition and faith to welcome them when they do make the difficult journey to their lair. Although they do not have access to great libraries or other thoughtful minds, hermits accumulate, through years of contemplation and divine inspiration, a great deal of knowledge on one aspect of their patron deity's divinity.

In order to survive, often in spite of themselves, they learn enough of farming and gathering to survive. Many good hermits are vegetarian and do not hunt or fish.

Hermit: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (Choice (e.g. weaving, pottery)) +4, Heal +1, Knowledge (religion) +4, Listen +1, Sense Motive +1, Spot +1, Wilderness Lore +3; Endurance, Skill Focus (Knowledge (Religion)).

Hermit: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Craft (Choice (e.g. weaving, pottery)) +6, Heal +1, Knowledge (religion) +5, Listen +1, Sense Motive +1, Spot +1, Wilderness Lore +4; Endurance, Iron Will, Skill Focus (Knowledge (Religion)).

Hermit: Male Human COM4/ADP1; CR 4; Medium-size humanoid; HD 4d4, 1d6; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +6; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Craft (Choice (e.g. weaving, pottery)) +8, Heal +1, Knowledge (religion) +6, Listen +1, Sense Motive +1, Spot +1, Wilderness Lore +5; Endurance, Iron Will, Skill Focus (Knowledge (Religion)).

Hermit: Male Human COM4/ADP3; CR 6; Medium-size humanoid; HD 4d4, 3d6; hp 21; Init +0; Spd 30; AC 10 (touch 10,

flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +7; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Craft (Choice (e.g. weaving, pottery)) +10, Heal +1, Knowledge (religion) +8, Listen +1, Sense Motive +1, Spot +1, Wilderness Lore +7; Endurance, Extend Spell, Iron Will, Skill Focus (Knowledge (Religion)).

Customization: Choose a Knowledge skill appropriate to the patron deity and keep it at maximum ranks if at all possible. Also, keep any related skills at high ranks. For example, a hermit devoted to a Nature goddess will have Knowledge (Nature), Wilderness Lore and perhaps Profession (Husbandry) with high ranks. A hermit devoted to a more mystical deity such as a god of Goodness (or Evil) might have Knowledge (Philosophy) and Knowledge (The Planes) at high ranks. For evil Hermits replace Heal with Bluff. Craft skills should be chosen for their immediate function, not for their ability to generate income. Commerce necessitates entering civilization and by definition is anathema to a hermit.

Missionary

Some are called to serve at home and others are called to serve elsewhere. Not all missionaries assume conversion of the heathens as their primary goal. For some, healing the sick, supporting the needy, or educating the masses are the primary goals of the missionary's deity. Of course, it is rare for a faith to turn away the newly devout who have been inspired by the example of the missionaries' good works. And missionaries don't all travel far from their homes to do their good works - some simply travel across the city to the slums.

Of course, there are those missionaries who set out to spread the word of their deity in places where that god is little known or poorly regarded. They will administer to the spiritual needs of a small community of believers, while preaching and actualizing the deity's mandate (healing, protection, knowledge, etc.) among the unbelievers. This is, however, rare in polytheistic cultures, where everyone knows that there is more than one deity and pays homage to each as the need arises. In this case, the missionary will perform the rituals and lead the rites of homage in the absence of a permanent temple.

Missionary: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +2, Heal +1, Knowledge (Religion) +4, Listen +1, Profession (Missionary) +7, Sense Motive +1, Spot +1, Wilderness Lore +1; Skill Focus (Knowledge

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(Religion)), Skill Focus (Profession (Missionary)).

Missionary: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +5, Heal +1, Knowledge (Religion) +5, Listen +1, Profession (Missionary) +9, Sense Motive +1, Spot +1, Wilderness Lore +1; Skill Focus (Knowledge (Religion)), Skill Focus (Profession (Missionary)), Skill Focus (Diplomacy).

Missionary: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

G *Skills and Feats:* Diplomacy +6, Heal +1, Knowledge ((Religion) +5, Listen +1, Profession (Missionary) +11, Sense Motive +1, Spot +1, Wilderness Lore +1; Skill Focus (Knowledge (Religion)), Skill Focus (Profession (Missionary)), Skill Focus (Diplomacy).

R **Missionary:** Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

E *Skills and Feats:* Diplomacy +7, Heal +1, Knowledge (Religion) +5, Listen +1, Profession (Missionary) +13, Sense Motive +4, Spot +1, Wilderness Lore +1; Skill Focus (Knowledge (Religion)), Skill Focus (Profession (Missionary)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

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G A preacher stands in front of a congregation and enlightens them as to the teachings and tenets of a deity or ethos. Preachers rely on a knowledge of scriptures, folklore, rhetoric, history and oratory to do their jobs. Rarely do they have any divine powers to dazzle their audiences - those gifts have been given to others.

L Depending on the nature of the deities, these preachers might be self-appointed layfolk, or an integral part of a temple hierarchy. In those faiths where clerics and other divine spell casters are kept busy healing the sick and defending the people, these preachers relieve them of the duties of educating and guiding the flock, and allow them more time to apply their gifts. These faiths esteem preachers highly. In other faiths, the miracles of divine magic are required to show the power of the deity in the material realm, and preachers are held in disregard.

Preachers can work in many ways. They can preach from a pulpit in front of a massive audience in a temple; lead discussions among a small group of seekers in a wooded grove; or even just stop by for informal visits to parishioners to ensure that everything is well and good. Most preachers use a number of different forums to guide the believers.

Preacher: Male Human COM1; CR 0.5; Medium-

size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +3, Disguise +1, Gather Information +1, Intimidate +1, Knowledge ((Religion) +4, Perform +5; Skill Focus (Knowledge (Religion)), Skill Focus (Perform).

Preacher: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

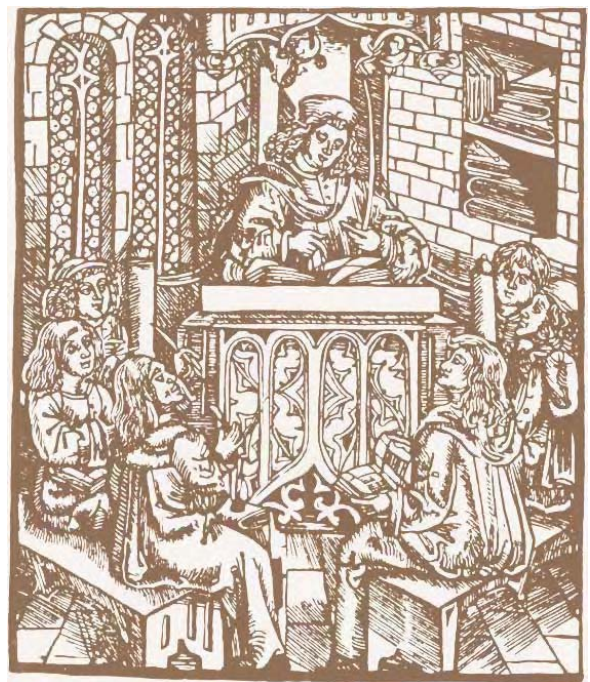
Skills and Feats: Bluff +1, Diplomacy +6, Disguise +1, Gather Information +1, Intimidate +1, Knowledge ((Religion) +5, Perform +6; Skill Focus (Knowledge (Religion)), Skill Focus (Perform), Skill Focus (Diplomacy).

Preacher: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +1, Diplomacy +7, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Religion) +6, Perform +6, Sense Motive +1; Skill Focus (Knowledge (Religion)), Skill Focus (Perform), Skill Focus (Diplomacy).

Preacher: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +1, Diplomacy +8, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Religion) +7, Perform +6, Sense Motive +4; Skill Focus (Knowledge (Religion)), Skill Focus (Perform), Skill Focus (Diplomacy), Skill Focus (Sense Motive).



In the Bureaucracy



Customs Agent

Customs agents are servants of the King, Duke, Ruling Council, Warlord or whomever collects the taxes. In free ports there will be no customs agents, as there are no import or export taxes, but in most port-cities there will be at least a nominal fee for bringing goods into the port or sending them out.

Typical fees could be based on the number of masts on the ship, number of oars, or tonnage of the cargo. In regions that are more lawful in government and prone to Byzantine regulations and codes, elaborate systems based on quantity and type of goods might be in force. For example, 1 gp per weapon, shield or suit of armour, up to the 100th such item and 5 sp per such item above that. (i.e. 150gp for 200 swords.) In such a case there will be many customs agents working in each port, but never enough, so that cargo is often "held up in customs" for days or weeks. Special writs could be granted to preferred ships or fleets that allow their cargo to be fast-tracked - the writ gives the customs agent permission to not count all of the goods; he will be allowed to take the Captain's word (if it seems reasonable) for the type and quantity of goods in the hold.

Customs Clerk: Male Human EXP1; CR 0.5; Medium-size

humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +6, Diplomacy +4, Heal +1, Intimidate +4, Knowledge (Shipping) +4, Listen +1, Profession (Accountant) +7, Search +4, Sense Motive +5, Spot +1, Wilderness Lore +1; Skill Focus (Profession (Accountant)), Skill Focus (Appraise).

Customs Agent: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +8, Diplomacy +8, Heal +1, Intimidate +6, Knowledge (Shipping) +5, Listen +1, Profession (Accountant) +9, Search +6, Sense Motive +9, Speak Language +1, Spot +1, Wilderness Lore +1; Skill Focus (Profession (Accountant)), Skill Focus (Appraise), Skill Focus (Sense Motive).

Customs Agent: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Appraise +10, Diplomacy +10, Heal +1, Intimidate +8, Knowledge (Shipping) +6, Listen +1, Profession (Accountant) +11, Search +8, Sense Motive +11, Speak Language +2, Spot +1,

Wilderness Lore +1; Skill Focus (Profession (Accountant)), Skill Focus (Appraise), Skill Focus (Sense Motive).

Officer of the Exchequer: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 10, Wis 13, Cha 10.

Skills and Feats: Appraise +12, Diplomacy +12, Heal +1, Intimidate +10, Knowledge (Shipping) +7, Listen +1, Profession (Accountant) +13, Search +12, Sense Motive +13, Speak Language +3, Spot +1, Wilderness Lore +1; Skill Focus (Profession (Accountant)), Skill Focus (Appraise), Skill Focus (Sense Motive), Skill Focus (Search).

Customization: For a dishonest or corrupt customs agent, add ranks of Bluff and Forgery and lower ranks in Diplomacy and Speak Language. Search isn't nearly as important to corrupt agents as they are mostly interested in making a profit rather than collecting the "government's" rightful share. For flavor, if the NPC is a recurring one, you could add a few ranks of Profession (Gambler) to give a motive for the corruption - paying off gambling debts.

T
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E

B Herald

A herald is a quasi-noble messenger, communicator and keeper of the rolls. He delivers written and verbal messages of high import, whether it is an invitation to a banquet or a notice of surrender on the battlefield. He will also announce the guests as they arrive at the banquet, or the participants in a tournament as they take the field. In rare and special cases he will act as the noble's crier, publicly announcing new legislation or the birth of an heir.

As keeper of the rolls, the herald is responsible for knowing who's who in the land. Nobles, important merchants, wizards, ranking clergy, and politicians are all known by face and by the symbols of family and office. If bearing coats of arms is a privilege, rather than a right, then the designs are registered with the College of Heralds or the King's Herald. Usually there is a fee for registration or transferal (when the arms are passed to an heir) and the King can use this event to heavily tax noble houses. In regions where even commoners are entitled to bear arms, the herald has little power of the granting of arms, but is still required to know the colors of notable persons.

Depending on the size of the nation, or the importance of noble titles, a Herald might be given the title of knight or baronet. Rarely will the title be hereditary or tied to any political power such as privileges of council.

Herald: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

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Skills and Feats: Diplomacy +6, Knowledge (Laws and Customs) +6, Knowledge (Nobility and

Royalty) +4, Knowledge (Heraldry) +4, Listen +2, Profession (Herald) +4, Read Lips +2, Ride +1, Speak Language +1; Skill Focus (Diplomacy), Skill Focus (Knowledge (Laws and Customs)).

Herald: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Diplomacy +8, Knowledge (Laws and Customs) +8, Knowledge (Nobility and Royalty) +8, Knowledge (Heraldry) +6, Listen +3, Profession (Herald) +6, Read Lips +3, Ride +2, Speak Language +1; Skill Focus (Diplomacy), Skill Focus (Knowledge (Laws and Customs)), Skill Focus (Knowledge (Nobility and Royalty)).

Herald: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +11, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Laws and Customs) +10, Knowledge (Nobility and Royalty) +10, Knowledge (Heraldry) +8, Listen +4, Perform +1, Profession (Herald) +8, Read Lips +4, Ride +3, Speak Language +2; Skill Focus (Diplomacy), Skill Focus (Knowledge (Laws and Customs)), Skill Focus (Knowledge (Nobility and Royalty)).

Herald: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +13, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Laws and Customs) +12, Knowledge (Nobility and Royalty) +12, Knowledge (Heraldry) +12, Listen +5, Perform +1, Profession (Herald) +10, Read Lips +5, Ride +3, Speak Language +3; Skill Focus (Diplomacy), Skill Focus (Knowledge (Laws and Customs)), Skill Focus (Knowledge (Nobility and Royalty)), Skill Focus (Knowledge (Heraldry)).

Customization: In small kingdoms, or non-monarchical countries, heralds may simply be commoners or experts in the employ of a rich or powerful person, but only if that person entertains guests often, or relies on connections for his business. Dictators will often encourage the use of coats of arms to give the impression of dispersed power where none truly exists, and to claim an historic legitimacy to supreme power where none truly exists.

Jailer

Local jails are usually small stone buildings or keeps meant to house petty criminals for short periods of time - either for the duration of short sentences or while awaiting trial. Large penal institutions are possible, but rare in most settings. The amount of resources needed, surplus food especially, to house and maintain large numbers of criminals is a huge burden on an agrarian economy that needs every

last scrap of surplus to support towns and cities. When the jails get too full, other options are exercised. Criminals might be pressed into military service, exiled, or even sold into slavery depending on the nature of the culture and region.

Criminals who perpetrate crimes against the nobility or who are deemed too dangerous to trust to exile are often jailed in small keeps or in the dungeons of a castle.

Jailers tend to have some martial training in order to quell possible uprisings. More professional or experienced jailers will have a knowledge of locks and engineering and will have honed their senses, all with the aim of averting or avoiding escapes.

Jailer: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +3, Search +2, Spot +3; Alertness, Improved Unarmed Strike.

Jailer: Male Human WAR3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +3, Ref +1, Will +1; Str 11, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +6, Listen +3, Search +5, Sense Motive +1, Spot +3; Alertness, Improved Unarmed Strike, Skill Focus (Search).

Jailer: Male Human WAR5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d6/X3, club); AL N; Fort +4, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Intimidate +8, Jump +1, Listen +4, Search +5, Sense Motive +2, Spot +3, Swim +1; Alertness, Improved Unarmed Strike, Skill Focus (Search).

Jailer: Male Human WAR7; CR 6; Medium-size humanoid; HD 7d8; hp 30; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +8/+3 (1d6/X3, club); AL N; Fort +5, Ref +2, Will +2; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Intimidate +10, Jump +1, Listen +4, Open Lock +2, Search +5, Sense Motive +4, Spot +3, Swim +1; Alertness, Improved Unarmed Strike, Skill Focus (Search), Skill Focus (Sense Motive).

Customization: For small local jails a 1st level warrior will be typical; the captain of the jail will likely just be a higher level warrior with better than average stats. High level experts could be specialists in a very large jail.

Judge

In smaller, clan-based communities, there are no professional judges. The elders or the community as a whole determine the guilt of criminals and the punishment appropriate to the crime.

In larger communities, or those where crime and punishment has been abstracted from community standards through codified laws, judges are employed to determine at least the punishment for crimes committed. Often they are charged with determining guilt or innocence as well.

Different systems of laws grant more or less power to individual judges or individual courts. Petty crimes might be heard by one court, while crimes against the state are reserved for the Royal Court. In other systems, a jury or council is responsible for determining guilt and the judge simply determines the appropriate punishment. In systems where a judge's decisions are not final, the final court of appeal is usually the ruling noble or the city council.

Rules to remember: Bluff would be the appropriate skill to use when arguing a case contrary to the facts. A +2 synergy bonus from +5 ranks of Knowledge (Laws and Customs) might be appropriate. Even if the judge is convinced by the bluff, others in the courtroom might not be and justice might not be seen to be served. Lynch mobs and vigilante justice might be a result if the crime is severe enough. If the defendant has the facts on his side, then Diplomacy would be a more appropriate skill check, again modified by a synergy bonus from Knowledge (Laws and Customs). Even if the point of law is not successfully argued, the sentencing might be more lenient due to a close roll. And if the judge is convinced by a diplomacy check but others who are present are not, the others are unlikely to step "outside the law" as there is no perception of malicious misinformation.

A more complicated system would be to have the advocate or defendant roll Bluff or Diplomacy as above, but without the synergy bonus from Knowledge (Laws and Customs). This initial roll establishes the facts of the case. The judge might be convinced of the facts by the defendant, the prosecutor, neither or possibly both- which would indicate that both stories are equally likely rather than equally unlikely. After the facts are established a Knowledge (Laws and Customs) check is rolled to establish the proper legal context for the facts. The defendant would be trying to call upon the proper legal precedent or loophole to have the case dismissed and the prosecutor would be doing the same thing towards opposite results. If one side or the other wins both checks, it is an open and shut case. If one side is successful on the first check and the other side is successful on the second check, then the case could drag on, requiring another battery of checks until the judge can make a clear decision. Alternatively the judge might, for the sake of expediency, make a ruling based on other factors - including Sense Motive, if the legal system allows judges to rule based on hunches.

Judge: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +4, Forgery +1, Intimidate +4, Knowledge (Laws and Customs) +7, Knowledge (Court Decisions) +5, Knowledge (Local History) +3, Knowledge (Local Geography) +3, Listen +4, Profession (Judge) +4, Scry +1, Search +1, Sense Motive +6; Skill Focus (Sense Motive), Skill Focus (Knowledge (Laws and Customs)).

Judge: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 11, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +10, Forgery +1, Intimidate +6, Knowledge (Laws and Customs) +9, Knowledge (Court Decisions) +7, Knowledge (Local History) +4, Knowledge (Local Geography) +4, Listen +6, Profession (Judge) +6, Scry +1, Search +1, Sense Motive +8; Skill Focus (Sense Motive), Skill Focus (Knowledge (Laws and Customs)), Skill Focus (Diplomacy).

Judge: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +12, Forgery +1, Heal +1, Intimidate +8, Knowledge (Laws and Customs) +11, Knowledge (Court Decisions) +9, Knowledge (Local History) +5, Knowledge (Local Geography) +5, Listen +9, Profession (Judge) +9, Scry +1, Search +1, Sense Motive +11, Spot +1, Wilderness Lore +1; Skill Focus (Sense Motive), Skill Focus (Knowledge (Laws and Customs)), Skill Focus (Diplomacy).

Judge: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +14, Forgery +1, Heal +1, Intimidate +10, Knowledge (Laws and Customs) +13, Knowledge (Court Decisions) +13, Knowledge (Local History) +6, Knowledge (Local Geography) +6, Listen +11, Profession (Judge) +11, Scry +1, Search +1, Sense Motive +13, Spot +1, Wilderness Lore +1; Skill Focus (Sense Motive), Skill Focus (Knowledge (Laws and Customs)), Skill Focus (Diplomacy), Skill Focus (Knowledge (Court Decisions)).

Y Seneschal

Running a castle, or even a small noble household, is time-consuming and detailed work. Everything must be managed - from organizing banquets to ensuring the chambers are in order to making sure there are enough torches to light the passages. Most nobles have other things to worry about, even when they aren't off in foreign lands fighting wars. The day-to-day operation of the castle to the satisfaction of the lord and his guests is the job of a skilled and trusted seneschal.



The Seneschal rarely performs the work himself, unless it is for the lord himself or a particularly revered guest. He does oversee all of

the staff, and is responsible for their training and work, and he probably supervises the work at high functions. Very large castles might have a number of Stewards General to assist the Seneschal. Most castles will have lower ranking stewards who are responsible for one particular aspect of the castle, such as a Wine Steward, Chamber Steward, Steward of the Stables, and perhaps even a Steward of the Guards - although the latter might only be responsible for ceremonial guards.

The ranks of the seneschals are often filled by semi-noble families (gentry) that have held the same post for generations, or, in larger castles, by the younger sons of low-ranking nobles or a noble administrator (q.v.) whose peerage includes this obligation, rather than an obligation for military service.

Steward: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +6, Forgery +1, Innuendo +4, Intimidate +4, Knowledge (Laws and Customs) +5, Knowledge (Nobility and Royalty) +5, Knowledge (Food and Wine) +5, Profession (Seneschal) +6, Scry +1, Search +1, Spot +4; Skill Focus (Profession (Seneschal)), Skill Focus (Diplomacy).

Steward: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +8, Forgery +1, Innuendo +6, Intimidate +6, Knowledge (Laws and Customs) +7, Knowledge (Nobility and Royalty) +9, Knowledge (Food and Wine) +7, Profession (Seneschal) +8, Scry +1, Search +1, Spot +6; Skill Focus (Profession (Seneschal)), Skill Focus (Knowledge(Nobility and Royalty)), Skill Focus (Diplomacy).

Steward General: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +10, Forgery +1, Innuendo +8, Intimidate +8, Knowledge (Laws and Customs) +9, Knowledge (Nobility and Royalty) +11, Knowledge (Food and Wine) +9, Profession (Seneschal) +10, Scry +1, Search +1, Spot +8; Skill Focus (Profession (Seneschal)), Skill Focus (Knowledge(Nobility and Royalty)), Skill Focus (Diplomacy).

Seneschal: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +12, Forgery +1, Innuendo +10, Intimidate +10, Knowledge (Laws and Customs) +13, Knowledge (Nobility and Royalty) +13, Knowledge (Food and Wine) +11, Profession (Seneschal) +12, Scry +1, Search +1, Spot +10; Skill Focus (Profession (Seneschal)), Skill Focus (Knowledge(Nobility and Royalty)), Skill Focus (Diplomacy), Skill Focus (Knowledge(Laws and Customs)).

Customization: The Aristocrat class is not very practical in small or medium sized castles, but in larger castles where Diplomacy and Knowledge (and Intimidating the staff) is more important than the Profession skills, it might be a better fit. These will be rare in most campaigns.

Tax Collector

These are probably the most hated of civil servants. Folks don't even pretend to distinguish between the person and the office. They are universally distrusted and widely despised. Given this state of affairs, the sort of person who is attracted to tax collecting as a profession tends to be those who, even if they aren't the sort of people to enjoy imposing hardships on others, don't mind being despised. Many do take a bit too much pleasure in their work, though, and too many are corrupt and petty.

In predominantly good realms, the tax collectors will be generally honest and fair - and presumably the tax laws will be as well. In neutral realms, tax collectors will be mostly honest, but willing to take the occasional bribe if it looks like it will go unpunished. Evil realms don't care how much the tax collectors pocket for themselves as long as the proper amount makes it to the government coffers. This often adds a significant burden to an already oppressive tax load and generally ensures that tax collectors are ruthless in their dealings and cruel in their methods of obtaining taxes.

Depending on the systems in place, tax collectors might go from house to house, business to business, assessing and collecting payments, or they might have checkpoints in market squares, bridges, or city gates to collect from merchants and travelers as they move into or out of a city or province. The former system is more rigid and comprehensive, and requires a very organized civil service to administer. It tends to be used in predominantly lawful societies. The latter is used to tax transactions or mobility rather than individual wealth, and requires less bureaucracy as the conditions are immediately apparent - if you purchase goods in the market, you will have to pay the taxes before you leave the market; if you are taking goods out of the city you will have to pay the taxes before you proceed through the gates. Societies that are predominantly chaotic favor this method. That being said, there is no reason why a lawful society would not tax transactions or a chaotic society would not tax individual wealth. A society could even tax both, if there is a need for a lot of cash - although good societies will try not to "double dip" from individuals.

Rules to remember: At very busy checkpoints, tax collectors might rely on hunches based on Sense Motive checks to determine who to stop and search and who to let pass on their word. If there is a particularly byzantine set of tax regulations, a Knowledge (Tax Law) check might be in order to determine the correct amount to collect for the transaction of unusual goods or services. Failure is more

likely to cost the merchant more money than less.

Tax Collector: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Appraise +6, Intimidate +4, Knowledge (Tax Law) +6, Profession (Tax Collector) +4, Search +4, Sense Motive +4, Spot +4; Skill Focus (Appraise), Skill Focus (Knowledge (Tax Law)).

Tax Collector: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 11, Cha 10.

Skills and Feats: Appraise +8, Diplomacy +2, Intimidate +6, Knowledge (Tax Law) +8, Profession (Tax Collector) +6, Search +6, Sense Motive +8, Spot +6; Skill Focus (Appraise), Skill Focus (Knowledge (Tax Law)), Skill Focus (Sense Motive).

Tax Collector: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +5; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +10, Diplomacy +2, Heal +1, Intimidate +8, Knowledge (Tax Law) +10, Listen +1, Profession (Tax Collector) +9, Search +8, Sense Motive +11, Spot +9, Wilderness Lore +1; Skill Focus (Appraise), Skill Focus (Knowledge (Tax Law)), Skill Focus (Sense Motive).

Tax Collector: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +6; Str 10, Dex 10, Con 10, Int 10, Wis 12, Cha 10.

Skills and Feats: Appraise +12, Diplomacy +2, Heal +1, Intimidate +12, Knowledge (Tax Law) +12, Listen +1, Profession (Tax Collector) +11, Search +10, Sense Motive +13, Spot +11, Wilderness Lore +1; Skill Focus (Appraise), Skill Focus (Knowledge (Tax Law)), Skill Focus (Sense Motive), Skill Focus (Intimidate).

At the Barracks

Conscript

Conscripts are the backbone of most armies. Often they will be drafted for a single campaign or battle in times of trouble and then return to their daily lives. In some feudal systems peasants owe regular military service to their liege, in which case they may be shipped to foreign lands every few years. Those who return from a campaign are never the same. Only the healthy and lucky return.

A Initially, they are indistinguishable from any other peasant of the land, possibly even being armed with farm implements rather than proper weapons. As their experience grows and they have a few campaigns or siege defenses under their belt they will become more comfortable with military weapons and armour. Only the most exceptional individuals will show a talent for leadership or combat that will allow a notable career as a soldier.

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A **Rules to remember:** Conscripts are notorious for running away from a losing battle. It takes a strong leader to keep them in line when faced with an obviously superior foe. In general, an Intimidate check can be attempted by the troop's sergeant when morale is in question. The DM should set the DC based on the HD of the opponent threatening the troop rather than the HD of the conscripts. If the opponent has the Intimidate skill as well, an opposed roll might be appropriate.

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R **Private:** Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4+1; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

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C **Skills and Feats:** Concentration +1, Handle Animal +3, Listen +2, Profession (Farmer) +6, Spot +2, Use Rope +1; Endurance, Skill Focus (Profession (Farmer)).

K
S **Private:** Male Human COM2/WAR1; CR 2; Medium-size humanoid; HD 2d4+2, 1d8+1; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +3, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +1, Concentration +1, Handle Animal +4, Intimidate +1, Listen +2, Profession (Farmer) +7, Spot +2, Swim +1, Use Rope +2; Endurance, Skill Focus (Profession (Farmer)), Weapon Focus (Longsword).

Corporal: Male Human COM3/WAR2; CR 4; Medium-size humanoid; HD 3d4 +3, 2d8 +2; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 1d8/19-20X2, longsword); AL N; Fort +5, Ref +1, Will +1; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.



Skills and Feats: Climb +3, Concentration +1, Handle Animal +5, Intimidate +2, Jump +1, Listen +2, Profession (Farmer) +8, Ride +3, Spot +2,

Swim +3, Use Rope +2; Endurance, Skill Focus (Profession (Farmer)), Weapon Focus (Longsword).

Corporal: Male Human COM4/WAR3; CR 6; Medium-size humanoid; HD 4d4+4, 3d8+3; hp 31; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +7 (1d8/19-20X2, longsword); AL N; Fort +5, Ref +2, Will +2; Str 12, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +3, Concentration +1, Handle Animal +6, Intimidate +3, Jump +1, Listen +2, Profession (Farmer) +9, Ride +6, Spot +2, Swim +3, Use Rope +2; Endurance, Improved Initiative, Skill Focus (Profession (Farmer)), Weapon Focus (Longsword).

Customization: Assign a Profession or Craft skill appropriate to the region. For more battle hardened conscripts in a war-torn region, exchange one or two levels of commoner for warrior levels and substitute the Toughness feat for Endurance. If the conscript has primarily fought defensive campaigns then Alertness and Toughness might be more appropriate than Endurance and Improved Initiative. If the campaign were in far-off lands and involved much marching then Endurance and Toughness might be a better fit.

Field Officer

While many militaries fill the ranks of officers with aristocrats, there are still some that rise through the ranks to greatness. Officers such as this usually are given charge of small units of infantry or archers and as such have to be competent on the battlefield, rather than in the war room. They rarely have to make tactical or administrative (supply and overland movement) decisions and do not require a broad knowledge of war-craft or siege-craft. Even so, they have to motivate their troops through diplomacy and intimidation to face the deadly challenges in front of them. As they gain success and experience, their unit is considered more and more prestigious and elite within the army and is usually assigned more talented soldiers.

Because of their position in an established military hierarchy, field officers rarely have a personal retinue of cohorts. The notable exception to this is when officers are accepted into the nobility, in which case they will become at the least knights with squires and standard bearers.

Rules to remember: If an opposing force or monster attempts to intimidate the rank-and-file, you might want to make it an opposed roll against the officer's Intimidate skill check - a counter-intimidation, as it were. Normally you would roll the opponent's Intimidate check against a DC10 + target's Hit Dice.

Lieutenant/Squire: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-

footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +2, Handle Animal +2, Intimidate +4, Jump +1, Ride +4, Swim +2; Endurance, Weapon Focus (Longsword).

Lieutenant/Squire: Male Human WAR3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d8/19-20X2, longsword); AL N; Fort +3, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Climb +2, Diplomacy +1, Handle Animal +2, Intimidate +6, Jump +1, Ride +6, Swim +2; Endurance, Improved Initiative, Weapon Focus (Longsword).

Captain/Baronet: Male Human WAR5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +7 (1d8/19-20X2, longsword); AL N; Fort +4, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Climb +2, Diplomacy +3, Disguise +1, Gather Information +1, Handle Animal +3, Intimidate +9, Jump +1, Perform +1, Ride +8, Swim +2; Endurance, Improved Initiative, Weapon Focus (Longsword).

Major/Knight: Male Human WAR7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +9/+4 (1d8/19-20X2, longsword); AL N; Fort +5, Ref +2, Will +2; Str 12, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Climb +2, Diplomacy +4, Disguise +1, Gather Information +1, Handle Animal +3, Intimidate +11, Jump +1, Perform +1, Ride +10, Swim +2; Endurance, Improved Initiative, Leadership, Weapon Focus (Longsword).

Customization: Substitute longsword for the typical weapon for the army. In some cultures, reaching higher ranks will draft the officer into the world of nobility. In these cases, consider adding a level or two of aristocrat. If the army is rigidly structured and does not grant nobility to its officers, and hence the right to cohorts, substitute Combat Reflexes for Leadership. For a more tactical officer, yet one who is still in the thick of things, add a few levels of expert and increase Knowledge and Profession skills related to war-craft and siege-craft and perhaps Sense Motive and Heal.

Palace Guard

Palace guards are chosen primarily to look imposing, but must also be able to respond in a crisis. More critical roles, such as the King's bodyguards, are more likely to be straight fighters, or even rangers with their Spot, Listen and Heal skills, but may have become fighters after a few levels of warrior. The guards detailed below are generally employed at the outer gates of the palace, or as part of a large ceremonial unit inside the great hall.

Discipline is paramount for a palace guard, hence the alignment, and only those that can follow and remember protocol last long in the service. They are alert and not

easy to bluff. Since palace guards are drafted from the elite, they have a higher than average attribute total compared to other NPC types.

Palace guards are more likely to respond to diplomacy than intimidation. While some may accept bribes for small transgressions, most are extremely loyal and will not risk disciplinary action or execution. Of course, their loyalty may not be to the monarch, but that is dependent on the plot of the adventure and not a function of the NPC type.

Rules to remember: A palace guard's Sense Motive checks oppose any PC's Bluff checks. Intimidate is rolled against a DC10 + opponent's level, so high-level palace guards are difficult to scare.

Private: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d8/19-20X2, longsword); AL LN; Fort +2, Ref +0, Will +1; Str 13, Dex 10, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Appraise +1, Climb +1, Crafts +1, Diplomacy +1, Forgery +1, Heal +1, Intimidate +4, Jump +1, Knowledge (Nobility and Royalty) +3, Listen +2, Search +2, Sense Motive +1, Spot +2, Swim +1, Wilderness Lore +1; Improved Initiative, Quick Draw.

Private: Male Human WAR3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d8/19-20X2, longsword); AL LN; Fort +3, Ref +1, Will +2; Str 13, Dex 10, Con 10, Int 12, Wis 13, Cha 10.

Skills and Feats: Appraise +1, Climb +1, Crafts +1, Diplomacy +1, Forgery +1, Heal +1, Intimidate +6, Jump +1, Knowledge (Nobility and Royalty) +4, Listen +4, Search +3, Sense Motive +2, Spot +4, Swim +1, Wilderness Lore +1; Alertness, Improved Initiative, Quick Draw.

Corporal: Male Human WAR5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d8/19-20X2, longsword); AL LN; Fort +4, Ref +1, Will +3; Str 13, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Appraise +1, Climb +1, Crafts +1, Diplomacy +2, Forgery +1, Heal +2, Intimidate +7, Jump +1, Knowledge (Nobility and Royalty) +5, Listen +5, Search +3, Sense Motive +4, Spot +5, Swim +1, Wilderness Lore +2; Alertness, Improved Initiative, Quick Draw.

Sergeant: Male Human WAR7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +8/+3 (1d8/19-20X2, longsword); AL LN; Fort +5, Ref +2, Will +4; Str 13, Dex 10, Con 10, Int 12, Wis 14, Cha 10.

Skills and Feats: Appraise +1, Climb +1, Crafts +1, Diplomacy +4, Forgery +1, Heal +2, Intimidate +7, Jump +1, Knowledge (Nobility and Royalty) +6, Listen +5, Search +3, Sense Motive +7, Spot +5, Swim +1, Wilderness Lore +2; Alertness, Improved Initiative, Quick Draw, Skill Focus (Sense Motive).

Customization: Equip palace guards as appropriate. Many will have pole arms instead of swords. For pole arm guards, consider switching WIS and DEX and substituting Combat Reflexes for Quick Draw. A combined

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unit of pole-arms and longswords in formation would be rather formidable. You might want to consider switching some class skills from the base warrior class. Knowledge (Nobility and royalty) replaces Jump, Sense Motive replaces Climb, and Spot replaces Swim as class skills.

Soldier, Professional

The primary goal of the professional soldier is to stay alive, and have the scars to prove their previous successes. The professional soldier does not necessarily love battle (although some do) but there is little else to which they are suited. Unlike conscripts, they have no field or forge to return to when the war is over. In many cases, when peace ensues and the need for a large standing army is reduced, the professional soldier will hire himself out to other countries, nobles or powers to swell their ranks.

Private: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +0, Will +0; Str 13, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Climb +2, Intimidate +4, Jump +1, Ride +2, Swim +2; Toughness, Weapon Focus (Longsword).

Corporal: Male Human WAR3; CR 2; Medium-size humanoid; HD 3d8; hp 17; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d8/19-20X2, longsword); AL N; Fort +3, Ref +1, Will +1; Str 13, Dex 10, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +2, Climb +2, Handle Animal +1, Intimidate +6, Jump +1, Ride +4, Swim +2; Improved Initiative, Toughness, Weapon Focus (Longsword).

Corporal: Male Human WAR5; CR 4; Medium-size humanoid; HD 5d8+5; hp 31; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +7 (1d8/19-20X2, longsword); AL N; Fort +5, Ref +1, Will +1; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +3, Climb +2, Concentration +1, Handle Animal +1, Intimidate +8, Jump +1, Ride +6, Swim +2; Improved Initiative, Toughness, Weapon Focus (Longsword).

Sergeant: Male Human WAR7; CR 6; Medium-size humanoid; HD 7d8+7; hp 42; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +9/+4 (1d8/19-20X2, longsword); AL N; Fort +6, Ref +2, Will +2; Str 13, Dex 10, Con 12, Int 10, Wis 10, Cha 10.

Skills and Feats: Bluff +4, Climb +2, Concentration +1, Handle Animal +1, Intimidate +10, Jump +1, Listen +2, Ride +8, Spot +2, Swim +2; Alertness, Improved Initiative, Toughness, Weapon Focus (Longsword).

Customization: Occasionally a professional soldier will focus on a weapon with special properties in order to increase their job opportunities. The long spear (with reach) and the longbow (ranged) are both weapons that require more training than a conscript is likely to receive. Switch the Weapon Focus feat for mercenary Archers or Pikemen. Consider switching Improved

Initiative to Improved Unarmed Strike to create a brawler.

Staff Officers

While many militaries fill the ranks of officers with aristocrats, there are still some that encourage and train professional officers to manage large-scale tactics, defenses and supply and equipment issues. Officers such as this rarely, especially after the low levels, deal with common soldiers directly and almost never lead a charge into battle. They are higher up the chain of command, but are administrators, not heroic figureheads.

Lieutenant/Squire: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +0, Will +0; Str 11, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Climb +1, Crafts +1, Diplomacy +1, Forgery +1, Handle Animal +2, Intimidate +4, Ride +4, Search +1, Spot +1, Swim +1; Improved Initiative, Weapon Focus (Longsword).

Lieutenant/Squire: Male Human WAR2/EXP1; CR 2; Medium-size humanoid; HD 2d8, 1d6; hp 13; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +3, Ref +0, Will +2; Str 11, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +1, Climb +1, Crafts +1, Diplomacy +3, Forgery +1, Gather Information +2, Handle Animal +2, Intimidate +4, Knowledge (Strategy and Tactics) +3, Profession (Military Officer) +4, Ride +4, Scry +1, Search +1, Sense Motive +1, Spot +1, Swim +1; Improved Initiative, Skill Focus (Profession (Military Officer)), Weapon Focus (Longsword).

Major/Baronet: Male Human EXP3/WAR2; CR 4; Medium-size humanoid; HD 3d6, 2d8; hp 19; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d8/19-20X2, longsword); AL N; Fort +4, Ref +1, Will +3; Str 11, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +3, Climb +1, Crafts +1, Diplomacy +5, Forgery +1, Gather Information +4, Handle Animal +2, Intimidate +4, Knowledge (Strategy and Tactics) +7, Profession (Military Officer) +8, Ride +4, Scry +1, Search +1, Sense Motive +3, Spot +1, Swim +1; Improved Initiative, Skill Focus (Profession (Military Officer)), Weapon Focus (Longsword).

Colonel/Knight: Male Human EXP5/WAR2; CR 6; Medium-size humanoid; HD 5d6, 2d8; hp 26; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d8/19-20X2, longsword); AL N; Fort +4, Ref +1, Will +4; Str 11, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +5, Climb +1, Crafts +1, Diplomacy +9, Forgery +1, Gather Information +6, Handle Animal +2, Intimidate +6, Knowledge (Strategy and Tactics) +13, Profession (Military Officer) +12, Ride +4, Scry +1, Search +1, Sense Motive +5, Spot +1, Swim +1; Improved Initiative, Skill Focus (Profession (Military Officer)), Skill Focus (Knowledge (Strategy and Tactics)), Weapon Focus (Longsword).

Customization: In some cultures, reaching higher ranks will draft the officer into the world of nobility. In these cases,



exchange levels of aristocrat for levels of expert, and drop Diplomacy and Knowledge (Strategy and Tactics) each by 1 point per level switched. Also substitute the Leadership feat for Iron Will. Another option, in systems where there is a more developed professional corps of officers, is to forego all warrior levels for expert levels. Yet a third option is to replace warrior levels with levels of expert and expert levels with aristocrat levels. This third option models a reasonably professional, yet noble, officer caste. In cases where the staff officer becomes a noble substitute the Leadership feat for Iron Will.

Town Guard

Town guards keep the peace, which doesn't always mean enforcing the law. Tough, no nonsense {no-nonsense} enforcers, they are good at reading people and become competent investigators later in their career. Quick with a club or sword, they are also usually skilled in unarmed combat.

Rules to remember: Intimidate is rolled against a DC10 + opponent's level, so high-level town guards are difficult to scare.

Private: Male Human WAR1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +0, Will +0; Str 12, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Bluff +1, Climb +1, Innuendo +1, Intimidate +4, Jump +1, Listen +3, Spot +3, Swim +1; Alertness, Improved Unarmed Strike.

Private: Male Human WAR3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d8/19-20X2, longsword); AL N; Fort +3, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 11, Wis 10, Cha 10.

Skills and Feats: Bluff +1, Climb +1, Gather Information +1, Innuendo +1, Intimidate +6, Jump +1, Listen +3, Sense Motive +1, Spot +3, Swim +1; Alertness, Improved Unarmed Strike, Run.

Corporal: Male Human WAR5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d8/19-20X2, longsword); AL N; Fort +4, Ref +1, Will +1; Str 12, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +1, Climb +1, Crafts +1, Forgery +1, Gather Information +3, Innuendo +1, Intimidate +8, Jump +1, Listen +3, Search +1, Sense Motive +2, Spot +3, Swim +1; Alertness, Improved Unarmed Strike, Run.

Sergeant: Male Human WAR7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +8/+3 (1d8/19-20X2, longsword); AL N; Fort +5, Ref +2, Will +2; Str 12, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +1, Climb +1, Crafts +1, Diplomacy +2, Forgery +1, Gather Information +3, Innuendo +1, Intimidate +10, Jump +1, Listen +3, Search +1, Sense Motive +5, Spot +3, Swim +1; Alertness, Improved Unarmed Strike, Run,

Skill Focus (Sense Motive).

Customization: For more corrupt town guards, move skill points from Gather Information to Appraise. For a guard that is a better investigator, shift some ranks from Intimidate to Gather Information.

In the Castle

Administrator (Noble)

Some nobles have received their rank as a reward for administrative service, and others are born into the job. The Lord High Exchequer, the Master of the King's Table, or even the King's Seneschal could be low-born commoners who have been elevated to the peerage, or they could be positions held by hereditary right. In either case, the baron will be more than a bean counter, often leaving the nuts and bolts operation to common subordinates and focusing on the political (or at least policy) aspects of the position. Noble administrators always have a diplomatic or ceremonial role to fill (otherwise they would just staff commoners in the positions), such as pouring the first glass of wine at major feasts, or officially informing the gentry of tax increases.

There may be noble administrators in the service of a king or prince, and perhaps even a powerful duke, but peers of the rank of baron or lower tend to have commoners or gentry fill the administrative positions.

Administrator (Noble): Male Human ARI1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +4, Forgery +1, Gather Information +4, Intimidate +4, Knowledge (Nobility and Royalty) +5, Profession (Administrator) +4, Search +1, Sense Motive +6; Skill Focus (Profession (Administrator)), Skill Focus (Sense Motive).

Administrator (Noble): Male Human ARI3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +8, Forgery +1, Gather Information +6, Intimidate +8, Knowledge (Nobility and Royalty) +7, Profession (Administrator) +5, Search +1, Sense Motive +8; Skill Focus (Profession (Administrator)), Skill Focus (Sense Motive), Skill Focus (Intimidate).

Administrator (Noble): Male Human ARI5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +10, Forgery +1, Gather Information +8, Intimidate +10, Knowledge (Nobility and Royalty) +9, Profession (Administrator) +6, Search +1, Sense Motive +10; Skill Focus (Profession (Administrator)), Skill Focus (Sense Motive), Skill Focus (Intimidate).

Administrator (Noble): Male Human ARI7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +0;

Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Crafts +1, Diplomacy +12, Forgery +1, Gather Information +10, Intimidate +12, Knowledge (Nobility and Royalty) +11, Profession (Administrator) +7, Search +1, Sense Motive +12; Leadership, Skill Focus (Profession (Administrator)), Skill Focus (Sense Motive), Skill Focus (Intimidate).

Customization: For a less noble castle administrator, see the entry for Seneschal.

Diplomat

A diplomat is a civil servant or noble (sometimes a politician) who represents a country, city or province to an outside power. Diplomats can hold a permanent post as an ambassador to a neighboring city or realm with which his home country has trade or political ties. These positions could be of a fixed term, life-time appointments, or held at the whim of the King.

Some diplomats are selected for unique missions outside the country. They will represent the ruler in treaty discussions, trade agreements, or even the bargaining for the release or exchange of prisoners.

Diplomats who are selected to represent the ruler in a purely ceremonial function (at a state funeral, perhaps) are not professional diplomats and could be of any conceivable make-up and character that would be in the ruler's employ.

Diplomat: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 4; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +4, Diplomacy +6, Gather Information +2, Knowledge (Laws and Customs) +4, Knowledge (Nobility and Royalty) +4, Profession (Diplomat) +6, Sense Motive +4, Speak Language +2; Skill Focus (Diplomacy), Skill Focus (Profession (Diplomat)).

Diplomat: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +6, Diplomacy +10, Gather Information +3, Intimidate +2, Knowledge (Laws and Customs) +6, Knowledge (Nobility and Royalty) +6, Profession (Diplomat) +8, Sense Motive +8, Speak Language +3; Skill Focus (Diplomacy), Skill Focus (Profession (Diplomat)), Skill Focus (Sense Motive).

Diplomat: Male Human EXP5; CR 4; Medium-size humanoid; HD

5d6; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +13, Disguise +1, Gather Information +5, Intimidate +3, Knowledge (Laws and Customs) +8, Knowledge (Nobility and Royalty) +8, Perform +1, Profession (Diplomat) +10, Sense Motive +10, Speak Language +4; Skill Focus (Diplomacy), Skill Focus (Profession (Diplomat)), Skill Focus (Sense Motive).

Diplomat: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 25; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +11, Diplomacy +15, Disguise +1, Gather Information +8, Intimidate +3, Knowledge (Laws and Customs) +10, Knowledge (Nobility and Royalty) +10, Perform +1, Profession (Diplomat) +12, Sense Motive +12, Speak Language +5; Skill Focus (Diplomacy), Skill Focus (Profession (Diplomat)), Skill Focus (Sense Motive), Skill Focus (Gather Information).



Field Marshal

Most systems of nobility are based to one degree or another on military service. Some nobles fight directly as knights, others provide trained knights and equipped yeomen in lieu of direct service. Sometimes a noble is a competent combatant but finds that his talents are better suited to leading troops on the battlefield: leading from the rear by directing the forces, haranguing them to return to the field and helping to ensure that everyone is adhering to the tactics that will lead to success.

Professional soldiers rarely hold noble field marshals in high regard, and think them meddling at best and clueless at worst. But the best of the lot can be advantageous in coordinating large, mixed troops when circumstances require more than a direct frontal assault. Then again, sometimes they have trouble understanding when a direct frontal assault is the best course of action.

Field Marshal: Male Human ARI1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d8/19-20X2, longsword); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +2, Diplomacy +4, Gather Information +2, Intimidate +4, Knowledge (Strategy and Tactics) +2, Ride +4, Spot +2; Mounted Combat, Trample.

Field Marshal: Male Human ARI3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +3, Diplomacy +6, Gather Information +2, Intimidate +6, Knowledge (Strategy and Tactics) +4, Ride +6, Spot +3; Mounted Combat, Trample, Weapon Focus (Longsword).

Field Marshal: Male Human ARI5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +9, Disguise +1, Gather Information +4, Intimidate +9, Knowledge (Strategy and Tactics) +5, Perform +1, Ride +8, Spot +4; Mounted Combat, Trample, Weapon Focus (Longsword).

Field Marshal: Male Human ARI7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +11, Disguise +1, Gather Information +5, Intimidate +13, Knowledge (Strategy and Tactics) +6, Perform +1, Ride +10, Spot +5; Leadership, Mounted Combat, Trample, Weapon Focus (Longsword).

Customization: Customization: For a nautical "field marshal", an Admiral perhaps, shift ranks from Ride to Profession (Sailor). For a more eccentric Admiral, use Knowledge (Cartography) instead of Profession (Sailor). In either case, substitute the feats Skill Focus (Intimidate) and Skill Focus (Profession (Sailor)) for Mounted Combat and Trample.

Idle Noble

Most of the noble classes are constrained by the responsibilities of governing their subjects or vassals, and providing military service to their lord or liege. There are a few who by quirk of inheritance, politics or luck have little



or no real responsibility and therefore can devote themselves to whatever pastimes suit their fancy, regardless of the use or productivity of such endeavors. Rarely does this sort of noble hold any offices or command any troops directly (although a high-ranking officer, or lesser noble might command troops in his name).

Sometimes, though, an idle noble becomes productive by accident. Having unlimited leisure time, he is just as likely to pursue an interest in lost-languages as he is to pursue an interest in hunting or music. He might even be the nominal head - while avoiding any sort of administrative duties - of an organization devoted to uncovering more information about a long-lost artifact, or exploring an unknown territory.

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More often than not, an idle noble is not the most knowledgeable, expert or proficient in his hobbies, but will be more than competent - and with the resources of a noble, will often fund those who are experts in the field. In any case, the idle noble will usually know enough about a subject to determine if a venture or study is worth funding or supporting, and whether the results are satisfactory.

Idle nobles are almost always found in large cities or very peaceful and prosperous rural realms.



Idle Noble: Male Human ARI1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d8/19-20X2, longsword); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +2, Diplomacy +6, Knowledge (Choice 1) +5, Knowledge (Choice 2) +2, Knowledge (Choice 3) +2, Knowledge (Choice 4) +1, Ride +4, Sense Motive +2; Skill Focus (Diplomacy), Skill Focus (Knowledge (Choice 1)).

Idle Noble: Male Human ARI3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +3; Str 10,

Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Bluff +3, Diplomacy +8, Knowledge (Choice 1) +7, Knowledge (Choice 2) +3, Knowledge (Choice 3) +3, Knowledge (Choice 4) +1, Ride +6, Sense Motive +5; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Skill Focus (Knowledge (Choice 1)).

Idle Noble: Male Human ARI5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d8/19-20X2, longsword); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +5, Diplomacy +11, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Choice 1) +8, Knowledge (Choice 2) +4, Knowledge (Choice 3) +4, Knowledge (Choice 4) +2, Perform +1, Ride +8, Sense Motive +6; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Skill Focus (Knowledge (Choice 1)).

Idle Noble: Male Human ARI7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d8/19-20X2, longsword); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Bluff +6, Diplomacy +15, Disguise +1, Gather Information +1, Intimidate +3, Knowledge (Choice 1) +9, Knowledge (Choice 2) +7, Knowledge (Choice 3) +5, Knowledge (Choice 4) +3, Perform +1, Ride +10, Sense Motive +7; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Skill Focus (Knowledge (Choice 1)), Skill Focus (Knowledge (Choice 2)).

Customization: An idle noble can also be constructed by adding or substituting levels of aristocrat in another NPC class - the hunt master, surgeon, engineer and preacher are all prime candidates for this treatment. This will give the idle noble a more practical and hands-on flavor. This sort of involvement is often held in disregard by other nobles, being considered beneath a noble station. Therefore, a noble with a lot of hands-on experience is often considered to be an eccentric.

Merchant (Noble)

The perennial problem with an hereditary noble class is that younger heirs have little to look forward to. Some devious seconds plot their rise to power, others strike out on their own as knights errant, and still others find a profession to support their lifestyle. One of the lesser respected noble professions is that of a merchant, buying and selling goods.

Because of the relatively low esteem held by the profession, many nobles would never admit that they buy and sell because they have to. Most present it as a hobby that just happens to be profitable - those that deal in rare or wondrous goods are better able to carry off this charade by using their noble contacts to arrange the commission or sale of portable, yet extremely valuable, items such as gems, jewelry or magic items, or more genteel goods such as land or political favors. Those that aren't able to keep the right contacts usually take a dowry or small inheritance and try to make it work for them by bankrolling merchant

ships or caravans, or by investing in new enterprises. These nobles who aren't able to maintain a charade of nobility are usually unable to marry into (or marry their children into) other noble families and soon the hereditary line becomes common.

Given the political weight of a title, most children of families that carry numerous titles rarely have to worry about a lack of prospects, and definitely don't have to worry about the ultimate defeat of having common grandchildren.

Merchant (Noble): Male Human ARI1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Appraise +6, Bluff +2, Diplomacy +4, Knowledge (Choice (e.g. Art)) +2, Profession (Merchant) +4, Sense Motive +4; Skill Focus (Profession (Merchant)), Skill Focus (Appraise).

Merchant (Noble): Male Human ARI3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 11.

Skills and Feats: Appraise +8, Bluff +3, Diplomacy +10, Knowledge (Choice (e.g. Art)) +3, Profession (Merchant) +5, Sense Motive +6; Skill Focus (Profession (Merchant)), Skill Focus (Appraise), Skill Focus (Diplomacy).

Merchant (Noble): Male Human ARI5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Bluff +5, Diplomacy +13, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Choice (e.g. Art)) +4, Perform +1, Profession (Merchant) +6, Sense Motive +8; Skill Focus (Profession (Merchant)), Skill Focus (Appraise), Skill Focus (Diplomacy).

Merchant (Noble): Male Human ARI7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 11, Wis 10, Cha 12.

Skills and Feats: Appraise +12, Bluff +6, Diplomacy +15, Disguise +1, Gather Information +1, Intimidate +3, Knowledge (Choice (e.g. Art)) +5, Perform +1, Profession (Merchant) +7, Sense Motive +12; Skill Focus (Profession (Merchant)), Skill Focus (Appraise), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Customization: See also art dealer and magic item dealer for a less noble but highly honorable merchant.

Military Tactician (Noble)

Unlike the field marshals, military tacticians never set foot on the battlefield. The closest they will come to the fray is a command tent well inside the camp. These nobles make a hobby of determining the best course of action for a battle based on the terrain, the weather, strengths and weaknesses of the two forces, etc. They are usually devoted stu-

dents of military history and are eager to apply the tactics used by the great leaders of the past. Occasionally, they are great leaders themselves who are able to survey the situation, assimilate the information gleaned by the scouts and come up with a tactic that has never been used before - combining both a logistical and surprise advantage. These tacticians are extremely rare, though.

Most armies try to keep these tacticians out of their organizations. A lack of experience on the actual battlefield can lead to plans that require the impossible of men, horses and weapons. In highly bureaucratic armies, they are embraced by the upper echelons of the nobility as a way of approving of and controlling the chaos of battle to a certain degree - even if it is accepted that the best plans almost never survive contact with the enemy.

Military Tactician (Noble): Male Human ARI1; CR 0.5; Medium-size humanoid; HD 1d8; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +4, Crafts +1, Diplomacy +6, Forgery +1, Knowledge (Strategy and Tactics) +6, Knowledge (Military History) +4, Knowledge (Cartography) +3, Knowledge (Weather) +3, Ride +2, Search +1, Sense Motive +4; Skill Focus (Knowledge (Strategy and Tactics)), Skill Focus (Diplomacy).

Military Tactician (Noble): Male Human ARI3; CR 2; Medium-size humanoid; HD 3d8; hp 14; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +6, Crafts +1, Diplomacy +10, Forgery +1, Intimidate +2, Knowledge (Strategy and Tactics) +8, Knowledge (Military History) +8, Knowledge (Cartography) +5, Knowledge (Weather) +3, Ride +2, Search +1, Sense Motive +6; Skill Focus (Knowledge (Strategy and Tactics)), Skill Focus (Diplomacy), Skill Focus (Knowledge (Military History)).

Military Tactician (Noble): Male Human ARI5; CR 4; Medium-size humanoid; HD 5d8; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +8, Crafts +1, Diplomacy +12, Forgery +1, Intimidate +2, Knowledge (Strategy and Tactics) +10, Knowledge (Military History) +10, Knowledge (Cartography) +6, Knowledge (Weather) +3, Ride +3, Search +1, Sense Motive +8; Skill Focus (Knowledge (Strategy and Tactics)), Skill Focus (Diplomacy), Skill Focus (Knowledge (Military History)).

Military Tactician (Noble): Male Human ARI7; CR 6; Medium-size humanoid; HD 7d8; hp 32; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 13, Wis 10, Cha 10.

Skills and Feats: Appraise +1, Bluff +10, Crafts +1, Diplomacy +14, Forgery +1, Intimidate +2, Knowledge (Strategy and Tactics) +12, Knowledge (Military History) +12, Knowledge (Cartography) +9, Knowledge (Weather) +3, Ride +4, Search +1, Sense Motive +10; Skill Focus (Knowledge (Strategy and Tactics)), Skill Focus (Diplomacy), Skill Focus (Knowledge (Military History)), Skill Focus (Knowledge (Cartography)).

Politician

Politicians are cast from many different political molds. Any elected or appointed official who has not been born into their job, yet has the power to make what might be called "policy" is a politician. Technically they are civil servants, but they hold more power. They set the tax rates, for example, but they don't necessarily collect them. Low and mid-ranking politicians rarely have unsupervised power, even within their small sphere of influence. High-ranking politicians might have supreme power, or might be beholden to a system of checks and balances such as a court of nobles, a charter or constitution, or imperial decrees.

I Low ranking politicians could be town councilors, sheriffs, or trustees. A mid-ranking politician might be a mayor, ward representative, clan chief, village elder, or federal representative. High-ranking politicians include mayors of large cities, privy councilors, presidents and prime ministers.

T **Politician:** Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

E *Skills and Feats:* Bluff +1, Craft (Choice (or Profession)) +6, Diplomacy +4, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Laws and Customs) +1, Perform +1, Profession (Politician) +2, Sense Motive +1; Skill Focus (Craft (Choice (or Profession))), Skill Focus (Diplomacy).

A **Politician:** Male Human COM2/EXP1; CR 2; Medium-size humanoid; HD 2d4, 1d6; hp 9; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

T *Skills and Feats:* Bluff +1, Craft (Choice (or Profession)) +7, Diplomacy +6, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Laws and Customs) +3, Perform +1, Profession (Politician) +6, Sense Motive +2; Skill Focus (Craft (Choice (or Profession))), Skill Focus (Diplomacy), Skill Focus (Profession (Politician)).

Politician: Male Human EXP3/COM2; CR 4; Medium-size humanoid; HD 3d6, 2d4; hp 16; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +2, Craft (Choice (or Profession)) +7, Diplomacy +11, Disguise +1, Gather Information +1, Intimidate +1, Knowledge (Laws and Customs) +6, Perform +1, Profession (Politician) +10, Sense Motive +5; Skill Focus (Craft (Choice (or Profession))), Skill Focus (Diplomacy), Skill Focus (Profession (Politician)).

Politician: Male Human EXP5/COM2; CR 6; Medium-size humanoid; HD 5d6, 2d4; hp 23; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.



Skills and Feats: Bluff +6, Craft (Choice (or Profession)) +7, Diplomacy +13, Disguise +1,

Gather Information +1, Intimidate +3, Knowledge (Laws and Customs) +10, Perform +1, Profession (Politician) +12, Sense Motive +9; Skill Focus (Craft (Choice (or Profession))), Skill Focus (Diplomacy), Skill Focus (Profession (Politician)), Skill Focus (Knowledge(Laws and Customs)).

Customization: If a political unit or region has a particular concern (Hobgoblin Wars, Trade, Mining, etc.) you should assign ranks to appropriate Knowledge skills, but no more than a few ranks in a related Profession Skill. These are policy makers, not practitioners.

In focused political systems (theocracies, mageocracies, military juntas, etc.) this NPC type is largely irrelevant. Use the most appropriate class and use the above skill and feat selections for inspiration.

Spy

A spy is rather a catch-all term for any agent who gathers information from one organization (or region) and sends it to another. Any character can act as a spy, although some have more consistent access to useful information. More specifically, there are some agents who specialize in infiltrating organizations and gathering information. They tend to be loners and borderline sociopaths in the sense that they can spend years building a life, complete with goals, accomplishments and friendships all as a ruse. Their friends are really their enemies and their apparent goals are actually in opposition to their real goals.

Because of the constant tension between the reality and the fabrication of a spy's life, they are moved from job to job as often as is practical. But if a spy has deeply infiltrated the enemy, it is rarely practical to pull them out. Turncoats and double-agents are a constant concern, sometimes necessitating the use of counterspies to spy on the spies. A spymaster's job is a complicated one.

Most spies set up shops or take work as laborers in order to observe troop movements and deployments. These are simple, transitory jobs that require little skill. More experienced spies will become civil servants or attach themselves to a nobles' household as a servant or guest in order to gather less obvious information.

Spy: Male Human EXP1; CR 0.5; Medium-size humanoid; HD 1d6; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X3, club); AL N; Fort +0, Ref +0, Will +2; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Appraise +1, Bluff +6, Craft (Or Profession of Choice) +5, Crafts +1, Decipher Script +5, Diplomacy +2, Disguise +4, Forgery +3, Gather Information +6, Listen +4, Scry +1, Search +1, Sense Motive +3, Speak Language +1; Skill Focus (Gather Information), Skill Focus (Bluff).

Spy: Male Human EXP3; CR 2; Medium-size humanoid; HD 3d6; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Appraise +1, Bluff +8, Craft (Or Profession of Choice) +7, Crafts +1, Decipher Script +7, Diplomacy +6, Disguise +8, Forgery +3, Gather Information +8, Intimidate +2, Listen +6, Scry +1, Search +1, Sense Motive +5, Speak Language +1; Skill Focus (Gather Information), Skill Focus (Bluff), Skill Focus (Disguise).

Spy: Male Human EXP5; CR 4; Medium-size humanoid; HD 5d6; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X3, club); AL N; Fort +1, Ref +1, Will +4; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +11, Craft (Or Profession of Choice) +9, Crafts +1, Decipher Script +9, Diplomacy +9, Disguise +11, Forgery +5, Gather Information +11, Intimidate +3, Listen +6, Perform +1, Scry +1, Search +1, Sense Motive +6, Speak Language +2; Skill Focus (Gather Information), Skill Focus (Bluff), Skill Focus (Disguise).

Spy: Male Human EXP7; CR 6; Medium-size humanoid; HD 7d6; hp 0; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +5 (1d6/X3, club); AL N; Fort +2, Ref +2, Will +5; Str 10, Dex 10, Con 10, Int 12, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +13, Craft (Or Profession of Choice) +11, Crafts +1, Decipher Script +11, Diplomacy +11, Disguise +13, Forgery +9, Gather Information +13, Intimidate +3, Listen +6, Perform +1, Scry +1, Search +1, Sense Motive +8, Speak Language +2; Skill Focus (Gather Information), Skill Focus (Bluff), Skill Focus (Disguise), Skill Focus (Forgery).

Customization: High level spies, or superspies, might be better modeled with the rogue, bard or assassin classes, especially if the individual sometimes engages in covert paramilitary or terrorist work as well as information gathering. If the individual simply finds and transmits information then the expert class is most appropriate.

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 Farmer
 Farmer, Gentleman
 Ferryman, see Boater
 Farrier, see Smith
 Fence
 Field marshal
 Field officer
 Fisher
 Framer, see Carpenter
 Fool, see Entertainer
 Foreman, see Miner
 Gambler
 Gem cutter
 Gentleman farmer
 Glassblower, see Crafter
 Goldsmith, see Smith
 Guide
 Haberdasher, see Crafter
 Handler
 Herald
 Herbalist
 Herder
 Herdsman, see Herder
 Hermit
 Hooper, see Crafter
 Horse trainer, see Animal trainer
 Hostler
 Housekeeper, see Domestic Servant
 Hunter
 Hunt master
 Hustler, see Courtesan
 Idle Noble
 Importer / Exporter,
 see also Mercantile Seaman
 Innkeeper
 Inventor
 Jailor
 Jeweler,
 see also Gem cutter
 see also Goldsmith
 see also Silversmith
 Jongleur, see Entertainer
 Juggler, see Entertainer
 Jester, see Entertainer
 Judge
 Knight, by military or constabulary type
 Lady in Waiting, see Domestic Servant
 Lady of the Night, see Courtesan
 Lapidary



Lawyer
 Leather worker, see Crafter
 Lieutenant, by military or constabulary type
 Limner, see Artist / Artisan
 Locksmith, see Crafter or Smith
 Lumberjack, see Woodcutter
 Machinist
 Magic item dealer,
 see Art / Magic item dealer
 Magistrate, see Judge
 Maid, see Domestic Servant
 Major, by military or constabulary type
 Marine
 Mason
 Mayor, see Politician
 Mercantile seaman
 Merchant
 Merchant (Noble)
 Messenger
 Midwife
 Military tactician (Noble)
 Miller
 Miner
 Minstrel, see Entertainer
 Missionary
 Moneychanger
 Moneylender
 Navigator
 Noble, Administrator
 Noble, Idle
 Noble, Merchant
 Noble, Military Tactician
 Office of the Exchequer, see Customs Agent
 Page, see Messenger
 Painter, see Artist / Artisan
 Palace guard
 Pardoner
 Pastor, see Preacher
 Performer, see Entertainer
 Pit Boss, see Miner
 Politician
 Porter, see Typical Commoner
 Potter, see Artist / Artisan
 Preacher
 Preceptor, see Midwife
 Private, by military or constabulary type
 Prostitute, see Courtesan
 Provost, see Jailer
 Quack
 Purveyor, see Staff officer
 Rancher, see Herder
 Reeve, see Politician
 Sage (Academic)
 Sailor
 Scop, see Entertainer
 Scribe (Monastic)
 Scribe (Professional)
 Scribe (Street)
 Scrivener, see Scribe
 Scullery Maid, see Domestic Servant
 Sculptor, see Artist / Artisan
 Seaman, Mercantile, see Mercantile Seaman
 Seamstress, see Crafter
 Seneschal,
 see also Administrator (Noble)
 Sergeant, by military or constabulary type
 Sheriff, see Politician

Sheriff, see Politician
 Ship's captain
 Ship's mate, see Sailor
 Ship's surgeon
 Shipbuilder, see Crafter
 Shipwright, see Crafter
 Shopkeeper
 Siege engineer, see Engineer
 Sign painter, see Artist / Artisan
 Silversmith, see Smith
 Smuggler
 Soldier, professional
 Solicitor, see Lawyer
 Solon, see Politician
 Sous-chef, see Chef/Cook
 Spy
 Squire, by military or constabulary type
 Stable boy, see Hostler
 Stablehand, see Typical Commoner
 Staff officer
 Steward, see Seneschal
 Stonecutter, see Mason
 Stonemason, see Mason
 Street vendor, see Merchant
 Surveyor, see Engineer/Architect
 Tailor, see Crafter
 Tanner, see Crafter
 Tavern Boor
 Tax-Collector
 Teamster
 Tinker, see Crafter
 Torch Bearer
 Town guard
 Tracker
 Trainer, animal
 Trap-maker, see Engineer
 Trapper
 Tronager, see Clerk
 Umpire, see Judge
 Underbutler, see Domestic Servant
 Unskilled Labourer
 Valet, see Domestic Servant
 Vintner
 Wagonwright, see Crafter
 Waiter, see Bartender
 Warden, see Huntmaster
 Warder, see Town guard.
 Weapon smith, see Smith
 see also Bowyer
 Weaver, see Crafter
 Wiseman, see Herbalist
 Wisewoman, see Herbalist
 Woodcutter
 Worker, dock

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