

NPC CLASSES: COMMONER, EXPERT, & ARISTOCRAT

COMMONER

The common folk farm the fields, staff the shops, build the homes, and produce the goods in the world around the adventurers. Commoners usually have no desire to live the dangerous life of an adventurer and none of the skills needed to undertake the challenges adventurers must face. Commoners are skilled in their own vocations and make up the majority of the population.

Ability Advancement: +1 every even level.

THAC0: As Wizard

Weapons Allowed: May be proficient in small and simple weapons.

Armor Allowed: Bracers or Cloth armors.

Weapon Proficiencies: 1 + 1 every 5 levels (5, 10, 15, etc.)

Nonweapon Proficiencies: 3 + 1 every 4 levels (4, 8, 12, etc.) Selected at lowest point cost.

Bonus: None.

Saving Throws:

<u>Level:</u>	<u>PPD:</u>	<u>RSW:</u>	<u>PP:</u>	<u>BW:</u>	<u>Sp:</u>
1	16	18	17	20	19
4	15	17	16	19	18
8	14	16	15	18	17
12	13	15	14	17	16
16+	12	14	13	16	15

EXPERT

Experts operate as craftsmen and professionals in the world. They normally do not have the inclination or training to be adventurers, but they are capable in their own field. The skilled blacksmith, the astute lawyer, the canny merchant, the educated sage, and the master shipwright are all experts. Experts have a vast range of skills. Most towns have at least a few experts in various fields.

Ability Advancement: +1 every even level.

THAC0: As Rogue

Weapons Allowed: May be proficient in small and large simple and ranged weapons.

Armor Allowed: Light Armors.

Weapon Proficiencies: 1 + 1 every 4 levels (4, 8, 12, etc.)

Nonweapon Proficiencies: 4 + 1 every 3 levels (3, 6, 9, etc.) Selected at lowest point cost.

Bonus: Choose one profession based Nonweapon proficiency and gain a +4 expertise bonus on checks.

Saving Throws:

<u>Level:</u>	<u>PPD:</u>	<u>RSW:</u>	<u>PP:</u>	<u>BW:</u>	<u>Sp:</u>
1	16	18	17	20	19
3	15	17	16	19	18
6	14	16	15	18	17
9	13	15	14	17	16
12	12	14	13	16	15
15+	11	13	12	15	14

ARISTOCRAT

Aristocrats are usually educated, wealthy individuals who were born into high position. Aristocrats are the wealthy or politically influential people in the world. They are given freedom to train in the fields of their choice, for the most part, and often travel widely. With access to all the best goods and opportunities, many aristocrats become formidable individuals. Some even go on adventures, although usually such activities are nothing more than a lark.

Ability Advancement: +1 every even level.

THAC0: As Priest

Weapons Allowed: May be proficient in any weapon.

Armor Allowed: All Armors and Shields.

Weapon Proficiencies: 2 + 1 every 4 levels (4, 8, 12, etc.)

Nonweapon Proficiencies: 3 + 1 every 3 levels (3, 6, 9, etc.) Selected at lowest point cost.

Bonus: Etiquette, Heraldry, and Literacy Nonweapon proficiencies.

Saving Throws:

<u>Level:</u>	<u>PPD:</u>	<u>RSW:</u>	<u>PP:</u>	<u>BW:</u>	<u>Sp:</u>
1	16	18	17	20	19
2	15	17	16	19	18
4	14	16	15	18	17
6	13	15	14	17	16
8	12	14	13	16	15
10	11	13	12	15	14
12	10	12	11	14	13
14	9	11	10	13	12
16+	8	10	9	12	11
