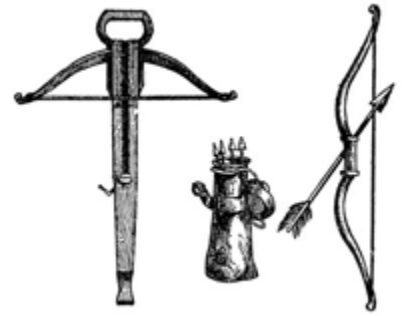


SPECIALTIES

Specialties are original classes altered with advantages and disadvantages to make them different from the core class. They generally have the exact same attributes of the core class (attack tables, saving throws, level progression, etc)...but they are unable to be multi-classed. These Specialties are designed to limit the abundance of “new” classes and take advantage of the classes already in the original rules.

Archer

The archer is a specialty that is allowed only if weapon proficiencies and specializations are removed from your games. They are a member of the fighter class that has spent much of their lives honing their skills with the bow. They will prefer to do their attacks from afar and avoid the dangers of up-close melee combat. If they try to wield weapons other than bows and crossbows, they will not be nearly as effective with them. Unlike other fighter types, archers tend to either scout ahead or take up the rear of the group. They can be somewhat weaker than fighters but mainly because they focus more on dexterity than strength.



Advantages

- Health Dice: 1d8
- They have hit and damage bonuses with bows and crossbows.
- Their attack range will increase over time.

Disadvantages

- They can only wear studded leather or lighter armor.
- They suffer -2 to hit and damage with all weapons except bows and crossbows.

Level	Short Range Hit & Damage Bonus	Medium Range Hit & Damage Bonus	Long Range Hit & Damage Bonus	Range Increase
1	+1	-	-	-
2	+1	-	-	5'
3	+1	+1	-	10'
4	+2	+1	-	15'
5	+2	+1	+1	20'
6	+2	+1	+1	20'
7	+3	+2	+1	25'
8	+3	+2	+1	30'
9	+3	+2	+1	30'
10	+4	+2	+2	35'
11	+4	+3	+2	35'
12	+4	+3	+2	40'
13	+5	+3	+2	40'
14	+5	+3	+2	40'
15	+5	+4	+3	45'
16	+6	+4	+3	45'
17	+6	+4	+3	50'
18	+6	+4	+3	50'
19	+7	+5	+3	55'
20	+7	+5	+4	60'



Barbarian

These are savage fighters...not the historical variety, but more modeled after the sword & sorcery type. They fear the use of magic due to their lack of understanding about such things. Barbarians will tolerate spell casters that aids in their pursuits, but they will seek to destroy those that oppose them with magic. They will use potions, as they view them as medicines. They will use magical weapons and armor, only because their ignorance cannot see the magic in the item. A fire sword (for example) would be an item they “do” fear to use because it produces magical flame that the eye can see. They are a member of the fighter class, but differ in the following...

Advantages

- Health Dice: 1d12
- -1 AC when wielding two-handed weapons.
- Applies constitution HP bonus to their AC. This means that a constitution of 16 (with +2 HP) will give the Barbarian -2 to their AC.

Disadvantages

- Due to a life of wearing animal skins/hides, they can only wear studded leather or lighter armor.
- Can only use magic items from Potions, Armor & Shields, Sword, and Miscellaneous Weapons.

Jester

These are the clowns and entertainers of the land. They often wear bright colorful costumes and are quick with a story of wit. Not many Jesters wander the world in search of riches, but a few grow tired of serving their lords and ladies...so they will seek their own fortune. They also have learned a few magical tricks for their shows that can be valuable to any adventuring group. They are a member of the thief class, but differ in the following...



Advantages

- They can begin using illusionist spells when they attain 3rd level...two levels below their jester level, i.e. a 4th level jester can cast the spells as a 2nd level illusionist.
- They may double their dexterity bonus for armor class when attacked with melee weapons.
- They may raise/lower morale by 2 with their jokes. They will affect monsters or henchman within 60' of them.

Disadvantages

- They cannot perform Find Traps, Hear Noise, Hide in Shadows, or Read Languages.
- They can only achieve the spell casting power of a 7th level illusionist.
- They cannot speak Thieves' Cant.
- They do not establish/join thief guilds, but instead strive for a fortress similar to fighters.

Shaman

Shamans are a member of the druid class, except they do not gain powers from their god/goddess. They instead gain their magic through animal spirits. Any animal can be chosen, from which a shaman must have a carved wooden totem (which they start out with one) of their animal spirit. Without this totem in hand, which is small enough to be held in one hand, the shaman cannot summon their powers.

Advantages

- They can be of any alignment.
- They do not suffer level limits from the druid's battle for supremacy.

Disadvantages

- Only humans (up to 14th level) and half-orcs (up to 9th level) may be shamans*.
- They cannot speak druids' cant.
- They cannot perform magic without wielding their animal spirit totem.

*There are races listed in the **Fantasy Player Races** supplement that can also be Shamans.

Treasure Hunter

Treasure hunters are the adventurous historians of the land. They are experts in history and spend their careers in search of great artifacts and relics. They pursue to expand their knowledge of long dead civilizations and learn about the history of people and places. They can often tell the origins of items and give appraisals on such things. Treasure hunters have varying motives. Some seek treasure for themselves while others do it for museums or nobility. They are a member of the thief class, but differ in the following...



Advantages

- They can be any alignment.
- They may be able to Identify and appraise magical items, gems, and jewels.
- They may be able to recall the history or Lore of a person, place, or thing.
- They Read Languages better than thieves.

Disadvantages

- They cannot Back Stab, Pick Pockets, or Hide in Shadows.
- They cannot speak Thieves' Cant.
- They do not establish/join thief guilds, but often strive for a museum or artifact shop.

Level	Lore	Identify	Read Languages
1	18%	20%	15%
2	22%	24%	19%
3	26%	28%	23%
4	30%	32%	27%
5	34%	36%	31%
6	38%	40%	35%
7	42%	44%	39%
8	46%	48%	43%
9	50%	52%	47%
10	54%	56%	51%
11	58%	60%	55%
12	62%	64%	59%
13	66%	68%	63%
14	70%	72%	67%
15	74%	76%	71%
16	78%	80%	75%
17	82%	84%	79%
18	86%	88%	83%
19	90%	92%	87%
20	94%	96%	91%

The treasure hunter can introduce more depth into the game world so should be used with care. Dungeons and crypts will need more details on the back story, along with items found there. If the game world will not be described in such detail, then the treasure hunter should be benefiting from the Lore skill differently. It may be used to give foreknowledge of an area of a dungeon environment, or it may allow a treasure hunter to better find secret passages in various rooms due to the knowledge they have of the dungeon area...or the one who had it constructed.