



Character Classes Quick Reference

BANDIT

Ability Adjustment: Dexterity +2
Special Abilities: Capturing (+1), Danger Bonus (+1), Concealment(+1), Fame, Running/Equestrianism/Sailing (+1)
Weaknesses: Hard Luck, Infamy
Hit Dice: d8
Experience Points to Reach 2nd Level: 8, + 4 per Level after
Damage Bonus Increases: Every Level

DEMON HUNTER

Ability Adjustment: Dexterity +2
Special Abilities: Danger Bonus (+1), Demonology (+1), Fear of Strength (or Dexterity), Resist Preternatural Effects (+1), Tracking (+1),
Weaknesses: Nemesis, Obsession
Hit Dice: d8
Experience Points to Reach 2nd Level: 8, + 4 per Level after
Damage Bonus Increases: Every Level

EVERYMAN

Ability Adjustment: +2 to any Ability (Usually by Profession)
Special Abilities: Affection(+1), Avocation (+1), Inheritance, Profession (+1), Social Contacts
Weaknesses: Phobia (-1), Prejudice
Hit Dice: d6
Experience Points to Reach 2nd Level: 2, + 4 per Level after
Damage Bonus Increases: 2nd, 5th, and 8th Level

GRAVE ROBBER

Ability Adjustment: Strength +1, Dexterity +1, Constitution +1, Charisma -1
Special Abilities: Appraising, Handle Locks and Traps (+1), Iron Constitution (+1), Fighting the Dead (+1), Night Vision
Weaknesses: Criminal Entanglements, Secret Life
Hit Dice: d6
Experience Points to Reach 2nd Level: 6, + 4 per Level after
Damage Bonus Increases: 2nd, 4th, 6th, 8th, & 10th Level

GYPSY

Ability Adjustment: Wisdom +2
Special Abilities: Animal Husbandry (+1), Boxing (+1), Entertaining (+1), Gypsy Curse, Sleight of Hand (+1)
Weaknesses: Desired by the Dead, Social Discrimination
Hit Dice: d6
Experience Points to Reach 2nd Level: 6, + 4 per Level after
Damage Bonus Increases: 2nd, 4th, 6th, 8th, & 10th Level

LIBERTINE

Ability Adjustment: Charisma +2
Special Abilities: Disguise (+1), Dueling (+1/+3), Fraud (+1), Sneak (+1), Seduction (+1)
Weaknesses: Faithless Lover, Fascinated By Innocence
Hit Dice: d6
Experience Points to Reach 2nd Level: 8, + 4 per Level after
Damage Bonus Increases: 2nd, 5th, & 8th Level

MAD SCIENTIST

Ability Adjustment: Intelligence +2
Special Abilities: Academic Credentials, Mad Inventions, Monstrous Servants, Laboratory, Scientific Knowledge (+1)
Weaknesses: Attracts Angry Mobs, Incurable Madness
Hit Dice: d4
Experience Points to Reach 2nd Level: 10, + 4 per Level after
Damage Bonus Increases: 2nd, 6th, & 10th Level

MAGICIAN

Ability Adjustment: Wisdom +2
Special Abilities: Esoteric Knowledge (+1), Use Incantation, Perform Ceremony, Create Talismans, Employ Pact
Weaknesses: Magical Implement, Power Object
Hit Dice: d4
Experience Points to Reach 2nd Level: 10, + 4 per Level after
Damage Bonus Increases: 2nd, 6th, & 10th Level

TRUE INNOCENT

Ability Adjustment: Charisma +2
Special Abilities: Resist Evil Spirits, Grace of Heaven, Inspiration of the Virtuous (+1), Redemption, Faith (+1)
Weaknesses: Fainting, The Misfortunes of Virtue
Hit Dice: d4
Experience Points to Reach 2nd Level: 4, + 4 per Level after
Damage Bonus Increases: 2nd, 6th, & 10th Level

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