

Masque of the Red Death

A player's Guide: PC classes revisited

(or v. 3.75 ☺)

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As much as I love the MotRD setting, to say that the Third Edition version of it was flawed would be a bit of an understatement. There were very good things about it in regards to the setting and its history and some very good ideas about what it should be, but not everything came out satisfactorily (for me at least).

Some things that bothered me reside in the fact that, for example, some character classes have nothing new going on for them past the 10th level except adding skill ranks (or even worse, 3rd level for the Physician or Scholar/Scientist) or that when you sat down to play, you couldn't make sense of some of the rules, or some even contradicted others flagrantly.

So I have started revising the classes, their abilities and their skills. I have only listed the differences. If something isn't mentioned, feel free to assume that it stays the same.

And my MotRD campaign has more to do with League of Extraordinary Gentlemen at the moment. So there is a bias.

Feel free to comment on the Fraternity board!

Patrick

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CORE CLASSES

Adept:

The Adept is often self-taught and considered a dabbler by more *serious* magic users. An Adept is probably more intuitive in her approach to magic than a Metaphysician or an Occultist

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	<i>Detect magic, read magic</i> , starting spells. Bonus metamagic feat
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Bonus metamagic feat
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Bonus metamagic feat
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	Bonus metamagic feat
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20th	+10/+5	+6	+6	+12	Bonus metamagic feat

Class features:

Hit Die: D4+2

Weapons:

All Adepts are proficient in simple weapons and handguns.

Class skills:

Concentration (Con), Hypnosis (Cha), Knowledge (ancient languages, forbidden lore) (Int). And a choice of two other skills one being amongst Profession.

Skill points at 1st level: (6 + Int Mod) X 4

Skill points at each additional level: 6 + Int Mod

Arcane Weave (Ex):

An adept needs an Intelligence score of 10 + the level of the spell to learn and cast a spell.

Spells:

Adepts begin with knowledge of *Detect Magic* and *Read Magic* spells, plus three other 0-level spells and three 1st level spells.

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ADEPT – Charlatan:

The Charlatan is the closest thing to a Bard one might find in the way someone casts spells on Gothic Earth. Being an innate spellcaster, the Charlatan has no spellbook. Their knowledge originates partly from *some* research the Charlatan might have done, but comes mostly from her own intuition. The Charlatan can *feel* magic, or magic is attracted to the Charlatan. No one seems quite certain. Even the Charlatan herself... All she might know is that one day she pretended to be a magician and the next day, she was.

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Skill focus: Sleight of hand.
2 nd	+1	+0	+0	+3	
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	
5 th	+2	+1	+1	+4	Spell focus: Illusion
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Ranged legerdemain 1/day
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Bonus feat
11 th	+5	+3	+3	+7	Ranged legerdemain 2/day
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	Ranged legerdemain 3/day
15 th	+7/+2	+5	+5	+9	Greater spell focus: Illusion
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	Shadow illusion
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20 th	+10/+5	+6	+6	+12	Bonus feat

Class Features:

Hit Die: D4+2

Weapons:

All Charlatans are proficient in simple weapons and handguns.

Class skills:

Bluff (Cha), Concentration (Con), Escape Artist (Dex), Hypnosis (Cha), Knowledge (ancient languages, forbidden lore), Perform (Cha), Open Lock (Dex), and Sleight of Hand (Dex). And a choice of one other skill.

Skill points at 1st level: (5 + Int Mod) X 4

Skill points at each additional level: 5 + Int Mod

Skill focus feat:

At 1st level, the Charlatan gains Skill focus feat (sleight of hand) as a bonus feat.

Arcane Weave (Ex):

A Charlatan needs a Charisma score of 10 + the level of the spell to learn and cast a spell.

Constitution:

The Fortitude save remains the same (DC 10 + spell level), but the non-lethal damage is 1D2 + ½ spell level rounded down (½ becomes 0 so 0 and 1st level spells are 1D2 non-lethal damage).

Bonus feats:

At 10th and 20th level, the Charlatan gains a feat to be chosen from the following list: Deft Hands, Empower Spell, Enlarge Spell, Lightning Reflexes, Maximize Spell, Mimicry Sounds, Mimicry Voices, Negotiator, Persuasive, Spell Focus, Spell Penetration.

Spells:

Charlatans begin with knowledge of *Prestidigitation* spell. The following table lists the number of spells a charlatan knows at each level. Spells are selected from the Bard spells in the PHB.

Level	0	1 st	2 nd	3 rd	4 th	5 th	6 th
1	4						
2	5	2					
3	6	3					
4	6	3	2				
5	6	4	3				
6	6	4	3				
7	6	4	4	2			
8	6	4	4	3			
9	6	4	4	3			
10	6	4	4	4	2		
11	6	4	4	4	3		
12	6	4	4	4	3		
13	6	4	4	4	4	2	
14	6	4	4	4	4	3	
15	6	4	4	4	4	3	
16	6	5	4	4	4	4	2
17	6	5	5	4	4	4	3
18	6	5	5	5	4	4	3
19	6	5	5	5	5	4	4
20	6	5	5	5	5	5	4

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ADEPT - Metaphysician:

The Metaphysician knows something is out there. He doesn't know what it is yet, but he will find out and explain it to you in terms that will make sense out of the apparent chaos. His point of view towards magic is scientific rather than esoteric.

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	<i>Detect magic, read magic</i> , starting spells. Bonus skill focus feat (Knowledge) Methodical bonus +1
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Bonus skill focus feat (Knowledge) Methodical bonus +2
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Bonus skill focus feat (Knowledge)
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	Bonus skill focus feat (Knowledge) Methodical bonus +3
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20 th	+10/+5	+6	+6	+12	Bonus skill focus feat (Knowledge)

Class Features:

Hit Die: D4+2

Weapons:

All Metaphysicians are proficient in simple weapons and handguns.

Class skills:

Academician (Wis), Concentration (Con), Hypnosis (Cha), Knowledge (ancient languages, forbidden lore, sciences, earth sciences) (Int).

And a choice of one other Knowledge skill out of: Archaeology, Cryptology or History.

Skill points at 1st level: (6 + Int Mod) X 4

Skill points at each additional level: 6 + Int Mod

Skill Focus Feats:

The Metaphysician gains Skill Focus (Knowledge) at 1st level and every five levels after that instead of a meta-magic feat like the Adept.

Arcane Weave (Ex):

A Metaphysician needs an Intelligence score of 10 + the level of the spell to learn and cast a spell.

Analytical weakness (Ex):

The Metaphysician has a hard time accepting that which he cannot explain. Therefore all checks versus mind-affecting magic are made with a negative 2 modifier.

Spells:

Metaphysicians begin with knowledge of *Detect Magic* and *Read Magic* spells, plus three other 0-level spells and three 1st level spells.

Methodical Bonus (Ex):

At 1st level, the Metaphysician, because he is so thorough in his spellcasting, gains a +1 bonus to his spell DC. This bonus increases to +2 at 5th level and +3 at 15th level. But, being so precise means his spellcasting time is doubled.

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ADEPT - Occultist:

The Occultist studies magic to get to the bottom of magical things. They are spellcasters whose studies are concentrated in a specific field.

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Detect magic, read magic, starting spells, spell Focus (specialist school)
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Bonus metamagic feat
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	+ 2 bonus on saves vs. opposed school
8th	+4	+2	+2	+6	
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	Bonus metamagic feat
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	+ 2 bonus on saves vs. 2 nd opposed school (OR +3 bonus on saves vs. opposed school if unique)
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	Bonus metamagic feat
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	+ 3 bonus on saves vs. 1 st opposed school
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20th	+10/+5	+6	+6	+12	+ 3 bonus on saves vs. 2 nd opposed school (OR +4 bonus on saves vs. opposed school if unique)

Class Features:

Hit Die: D4+2

Weapons:

All Occultists are proficient in simple weapons and handguns.

Class skills:

Academician (Wis), Concentration (Con), Hypnosis (Cha), Knowledge (ancient languages, cryptology, history, forbidden lore) (Int). And a choice of two other skills one being amongst Profession.

Skill points at 1st level: (5 + Int Mod) X 4

Skill points at each additional level: 5 + Int Mod

Arcane Weave (Ex):

An Occultist needs an Intelligence score of 10 + the level of the spell to learn and cast a spell.

Spells:

Occultists begin with knowledge of *Detect Magic* and *Read Magic* spells, plus three other 0-level spells and three 1st level spells.

Bonus Feats:

The bonus feats gained by the Occultist are taken from the metamagic list.

School Specialization:

At 1st level, the Occultist chooses a school of magic for specialization. In addition to the listed benefits, the Occultist gains a +2 competence bonus when learning spells from his chosen school.

Opposed School (Ex):

- At 7th level, the Occultist gains a +2 bonus on saves vs. an opposed school of magic of her choice (if she has more than one).
- At 13th level, the Occultist gains a + 2 bonus on saves vs. her 2nd opposed school of magic. Or, if she only has one prohibited school, she gains a +3 bonus on saves vs. her opposed school.
- At 17th level, the Occultist gains a + 3 bonus on saves vs. her 1st opposed school of magic. If she only has one prohibited school, she doesn't get any other benefits.

- At 20th level, the Occultist gains a + 3 bonus on saves vs. her 2nd opposed school of magic. Or, if she only has one prohibited school, she gains a +4 bonus on saves vs. her opposed school.

Social Consequences:

The Occultist's devotion to her studies adversely affects her ability to interact with people who deny the existence of magic. Therefore Occultists suffer a -4 penalty to the Bluff, Diplomacy, Gather Information and Sense Motive skills when dealing with people who do not believe in magic.

But, depending on the situation, the Occultist may have a +2 bonus to Intimidate or Perform checks while telling a ghost story or trying to influence people who don't believe in magic to do something for him.

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Athlete:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Sports focus
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat or sports focus
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	Sports focus
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat or sports focus
11 th	+11/+6 /+1	+7	+3	+3	
12 th	+12/+7 /+2	+8	+4	+4	
13 th	+13/+8 /+3	+8	+4	+4	Sports focus
14 th	+14/+9 /+4	+9	+4	+4	
15 th	+15/ +10/+5	+9	+5	+5	
16 th	+16/ +11/+6 /+1	+10	+5	+5	Bonus feat or sports focus
17 th	+17/ +12/+7 /+2	+10	+5	+5	
18 th	+18/ +13/+8 /+3	+11	+6	+6	
19 th	+19/ +14/+9 /+4	+11	+6	+6	Bonus feat or sports focus
20th	+20/ +15/ +10/+5	+12	+6	+6	

Class features:

Hit Dice: D10+2

Weapons: All Athletes are proficient in all firearms, martial and simple weapons.

Class skills:

Balance (Dex), Climb (Str), Concentration (Con), Equestrian (Dex), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Profession: Athlete (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill points at 1st level: (5 + Int Mod) X 4

Skill points at each additional level: 5 + Int Mod

Sports Focus Feat:

Sports focus is the same as in MotRD with the difference that a skill affected by the Sport focus feat becomes automatically a class skill for the Athlete if it isn't already. (See page 64.)

Bonus Feats:

Acrobatic, Agile, Athlete, Blind-Fight, Deft Hands, Diehard, Dodge, Endurance, Exotic Weapon Proficiency, Great Fortitude, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Pugilism, Improved Unarmed Strike, Keen Sense, Mobility, Lightning Reflexes, Nimble Fingers, Pugilism, Run, Self-Sufficient, Stealthy, Toughness, and Uncanny Sense.

Athlete – Explorer / Scout :

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Bonus feat or ability
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Bonus feat or ability
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	Bonus feat or ability
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Bonus feat or ability
11 th	+11/+6	+7	+3	+3	
	/+1				
12 th	+12/+7	+8	+4	+4	
	/+2				
13 th	+13/+8	+8	+4	+4	Bonus feat or ability
	/+3				
14 th	+14/+9	+9	+4	+4	
	/+4				
15 th	+15/	+9	+5	+5	
	+10/+5				
16 th	+16/	+10	+5	+5	Bonus feat or ability
	+11/+6				
	/+1				
17 th	+17/	+10	+5	+5	
	+12/+7				
	/+2				
18 th	+18/	+11	+6	+6	
	+13/+8				
	/+3				
19 th	+19/	+11	+6	+6	Bonus feat or ability
	+14/+9				
	/+4				
20th	+20/	+12	+6	+6	
	+15/				
	+10/+5				

Class features:

Hit Dice: D10+2

Weapons:

All Explorer/Scouts are proficient with martial, primitive, simple handguns and longarms.

Class skills:

Balance (Dex), Climb (Str), Craft (gunsmith) (Int), Escape Artist (Dex), Equestrian (Dex), Handle Animal (Wis), Heal (Wis), Hide¹ (Dex), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Listen (Wis), Move Silently¹ (Dex), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex) and Use Rope (Dex).

Skill points at 1st level: (6 + Int Mod) X 4

Skill points at each additional level: 6 + Int Mod

Bonus Feats and Abilities

Feats include: Diehard, Disarming Shot, Dodge, Endurance, Exotic Weapon Proficiency, Far Shot, Improved Grapple, Improved Two-Weapon Fighting, Improved Unarmed Strike, Keen Sense, Light Sleeper, Mounted Combat, Mounted Firearm, Nimble Fingers, Point Blank Shot, Precise Shot, Run, Self-Sufficient, Spring Attack, Toughness, Tracking, Two-Weapon Fighting, Uncanny Sense, Weapon Finesse and Weapon Focus.

Abilities include: Camouflage, Evasion, Hide in Plain Sight, Swift Tracker, Wild Empathy and Woodland Stride (See Ranger class in PH).

The Explorer / Scout must meet all prerequisites to gain any feat or ability.

Social Consequences:

The Explorer/ Scout has a hard time in “civilized society” so she suffers a -4 penalty to the Bluff, Diplomacy, Gather Information and Sense Motive skills when dealing with “city people”.

Depending on the situation, the Explorer / Scout may have a +2 bonus to an Intimidate check while dealing with “pampered city people” (DM call).

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¹ The skills Hide and Move Silently are considered class skills while in the wilderness. In any urban area, it is considered a cross-class skill and its rank is halved and rounded down.

Athlete - Shootist

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Combat feat
2nd	+2	+3	+0	+0	Combat feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Combat feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	Combat feat
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Combat feat
11 th	+11/+6	+7	+3	+3	
	/+1				
12 th	+12/+7	+8	+4	+4	
	/+2				
13 th	+13/+8	+8	+4	+4	Combat feat
	/+3				
14 th	+14/+9	+9	+4	+4	
	/+4				
15 th	+15/	+9	+5	+5	
	+10/+5				
16 th	+16/	+10	+5	+5	Combat feat
	+11/+6				
	/+1				
17 th	+17/	+10	+5	+5	
	+12/+7				
	/+2				
18 th	+18/	+11	+6	+6	
	+13/+8				
	/+3				
19 th	+19/	+11	+6	+6	Combat feat
	+14/+9				
	/+4				
20th	+20/	+12	+6	+6	
	+15/				
	+10/+5				

Class features:

Hit die: D10+2

Weapons:

All Shootist are proficient in all firearms, martial and simple weapons.

Class skills:

Balance (Dex), Climb (Str), Concentration (Con), Craft (gunsmith) (Int), Intimidate (Cha), Jump (Str), Knowledge (local) (Int), Search (Int), Spot (Wis), Survival (Wis), Tumble (Dex) and Use Rope (Dex).

Skill points at 1st level: (4 + Int Mod) X 4

Skill points at each additional level: 4 + Int Mod

Combat feats:

At 1st, 2nd, 4th, 7th, 10th, 13th, 16th and 19th level, the Shootist gets a bonus combat feat. The Shootist has a choice of two types of firearms to specialize in: Longarm or handgun.

The character chooses a combat feat from the appropriate list of feats and must have the prerequisites (if any) to gain the bonus combat feat.

Longarm: Called Shot, Point Blank Shot, Precise Shot, Precise Shot (Improved), Rapid Shot, Ricochet Shot, Shot on the Run, Trick Shot, Weapon Focus, Weapon Focus (Greater), Weapon Specialization and Weapon Specialization (Greater).

Handgun: Called Shot, Disarming Shot, Point Blank Shot, Precise Shot, Precise Shot (Improved), Rapid Reload, Rapid Shot, Ricochet Shot, Shot on the Run, Trick Shot, Two-Weapon Fighting, Two-Weapon Fighting (Improved), Two-Weapon Fighting (Greater), Weapon Focus, Weapon Focus (Greater), Weapon Specialization and Weapon Specialization (Greater).

Athlete – Soldier

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+1	+2	+0	+0	Combat feat
2nd	+2	+3	+0	+0	Combat feat
3rd	+3	+3	+1	+1	
4th	+4	+4	+1	+1	Combat feat
5th	+5	+4	+1	+1	
6th	+6/+1	+5	+2	+2	
7th	+7/+2	+5	+2	+2	Combat feat
8th	+8/+3	+6	+2	+2	
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	Combat feat
11 th	+11/+6	+7	+3	+3	
	/+1				
12 th	+12/+7	+8	+4	+4	
	/+2				
13 th	+13/+8	+8	+4	+4	Combat feat
	/+3				
14 th	+14/+9	+9	+4	+4	
	/+4				
15 th	+15/	+9	+5	+5	
	+10/+5				
16 th	+16/	+10	+5	+5	Combat feat
	+11/+6				
	/+1				
17 th	+17/	+10	+5	+5	
	+12/+7				
	/+2				
18 th	+18/	+11	+6	+6	
	+13/+8				
	/+3				
19 th	+19/	+11	+6	+6	Combat feat
	+14/+9				
	/+4				
20th	+20/	+12	+6	+6	
	+15/				
	+10/+5				

Class features

Hit die: D10+2

Weapons:

All Soldiers are proficient in all firearms, martial and simple weapons.

Class skills:

Balance (Dex), Climb (Str), Craft (Gunsmith) (Int), Escape Artist (Dex), Equestrian (Dex), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (Demolition, Local, Military history) (Int), Search (Int), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), Use Rope (Dex).

Skill points at 1st level: (4 + Int Mod) X 4

Skill points at each additional level: 4 + Int Mod

Combat feats:

At 1st, 2nd, 4th, 7th, 10th, 13th, 16th and 19th level, the Soldier gets a bonus combat-oriented feat from the following list:

Archery, Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency, Far Shot, Improved Bull Rush, Improved Critical, Improved Disarm, Improved Feint, Improved Grapple, Improved Initiative, Improved Trip, Improved Unarmed Strike, Martial Weapon proficiency, Mobility, Mounted Combat, Mounted Firearm, Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Rapid Reload, Rapid Shot, Ride-By-Attack, Run, Shield Proficiency, Spirited Charge, Spring Attack, Trample, Two-Weapon Fighting, Two-Weapon Fighting (Improved), Two-Weapon Fighting (Greater), Weapon Focus, Weapon Focus (Greater), Weapon Specialization, Weapon Specialization (Greater) and Whirlwind Attack.

The character must meet the prerequisites (if any) to gain the combat feat.

Intellectual:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	
2nd	+1	+0	+0	+3	Bonus skill focus feat*
3rd	+1	+1	+1	+3	
4th	+2	+1	+1	+4	
5th	+2	+1	+1	+4	Bonus feat**
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	Unearthed alchemical lore
8th	+4	+2	+2	+6	Bonus skill focus feat*
9th	+4	+3	+3	+6	
10th	+5	+3	+3	+7	
11 th	+5	+3	+3	+7	Bonus feat**
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	Bonus skill focus feat*
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	Bonus feat**
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20th	+10/+5	+6	+6	+12	Bonus skill focus feat*

Class features

Hit Dice: D6+2

Weapons:

All Intellectuals are proficient in both simple weapons and handguns.

Class skills:

Academician (Wis), Connoisseur (Wis), Diplomacy (Cha), First aid (Wis), Gather Information (Cha), Hypnosis (Int), Intimidate (Cha), Knowledge (ancient languages, archaeology, cryptology, etiquette, forbidden lore, government, history, local, religion, science) (Int) and profession (Wis).

Skill points at 1st level: (8 + Int Mod) X 4

Skill points at each additional level: 8 + Int Mod

Bonus feats:

*Bonus skill focus feats to be chosen from the following list: Academician, Alchemy (available at 8th level), Connoisseur, Craft and Knowledge (class skills).

** Bonus feat to be chosen from the following list: Ancient knowledge expert, Diligent, Incredible linguist², Linguist, Mysterious scholar³, Perfect memory: auditory, Perfect memory: visual.

Unearthed alchemical lore:

At 7th level, the Intellectual has unearthed knowledge about Alchemy. The Alchemy skill becomes an available class-skill and may be used as found in *Van Richten's Arsenal*. Starting at 8th level and on, the Intellectual may choose alchemical feats whenever he chooses a new feat.⁴

The Intellectual **does not need** the feat *Brew potion* (in the alchemical feat prerequisites) to take any of the alchemical feats.

If you do not have *Van Richten's Arsenal*, substitute any alchemical feat for a “Lesser Brew Potion Feat”. Assume the character can brew potions as a Wizard 4 levels lower than her Physician level. The type of potion should reflect the Intellectual’s interests (i.e. cure light wounds, Bull’s Strength, Remove Paralysis, etc.) and should not be higher than a 3rd level spell.

² Feat from the MotRD web enhancement hosted by the Fraternity of Shadows

³ Feat from the MotRD web enhancement hosted by the Fraternity of Shadows

⁴ The following feats are not available to MotRD characters: Alchemical homunculus, Philosophical child, and Enlightened child.

Intellectual - Parson:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Bonus skill focus feat (religion)
2 nd	+1	+0	+0	+3	Iron will feat
3 rd	+1	+1	+1	+3	
4 th	+2	+1	+1	+4	
5 th	+2	+1	+1	+4	Turn Creature of the Night
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Make blessed water
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	
11 th	+5	+3	+3	+7	Improved blessed water (1D6 + twice Cha bonus)
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	Bonus feat
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	Greater blessed water (2D6 + twice Cha bonus)
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	Bonus skill focus feat (religion)
20 th	+10/+5	+6	+6	+12	

Class features:

Hit Die: D8+2

Weapons:

All Parsons are proficient in both simple weapons and handguns.

Class skills:

Academician (Wis), Connoisseur (Wis), Diplomacy (Cha), First aid (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (ancient languages, cryptology, etiquette, forbidden lore, government, history, local, religion) (Int), Listen (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis) and Spot (Wis).

Skill points at 1st level: (6 + Int Mod) X 4

Skill points at each additional level: 6 + Int Mod

Bonus skill focus feat:

Knowledge (religion) at 1st level.

Bonus feat:

Iron Will at 2nd level.

Turn Creature of the Night:

At 5th level, the Parson must choose whether to turn undead or lycanthropes. The Parson turns creatures as a Mystic four levels lower than her Parson level. If they multiclass to a Mystic spellcasting class that can turn undead, the parson's Turn ability will stack.

Make Blessed Water:

At 8th level, the Parson gains the ability to make Holy Water. She may create a vial of Holy Water once per day. Each vial is capable of inflicting 1D6 damage to any undead creature.

Improved Blessed Water:

At 11th level, the Blessed Water made by the Parson character inflicts 1D6 + twice her Cha modifier to undead creatures.

Bonus Feat:

At 13th level, the Parson gains a bonus feat to be chosen from the following list: Ancient Knowledge Expert, Courage, Jaded, Linguist, Open Mind, Skill Focus (Knowledge: Ancient languages) or Wrath of God*

*Use the *Voice of Wrath* feat in the *Ravenloft Campaign setting* book.

Greater Blessed Water:

At 16th level, the Blessed Water made by the Parson character inflicts 2D6 + twice her Cha modifier to undead creatures.

Bonus skill focus feat (religion):

At 19th level, the Parson may choose another religion of interest if not of worship.

Dedication:

Parson cannot gain Feats that improve their ability to use weapons.

* * * * *

Intellectual - Physician:

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	
2 nd	+1	+0	+0	+3	
3 rd	+1	+1	+1	+3	Skill focus feat
4 th	+2	+1	+1	+4	
5 th	+2	+1	+1	+4	Unearthed alchemical lore
6 th	+3	+2	+2	+5	
7 th	+3	+2	+2	+5	Alchemical feat – 1 st permutation
8 th	+4	+2	+2	+6	
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Skill focus feat
11 th	+5	+3	+3	+7	Alchemical feat – 1 st or 2 nd permutation
12 th	+6/+1	+4	+4	+8	
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	Alchemical feat – 1 st , 2 nd or 3 rd permutation
16 th	+8/+3	+5	+5	+10	
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	
20 th	+10/+5	+6	+6	+12	

Class features:

Hit Die : D6+2

Weapons:

All Physicians are proficient in both simple weapons and handguns.

Class skills:

Academician (Wis), Appraise (Int), Bluff (Cha), Connoisseur (Wis), Diplomacy (Cha), First aid (Wis), Gather Information (Cha), Hypnosis (Int), Intimidate (Cha), Knowledge (earth science, etiquette, government, history, life science, local, science, toxicology) (Int), Listen (Wis), Profession (physician) (Wis), Sense Motive (Wis) and Spot (Wis).

Skill points at 1st level: (10 + Int Mod) X 4

Skill points at each additional level: 10 + Int Mod

Skill focus feat:

At 3rd and 10th level, the Physician chooses a skill focus feat related to medicine from the following list: Knowledge (life science)⁵, Knowledge (science - chemistry), Knowledge (toxicology), Profession (physician)

Unearthed alchemical lore:

At 5th level, the Physician has unearthed knowledge about Alchemy. After having been exposed to the hidden horrors of the world, some Physicians rediscover the lost art of Alchemy when they come upon an old tome found by luck or fate. The Alchemy skill becomes an available class-skill and may be used as found in *Van Richten's Arsenal* or *The Player's Handbook*. The Physician, because of her limited knowledge of this lost lore and having to keep abreast of medical discoveries, has only so much time to devote to Alchemy. So she may only take alchemical feats at levels 7, 11 and 15 out of the following list:

- 1st permutation: Corporeal purifier, Emotional purgative and Quintessence.
- 2nd permutation: Corporeal purgative, Philosophical purifier and Regenerative salve.
- 3rd permutation: Holistic purifier, Spiritual purgative and Tissue regenerator.

The Physician **does not need** the feat *Brew potion* (in the alchemical feat prerequisites) to take any of the alchemical feats.

The Physician **may take** alchemical feats as part of her regular character feats, **but only** from her allowed list of alchemical feats.

If you do not have *Van Richten's Arsenal*, substitute any alchemical feat for a “Lesser Brew Potion Feat”. Assume the character can brew potions as a Wizard 4 levels lower than her Physician level. The type of potion should reflect the Physician’s interests (i.e. cure light wounds, Bull’s Strength, Remove Paralysis, etc.) and should not be higher than a 3rd level spell.

⁵ Life science: General for a +3 bonus or Specialized (Biology, medicine, psychology) for a +4 bonus.

Intellectual - Scholar / Scientist :

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Circumstance +1 / -2
2nd	+1	+0	+0	+3	
3rd	+1	+1	+1	+3	Knowledge skill focus feat
4th	+2	+1	+1	+4	Circumstance +2
5th	+2	+1	+1	+4	Condensed notes +1 (one subject)
6th	+3	+2	+2	+5	
7th	+3	+2	+2	+5	
8th	+4	+2	+2	+6	Circumstance +3
9th	+4	+3	+3	+6	Unearthed alchemical lore Condensed notes +1 (two subjects)
10th	+5	+3	+3	+7	
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	Circumstance +4
13 th	+6/+1	+4	+4	+8	Condensed notes +2 (three subjects)
14 th	+7/+2	+4	+4	+9	
15 th	+7/+2	+5	+5	+9	
16 th	+8/+3	+5	+5	+10	Condensed notes: Choice of four subjects to carry from)
17 th	+8/+3	+5	+5	+10	Alchemical feat
18 th	+9/+4	+6	+6	+11	
19 th	+9/+4	+6	+6	+11	Circumstance +5
20th	+10/+5	+6	+6	+12	

Class features:

Hit Dice: D6+2

Weapons:

All Scholars/Scientists are proficient in both simple weapons and handguns.

Class skills:

Academician (Wis), Connoisseur (Wis), Craft (electrical, mechanical devices and steam devices) (Int), Diplomacy (Cha), First aid (Wis), Gather Information (Cha), Hypnosis (Int), Intimidate (Cha), Knowledge (ancient languages, archaeology, cryptology, earth sciences, etiquette, forbidden lore, government, history, life sciences, local, religion, science and toxicology) (Int), profession (Wis) and Search (Int).

Skill points at 1st level: (10 + Int Mod) X 4

Skill points at each additional level: 10 + Int Mod

Bonus feat:

At 3rd level, the Scholar / Scientist gains a Knowledge skill focus.

Circumstance:

Scholars/Scientists benefit from having proper resources. When in a good library or laboratory, they gain bonuses on all non-arcane Knowledge checks. But at the same time, if away from adequate facilities, they suffer a –2 penalty on these checks.

At 1st level, the Scholar / Scientist gets a +1 Circumstance bonus which increases to +2 at 4th level, +3 at 8th level and +4 at 12th level. This reflects the Scholar / Scientist's access to information as she gains notoriety and contacts.

Condensed notes:

As she learns more and more, the Scholar / Scientist manages to take some of this knowledge on the road with her. She makes notes on some of her areas of expertise and can bring these notes with her. The notes fit in a briefcase or backpack; whichever is more convenient for the task at hand.

- At 5th level, the Scholar / Scientist chooses one knowledge skill for which she gains a +1 bonus while on the road. *So at 5th level, Samantha Robertson has chosen, out of her knowledge skills, to apply her Condensed notes bonus to knowledge (ancient languages). She now gets a +1 bonus wherever she is as long as she has access to her notes.*
- At 9th level, the character has managed to summarize important and sometimes obscure knowledge on two subjects, meaning that she has written down her notes adequately on a second subject. *Samantha now adds up knowledge (religion – Judaism) to her Condensed notes.*
- At 13th level, the Scholar / Scientist adds another knowledge skill to her condensed notes and her bonus goes up to +2 because she has managed to cram some more information. *Samantha's +1 bonus to Knowledge (ancient languages, religion – Judaism) now becomes +2 and she decides to add Knowledge (History – Babylon) to her condensed notes too, gaining a + 2 bonus.*

- At 16th level, the character gains a fourth subject to add in her condensed notes. The bonus remains the same.

Unearthed alchemical lore:

At 9th level, the Scholar / Scientist has unearthed knowledge about Alchemy. The Alchemy skill becomes an available class-skill and may be used as found in *Van Richten's Arsenal*. Starting at 12th level and on, the Intellectual may choose alchemical feats whenever he chooses a new feat.⁶

Alchemical feat:

At 17th level, the Scholar / Scientist may choose an alchemical feat as per *Van Richten's Arsenal*.⁵

⁶ The following feats are not available to MotRD characters: Alchemical homunculus, Philosophical child and Enlightened child.

Mystic:

The Mystic is a person who tries to “blend” both spiritual and material worlds together and make them interact like they did before the corruption of magic. The Mystic has a natural connection to the spirit world. She did not choose to channel mystical energies, more often than not, she was *chosen* by the same spirits she binds.

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	Bonus metamagic feat MINOR access to All domain and main mystical philosophy domain
2nd	+1	+3	+0	+3	
3rd	+2	+3	+1	+3	MINOR access to a new domain (or MAJOR access to main philosophy domain)
4th	+3	+4	+1	+4	
5th	+3	+4	+1	+4	Bonus metamagic feat MAJOR access to a domain (or new MINOR)
6th	+4	+5	+2	+5	MINOR access to a new domain
7th	+5	+5	+2	+5	MAJOR access to All domain
8th	+6 / +1	+6	+2	+6	
9th	+6 / +1	+6	+3	+6	MAJOR access to a domain (or new MINOR)
10th	+7 / +2	+7	+3	+7	Bonus metamagic feat MINOR access to a new domain
11 th	+8 / +3	+7	+3	+7	
12 th	+9 / +4	+8	+4	+8	MAJOR access to a domain (or new MINOR)
13 th	+9 / +4	+8	+4	+8	MINOR access to a new domain
14 th	+10/+5	+9	+4	+9	
15 th	+11/+6 /+1	+9	+5	+9	Bonus metamagic feat MAJOR access to a domain (or new MINOR)
16 th	+12/+7 /+2	+10	+5	+10	MINOR access to a new domain
17 th	+12/+7 /+2	+10	+5	+10	
18 th	+13/+8 /+3	+11	+6	+11	MAJOR access to a domain (or new MINOR)
19 th	+14/+9 /+4	+11	+6	+11	MINOR access to a new domain
20 th	+15/ +10/ +5	+12	+6	+12	Bonus metamagic feat MINOR access to a new domain MAJOR access to a domain (or new MINOR)

Class features:

Hit Die: D6+2

Weapons:

All Mystics are proficient in both simple weapons and handguns.

Class skills:

Concentration (Con), Hypnosis (Int), Knowledge (ancient languages, forbidden lore) (Int), and a choice of two other skills one being amongst Profession.

Skill points at 1st level: (5 + Int Mod) X 4

Skill points at each additional level: 5 + Int Mod

Mystic Weave:

A Mystic needs a Wisdom score of 10 + the level of the spell to learn and cast a spell.

Turn or Rebuke Undead:

This is a ritual and takes a full-round action.

Chaotic, Evil, Good and Lawful Spell:

When casting a spell of an opposite alignment to their own, the powers check is doubled.

Starting Domains:

A Mystic starts with minor access to the All Domain and she never has to devote a “slot” to gain Major access. When she reaches 7th level, her studies have taken her there regardless of other Domains she might have chosen in the past.

The Mystic may also choose another Domain to which she has Minor access at 1st level. This Domain reflects the character’s main mystical philosophy (represented with the +1 in the spells per day chart, *Table 2 – 19 : Mystic Spells Per Day*, p.76 of MotRD). If the Mystic does not progress to the Major spells of her main philosophy, she loses the “+1” bonus to her daily Major spells.

Spontaneous Casting (with a Cost):

Spontaneous Casting (with a Cost) functions the same way as the Cleric ability in the *Player's Handbook*, except for these restrictions.

- The Mystic must have access to the Healing (if Good) or Destruction (if Evil) Domains and spells.

- For Good characters, from 1st to 7th level, the Mystic may decide to substitute a Domain spell for a healing spell of the same level or lower. The character casts the spell in the same way she would cast any spell but must pay for it with Hit Points (2 HP per spell level, minimum 1 damage, no Save allowed). The changes made to the mystical energies used put a strain on the caster's body. Starting at 8th level, the Mystic may substitute any spell for a healing spell, but if the spell comes from a Domain other than the main domain of the caster, the cost is higher (3 HP per spell level, minimum 3, no Save allowed).

- For Evil characters, from 1st to 7th level, the Mystic may decide to substitute a Domain spell for a Destruction spell of the same level or lower. The character casts the spell in the same way she would cast any spell but must pay for it with Hit Points (1 HP per spell level, minimum 1, no Save allowed). The changes made to the mystical energies used put a strain on the caster's body. Starting at 8th level, the Mystic may substitute any spell for a Destruction spell, but if the spell comes from a Domain other than the main domain of the caster the cost is higher (2 HP / spell level, minimum 2, no Save).

The lower cost in HP for Evil characters is mainly due to the fact that magic through the ages has been corrupted and it has become easier to use it for evil than for good. But the major downside is that the Powers Check for casting such a spell is tripled. So a 4th level spell cast spontaneously has 12% chance of attracting the attention of the Red Death.

- A neutral character gets to choose at 1st level which kind of Spontaneous Casting she wants to perform (Healing or Destruction) with the appropriate drawbacks.

Abstracted:

The Mystic, always attuned to the spirit world is less observant of the real world so she gets a penalty on the following rolls: Search, Spot and Initiative.

The penalties are as follow:

- 1st level: -1
- 5th level: -2
- 10th level: -3
- 15th level: -4
- 20th level: -5

Abstracted also modifies the Prognostication, Psychometry and Sixth Sense skills if the Mystic has ranks in it as follow:

- 3rd level: +1
- 12th level: +2
- 18th level: +3

Domain progression:

On a personal note, the domain acquisition rule in the MotRD book was causing my players and me some major problems (no pun intended). Using it, as is, the system meant only having access to a couple of spells from 1st to 7th level until you gained access to Major spells. Or you could choose to gain spells from other domains, but had to forget about learning Major spells ever from a dropped Domain. I tried to rectify this by making a Domain progression for the Mystic class (and sub-classes). It gives roughly the same amount of access to Minor and Major Domains but the lower levels are more interesting from a spellcasting point of view (at least in my opinion).

Whenever they gain a new level, the Mystic (and sub-classes) may choose to learn a Minor Domain instead of following the Mystic Domain progression table and “hang in there” and study her Minor Domain until her knowledge is sufficient to learn its Major spells (and be able to move on in her Domain progression), but she then loses Major access to that Domain forever.

* * *

Mystic - Medium:

Whereas the Mystic binds mystical energies, the Medium is often immersed in them, possessed by them. The Medium's powers come from forces beyond the grave, more specifically from the souls of the departed.

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	MINOR and MAJOR access to Divination Domain
2nd	+1	+3	+0	+3	MINOR access to an Ethos, Morality, Magical Knowledge path
3rd	+2	+3	+1	+3	<u>Speak with Spirits</u> MINOR or MAJOR access to an Ethos, Morality or Magical Knowledge path
4th	+3	+4	+1	+4	MINOR access to a new Domain
5th	+3	+4	+1	+4	MAJOR access to a Domain
6th	+4	+5	+2	+5	
7th	+5	+5	+2	+5	MINOR or MAJOR access to an Ethos, Morality, Magical Knowledge path OR MINOR access to a new Domain
8th	+6 / +1	+6	+2	+6	
9th	+6 / +1	+6	+3	+6	MAJOR access to a Domain
10th	+7 / +2	+7	+3	+7	
11 th	+8 / +3	+7	+3	+7	MINOR or MAJOR access to a Death, Ethos, Morality or Magical Knowledge path
12 th	+9 / +4	+8	+4	+8	
13 th	+9 / +4	+8	+4	+8	MINOR access to a new Domain
14 th	+10/+5	+9	+4	+9	
15 th	+11/+6 /+1	+9	+5	+9	MINOR or MAJOR access to a Death, Ethos, Morality, Magical Knowledge path
16 th	+12/+7 /+2	+10	+5	+10	MINOR access to a new Domain
17 th	+12/+7 /+2	+10	+5	+10	
18 th	+13/+8 /+3	+11	+6	+11	MAJOR access to a Domain
19 th	+14/+9 /+4	+11	+6	+11	MINOR access to a new Domain
20 th	+15/ +10/ +5	+12	+6	+12	MINOR access to a new Domain MAJOR access to a Domain

Class features:

Hit Die: D6+2

Weapons:

All Mediums are proficient in both simple weapons and handguns.

Class skills:

Concentration (Con), Hypnosis (Int), Knowledge (ancient languages, forbidden lore) (Int), and a choice of two other skills one being amongst Profession.

Skill points at 1st level: (5 + Int Mod) X 4

Skill points at each additional level: 5 + Int Mod

Mystic Weave:

A Medium needs a Wisdom score of 10 + the level of the spell to learn and cast a spell.

Starting Domains:

A Medium starts with minor access to the Divination Domain and she never has to devote a “slot” to gain Major access. When she reaches 7th level, her studies have taken her there regardless of other Domains she might have chosen in the past.

The Medium may also choose another Domain to which she has Minor access at 2nd level. This Domain reflects the character’s main mystical path (represented with the +1 in the spells per day chart, *Table 2 – 21 : Medium Spells Per Day*, p.78 of MotRD). At 1st level, the character uses that “empty” +1 spell in conjunction with the Divination Domain.

Domain progression:

See the Mystic’s **Domain Progression**.

Paths:

A Medium, while free to choose some of its studied Domains, must heed the voices of the Spirits at certain times. These are called Paths. Paths form the natural evolution of spellcasting through the channelling of spirits of the departed. Each Path is tied to two Domains and when the

Medium advances to levels 2, 3, 11 and 15, she must choose her spells from one of those Domains. Level 7 gives an option to the Medium.

Here are the Paths (with their respective Domains): Death (Death / Necromancy), Ethos (Chaos / Law), Morality (Evil / Good) and Magical Knowledge (Knowledge / Magic). Obviously, the Ethos and Morality Domains are chosen to reflect one's own personality. Neutral characters choose as they wish but cannot possess conflicting Domains.

Speak With Spirit:

Speak with Spirit works the same way as in MotRD with the following changes or adjustments:

- The signal takes 1D10 + 1 round to manifest;
- To contact a specific Spirit: DC 10 + HD of Spirit + 1 per 5 years since death. Range stays the same (A medium, in possession of an object that belonged to the deceased, can use the Psychometry skill to “read” the item and if the check succeeds by 10 or more, lowers the Speak With Spirit DC by 5);
- To contact the nearest Spirit: DC 10 + 1 per 100ft + 1 per 10 years since death (A medium having succeeded a Sixth Sense skill check by 10 or more, lowers the DC by 5);
- When the Spirit manifests, the Medium is allowed a Sense Motive check to feel if the Spirit is angry, restless, sad, etc. (This gives a general sense of the mood of the Spirit, not its Alignment): DC: 10 + HD of Spirit + Bluff rank + Cha modifier (A Medium with 5 ranks in Sixth Sense lowers the check by 5);
- Using Speak With Spirit requires a 1% Powers Check.

Mystic - Shaman:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	MINOR access to Plant or Animal domain Wild Empathy
2nd	+1	+3	+0	+3	Animal Companion
3rd	+2	+3	+1	+3	Nature Sense
4th	+3	+4	+1	+4	MINOR access to a new domain
5th	+3	+4	+1	+4	Woodland Stride
6th	+4	+5	+2	+5	MAJOR access to a domain
7th	+5	+5	+2	+5	MINOR access to a new domain
8th	+6 / +1	+6	+2	+6	Trackless step
9th	+6 / +1	+6	+3	+6	MAJOR access to a domain
10th	+7 / +2	+7	+3	+7	MINOR access to a new domain
11 th	+8 / +3	+7	+3	+7	Venom immunity
12 th	+9 / +4	+8	+4	+8	MAJOR access to a domain
13 th	+9 / +4	+8	+4	+8	MINOR access to a new domain
14 th	+10/+5	+9	+4	+9	Animal Kinship (1/day)
15 th	+11/+6 /+1	+9	+5	+9	MAJOR access to a domain
16 th	+12/+7 /+2	+10	+5	+10	MINOR access to a new domain Animal Kinship (2/day)
17 th	+12/+7 /+2	+10	+5	+10	
18 th	+13/+8 /+3	+11	+6	+11	MAJOR access to a domain Animal Kinship (2/day) (Large)
19 th	+14/+9 /+4	+11	+6	+11	MINOR access to a new domain
20 th	+15/ +10/ +5	+12	+6	+12	MINOR access to a new domain Animal Kinship (3/day) (Large)

Class features:

Hit Die: D6+2

Weapons:

All Shamans are proficient in both primitive weapons, simple weapons and longarms.

Class skills:

Climb (Str), Concentration (Con), Handle Animal (Cha), Hypnosis (Int), Jump (Str), Knowledge (ancient languages, forbidden lore, nature) (Int), Survival (Wis), Swim (Str).

Skill points at 1st level: (4 + Int Mod) X 4

Skill points at each additional level: 4 + Int Mod

Mystic Weave:

A Shaman needs a Wisdom score of 10 + the level of the spell to learn and cast a spell.

Starting Domains:

All Shamans start with minor access to either the Plant or Animal domain. The bonus domain spells are restricted to the Plant or Animal domain.

Turn or Rebuke Domain Spirits:

Instead of turning undead, Shamans turn spiritual manifestations of plants or animals depending on their original domain choice.

Shaman Bonus Abilities:

- 1st level: Wild Empathy
- 2nd level: Animal Companion (Ability works as one level lower when considering the animal's abilities.)
- 3rd level: Nature Sense
- 5th level: Woodland Stride
- 8th level: Trackless Step
- 11th level: Venom Immunity
- 14th level: Animal kinship (This ability functions like Wild Shape except the Shaman may only take the form of his animal companion.)

All abilities function as the Druid abilities found in the *Player's Handbook*, except where noted.

Domain progression:

See the Mystic's **Domain Progression**.

Mystic - Spiritualist:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+0	+2	MINOR access to Knowledge Domain Bonus skill focus feat (Knowledge) Methodical bonus +1
2nd	+1	+3	+0	+3	MAJOR access to Knowledge Domain
3rd	+2	+3	+1	+3	MINOR access to new Domain
4th	+3	+4	+1	+4	MAJOR access to Domain
5th	+3	+4	+1	+4	Bonus skill focus feat (Knowledge) Methodical bonus +2
6th	+4	+5	+2	+5	MINOR access to new Domain
7th	+5	+5	+2	+5	MAJOR access to Domain
8th	+6 / +1	+6	+2	+6	MINOR access to new Domain
9th	+6 / +1	+6	+3	+6	MAJOR access to Domain
10th	+7 / +2	+7	+3	+7	Bonus skill focus feat (Knowledge)
11 th	+8 / +3	+7	+3	+7	MINOR access to new Domain
12 th	+9 / +4	+8	+4	+8	MAJOR access to Domain
13 th	+9 / +4	+8	+4	+8	MINOR access to new Domain
14 th	+10/+5	+9	+4	+9	MAJOR access to Domain
15 th	+11/+6 /+1	+9	+5	+9	Bonus skill focus feat (Knowledge) Methodical bonus +3
16 th	+12/+7 /+2	+10	+5	+10	MINOR access to new Domain
17 th	+12/+7 /+2	+10	+5	+10	MAJOR access to Domain
18 th	+13/+8 /+3	+11	+6	+11	MINOR access to new Domain
19 th	+14/+9 /+4	+11	+6	+11	MAJOR access to Domain
20 th	+15/ +10/ +5	+12	+6	+12	Bonus skill focus feat (Knowledge) MINOR access to new Domain MAJOR access to Domain

Class features:

Hit Die: D6+2

Weapons:

All Spiritualists are proficient in both simple weapons and handguns.

Class skills:

Academician (Wis), Concentration (Con), Hypnosis (Int), Knowledge (ancient languages, forbidden lore, science, earth science) (Int). And a choice of one other Knowledge skill out of: Archaeology, Cryptology or History.

Skill points at 1st level: (6 + Int Mod) X 4

Skill points at each additional level: 6 + Int Mod

Mystic Weave:

A Spiritualist needs a Wisdom score of 10 + the level of the spell to learn and cast a spell.

Starting Domains:

All Spiritualists start with access to the Knowledge domain. The bonus domain spells are restricted to the Knowledge domain.

Skill Focus Feats:

The Spiritualist gains Skill Focus (Knowledge) at 1st level and every five levels after that instead of a meta-magic feat like the Mystic.

Perfectionist:

Because the Spiritualist is so thorough in her spellcasting, she gains a +1 bonus to her spell DC. This bonus increases to +2 at 5th level and +3 at 15th level. But, being so precise means her spellcasting time is doubled.

Domain progression:

See the Mystic's **Domain Progression**.

Sleuth:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Concealed weapons +2, Influence +1, Investigator / Negotiator
2nd	+1	+0	+3	+0	
3rd	+2	+1	+3	+1	
4th	+3	+1	+4	+1	Influence +2 (+1)
5th	+3	+1	+4	+1	Concealed weapons +3, Evasion
6th	+4	+2	+5	+2	Influence +3 (+1)
7th	+5	+2	+5	+2	
8th	+6/+1	+2	+6	+2	Bonus skill focus feat, Influence +4 (+2)
9th	+6/+1	+3	+6	+3	
10th	+7/+2	+3	+7	+3	Concealed weapons +4, Influence +5 (+2)
11 th	+7/+2	+3	+7	+3	Trap sense +1
12 th	+8/+3	+4	+8	+4	
13 th	+9/+4	+4	+8	+4	
14 th	+9/+4	+4	+9	+4	Special ability
15 th	+10/+5	+5	+9	+5	Concealed weapons +5, Trap sense +2
16 th	+11/+6 /+1	+5	+10	+5	
17 th	+12/+7 /+2	+5	+10	+5	Special ability
18 th	+13/+8 /+3	+6	+11	+6	
19 th	+14/+9 /+4	+6	+11	+6	Trap sense +3
20th	+15/ +10/+5	+6	+12	+6	Concealed weapons +6 (+3)

Class features:

Hit Die: D6+2

Weapons:

All Sleuths are proficient in simple weapons and all firearms.

Class Skills:

Appraise (Int), Bluff (Cha), Craft (Gunsmith) (Int), Diplomacy (Cha), Disable Device (Dex), First Aid (Wis), Gather Information (Cha), Intimidate (Cha), Knowledge (Criminology, Cryptology, Etiquette, Government, History, Local [city]) (Int), Listen (Wis), Open Lock (Dex), Profession (detective) (Wis), Search (Int), Sense Motive (Wis), Spot (Wis), Use Rope (Dex).

Skill points at 1st level: $(8 + \text{Int Mod}) \times 4$

Skill points at each additional level: $8 + \text{Int Mod}$

Lawfulness:

A Sleuth must be of Lawful alignment.

Concealed Weapons:

The Sleuth gets a bonus for concealing a weapons or when searching for a weapon. The bonus to Spot or Hide is as follows: +2 at 1st level, +3 at 5th level, +4 at 10th level, +5 at 15th level and +6 at 20th level.

Influence:

Sleuths have close ties to local law enforcement agencies. As such they have access to police files and similar sources of information. Bonuses for Gather Information are as follow: + 1 for every two Sleuth levels (minimum +1) (maximum +5). Outside of her hometown, this bonus is halved and rounded down (so from 1st to 3rd level, the Sleuth does not get any bonus outside of his hometown).

Investigator / Negotiator:

The Sleuth chooses one of the two Feats at 1st level.

Evasion:

At 5th level, the Sleuth gets the Rogue Evasion ability.

Bonus Skill Focus Feat:

At 8th level, the Sleuth gets a skill focus feat for one class skill.

Trap Sense:

At 11th level, the Sleuth gets the Rogue ability trap sense at +1, this increases to +2 at 15th level and +3 at 19th level.

Special Ability:

At 14th and 17th level, the Sleuth may take a Rogue special ability (as found in the Player's Handbook) from the following list: Defensive Roll, Improved Evasion, Skill Mastery or Slippery Mind.

* * *

Sleuth – Criminal (Cat Burglar):

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Trapfinding Influence +1
2nd	+1	+0	+3	+0	Sneak Attack +1D6
3rd	+2	+1	+3	+1	
4th	+3	+1	+4	+1	Evasion
5th	+3	+1	+4	+1	Influence +2
6th	+4	+2	+5	+2	Sneak Attack +2D6
7th	+5	+2	+5	+2	
8th	+6/+1	+2	+6	+2	Trap sense +1
9th	+6/+1	+3	+6	+3	
10th	+7/+2	+3	+7	+3	Sneak Attack +3D6 Influence +3
11 th	+7/+2	+3	+7	+3	
12 th	+8/+3	+4	+8	+4	Trap sense +2
13 th	+9/+4	+4	+8	+4	
14 th	+9/+4	+4	+9	+4	Sneak Attack +4D6
15 th	+10/+5	+5	+9	+5	Influence +4
16 th	+11/+6 /+1	+5	+10	+5	Trap sense +3
17 th	+12/+7 /+2	+5	+10	+5	
18 th	+13/+8 /+3	+6	+11	+6	Sneak Attack +5D6
19 th	+14/+9 /+4	+6	+11	+6	
20th	+15/ +10/+5	+6	+12	+6	Trap sense +4

Class features:

Hit die: D6+2

Weapons:

All Criminals are proficient in simple weapons and all firearms.

Class Skills:

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Gunsmith) (Int), Disable Device (Dex), Disguise (Cha), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Jump (Str), Knowledge (Local [city]) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Rope (Dex).

Skill points at 1st level: $(8 + \text{Int Mod}) \times 4$

Skill points at each additional level: $8 + \text{Int Mod}$

Trapfinding:

At 1st level, a Criminal may use Search to find traps (but not magical traps).

Sneak Attack:

At 2nd level, and every four levels, the Criminal gets a Sneak Attack.

Evasion:

At 4th level, the Criminal gets the Evasion Rogue ability.

Trap Sense:

At 8th level, and every four levels, the Criminal gains Trap Sense.

Unlawful:

A criminal, by definition, cannot be Lawful.

Powers Checks:

The percentages for Powers Checks are not modified for a Criminal. The Criminal **does not have any penalty or bonus to her Powers Checks.**

Influence:

The character has close ties to criminal elements in their hometown. Bonuses for Gather Information are as follow: at 1st level +1, at 5th level +2, at 10th level +3 and at 15th level +4.

Sleuth - Dandy :

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Background / Influence Appraise +1
2 nd	+1	+0	+3	+0	
3 rd	+2	+1	+3	+1	
4 th	+3	+1	+4	+1	Appraise +2
5 th	+3	+1	+4	+1	
6 th	+4	+2	+5	+2	
7 th	+5	+2	+5	+2	
8 th	+6/+1	+2	+6	+2	Appraise +3
9 th	+6/+1	+3	+6	+3	
10 th	+7/+2	+3	+7	+3	
11 th	+7/+2	+3	+7	+3	
12 th	+8/+3	+4	+8	+4	Appraise +4
13 th	+9/+4	+4	+8	+4	
14 th	+9/+4	+4	+9	+4	
15 th	+10/+5	+5	+9	+5	
16 th	+11/+6 /+1	+5	+10	+5	Appraise +5
17 th	+12/+7 /+2	+5	+10	+5	
18 th	+13/+8 /+3	+6	+11	+6	
19 th	+14/+9 /+4	+6	+11	+6	
20 th	+15/ +10/+5	+6	+12	+6	Appraise +6

Class features:

Hit die: D6+2

Weapons:

All Dandies are proficient in simple weapons, sword cane and firearms.

Class Skills:

Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Gunsmith) (Int), Diplomacy (Cha), Disable Device (Dex), Equestrian (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Knowledge (Cryptology, Etiquette, Government, History, Local [city]) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), Use Rope (Dex).

Skill points at 1st level: (10 + Int Mod) X 4

Skill points at each additional level: 10 + Int Mod

Intimidation Bonus:

Because of their wealth and position in society, when the Dandy succeeds in using Intimidate the targets remains under her influence longer. See chapter 4 in PHB and substitute minutes for hours to calculate how long the target remains friendly to the Dandy.

Appraise:

The Dandy gets the following bonus to the Appraise skill: 1st level +1, 4th level +2, 8th level +3, 12th level +4, 16th level +5 and 20th level +6.

Background / Influence:

The Dandy character should choose a specific background for her character. This background will explain how she fits in the upper echelons of society (the daughter of a diplomat, the son of a respected banker, etc.).

The Background feature allows the Dandy to call up a favour from any person at any moment, whether it's asking a guard to get into a building outside of opened hours or asking Mrs. Burroughs to borrow that peculiar statuette her husband brought back from Africa two days before she found him dead in their living room.

The Dandy can only contact someone that is no more than 5 levels higher than her. So a 12th level Dandy could ask a favour from someone as high as 17th level.

The Dandy makes a level check with a base DC of 15 (D20 + Dandy level + Charisma modifier).

The following modifiers apply to the DC:

- + HD of the person you are trying to convince.
- + 2 for every favour you have asked this person in the last month.
- - number of favours you have rendered this person / institution in the last six months.
- + 5 to + 20 (DM call): If the person feels you “haven’t delivered the goods” in the past and had a bad experience because of you (+5) and holds you responsible (+5) or you never brought back a borrowed item of great value (+10) or returned it damaged in some way (+5), etc.
- +3 for every contact used in the previous week (this means it’s getting harder to think of people who may help you).
- Depending on how the Dandy uses the Influence the following synergies may apply to the roll:
 - o 5 ranks in Diplomacy: +1 (“I am appealing to your sense of justice here Mrs. Burroughs, I need to examine this statuette before more people are hurt.”) With 10 ranks the bonus increases to +2.
 - o 8 ranks in Bluff: +2 (“Mrs. Burroughs, I hate to say it, but **you** may also be in grave danger if I don’t get to this item to see what the fuss is all about.” *Even though I know full well the spirit only targets men, a little white lie will help me stop this Evil.*) With 13 ranks the bonus increases to +3.
 - o 10 ranks in Intimidate: +4 (“Well, Mrs. Burroughs, you leave me no choice, I’m afraid. Either you hand me the statuette right away and I won’t bother you or knowledge of your *indiscretions* while your husband was away might just make it to the ears of some of our mutual friends in high places. What’s that you say? ... Oh, I know there are no indiscretions to talk about. And you know it too. But our friends don’t, now, do they?”)

Obviously, how one uses her influence will affect one’s future relations...

Note on Background / Influence:

Obviously, a player will use her influence in a spur of the moment way. **This is fine.** But the DM should not be the only one making up NPCs to suit the needs of the Dandy character. This ability has been conceived with the intent of players creating interesting NPCs to bring into the game. The more defined the background of the Dandy character, the easier this will be to introduce and play. **BUT**, a player may never decide that the NPC who just walked into the room (yes the one trying to secretly conjure the ghost of the Black Flame) is her second cousin's girlfriend. The DM's NPCs are his, unless the DM introduces the NPC as someone known to the player.

This class feature is meant to cut both ways...

«Wait a minute! We need to get into the Halifax Hunter's Lodge you said? I used to play Polo with Sir Paul Smith when I was younger. He used to be a member of the Lodge a couple of years ago. Maybe if I dropped by his house, see if he's still a member. Try to get us a visit of the place, we can pretend we'd like to apply for membership.»

But then again...

Just as you thought you'd have a quiet evening drinking brandy at home after destroying the Chaos Cult of the Everlasting just a couple of nights ago... Alfred, your butler, announces Sir Paul Smith is downstairs at the door and he wants to see you. You tell Alfred to let him into the library, that you will join him in a minute.

As you meet Paul, you notice he looks upset. You are about to ask him what is wrong when he just blurts it out: «Oh, I'm so sorry to come by unannounced old friend, but I need your help. It's mother... She hasn't been the same since father passed away. Last night, she started speaking in tongues and literally ripping her hair out. I had to restrain her with some help from the maid. And, well, I know we haven't seen each other since that Halifax Lodge incident, but one hears things... And I thought you might be able to help me... And since I helped you that one time...»

And, it would be ok for the DM to drop previously unknown NPCs into the game to get the ball rolling. As long as it is understood by both parties that this ability is not meant to be abused but

enjoyed because it adds an element of uncertainty. (It might not be everyone's cup of tea obviously, but I really felt like the Dandy was getting the short end of the stick...)

* * *

Sleuth - Journalist:

Class Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+2	+0	Connections +1 Bonus feat
2 nd	+1	+0	+3	+0	
3 rd	+2	+1	+3	+1	Connections +2 (+1)
4 th	+3	+1	+4	+1	
5 th	+3	+1	+4	+1	Bonus feat
6 th	+4	+2	+5	+2	Connections +3
7 th	+5	+2	+5	+2	
8 th	+6/+1	+2	+6	+2	
9 th	+6/+1	+3	+6	+3	Connections +4 (+2)
10 th	+7/+2	+3	+7	+3	Bonus feat
11 th	+7/+2	+3	+7	+3	
12 th	+8/+3	+4	+8	+4	Connections +5
13 th	+9/+4	+4	+8	+4	
14 th	+9/+4	+4	+9	+4	
15 th	+10/+5	+5	+9	+5	Connections +6 (+3) Bonus feat
16 th	+11/+6 /+1	+5	+10	+5	
17 th	+12/+7 /+2	+5	+10	+5	
18 th	+13/+8 /+3	+6	+11	+6	Connections +7
19 th	+14/+9 /+4	+6	+11	+6	
20 th	+15/ +10/+5	+6	+12	+6	Connections +8 (+4)

Class features:

Hit die: D6+2

Weapons:

All Journalists are proficient in simple weapons and handguns.

Class Skills:

Academician (Wis), Appraise (Int), Bluff (Cha), Craft (gunsmith, photography) (Int), Diplomacy (Cha), Disable device (Int), Disguise (Cha), First aid (Wis), Forgery (Int), Gather information (Cha), Intimidate (Cha), Knowledge (cryptology, etiquette, history, local, government, literature) (Int), Listen (Wis), Open Lock (Dex), Profession (journalist, photographer) (Wis), Search (Int), Sense motive (Wis), Spot (Wis)

Skill points at 1st level: $(8 + \text{Int Mod}) \times 4$

Skill points at each additional level: $8 + \text{Int Mod}$

Connections:

As a Journalist advances her career, she establishes an information network. The first number is the Journalist's bonus is in his hometown, when a second number appears that number is her bonus outside of her hometown. So at 1st level, the Journalist gets +1, at 3rd level +2 (+1), at 6th level +3, at 9th level +4 (+2), at 12th level +5, at 15th level +6 (+3), at 18th level +7 and at 20th level +8 (+4).

Bonus feats:

The Journalist receives a bonus feat at levels 1, 5, 10 and 15. The feat must be taken from the following list: Diligent, Improvised Weapon, Investigator, Iron Will, Linguist (Incredible Linguist⁷), Mysterious Scholar⁷, Negotiator, Perfect Memory Auditory, Perfect Memory Visual, Savoir-Faire, Skill Focus (class skill) and Speed Reading.

⁷ Feat from the MotRD web enhancement hosted by the Fraternity of Shadows

Tradesman:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Bonus skill focus feat: Profession or Craft
2nd	+1	+3	+3	+0	
3rd	+2	+3	+3	+1	Bonus skill focus feat: Profession or Craft
4th	+3	+4	+4	+1	Trade contacts (+4)
5th	+3	+4	+4	+1	
6th	+4	+5	+5	+2	Bonus feat
7th	+5	+5	+5	+2	Trick of the Trade
8th	+6/+1	+6	+6	+2	Trade contacts (+6)
9th	+6/+1	+6	+6	+3	
10th	+7/+2	+7	+7	+3	Bonus feat
11 th	+7/+2	+7	+7	+3	Trick of the Trade
12 th	+8/+3	+8	+8	+4	Trade contacts (+8)
13 th	+9/+4	+8	+8	+4	
14 th	+9/+4	+9	+9	+4	Trick of the Trade
15 th	+10/+5	+9	+9	+5	Bonus feat
16 th	+11/+6	+10	+10	+5	Trade contacts (+10)
	/+1				
17 th	+12/+7	+10	+10	+5	Trick of the trade
	/+2				
18 th	+13/+8	+11	+11	+6	
	/+3				
19 th	+14/+9	+11	+11	+6	
	/+4				
20 th	+15/	+12	+12	+6	Trick of the Trade
	+10/+5				

Class features:

Hit die: D8+2

Weapons:

All Tradesmen are proficient in simple weapons and handguns.

Skills:

Appraise, Craft (see list below – Alchemy may only be taken at 5th level), Equestrian, Handle animal, Knowledge (local, navigation), profession (see list below) Search, Spot and Use rope.

Skill points at 1st level: (10 + Int Mod) X 4

Skill points at each additional level: 10 + Int Mod

Bonus skill focus feat (Profession or Craft):

To be chosen amongst the Tradesman's Profession or Craft skills.

Trade Contacts:

As the Tradesman acquires more and more skill and / or fortune with her craft, she can visit other Tradesmen in other cities and use her contacts as a sort of Gather Information skill. Treat the Trade Contacts ability as if the character had skill ranks in the following skills: Gather Information and Knowledge (local) (any city the character is in). The ranks increase as follows: 4 ranks at 4th level, 6 ranks at 8th level, 8 ranks at 12th level and 10 ranks at 16th level.

The Tradesman may only contact in this manner other Tradesman with whom she shares a skill. The skill must also be maxed out. For example, John Porter, a 5th level Tradesman from Halifax, Canada, is visiting the city of Chicago on some Die Wächtern business: A strange book written in an unknown language has been found at the location of a mysterious death. Porter doesn't know anybody in Chicago, but because he possesses the bookbinding skill with 8 ranks (his maximum), he decides to visit some librarians in the city. At the end of the day, he then makes his Trade Contacts roll: $D20 + 4$ (his Trades Contacts rank) + Cha Mod.

Bonus Feats:

To be chosen amongst the following list: Athletic, Deft Hands, Great Fortitude, Negotiator, Skill Focus and Toughness.

Tricks of the Trade:

As she goes along in her career, the Tradesman picks up tricks of the trade. The character learns to draw from her multiple experiences across different yet similar fields so she can use them to her best advantage.

For this, the Tradesman chooses two class Profession or Craft skills, one designated as the Primary skill and a second designated as the Secondary skill. The Primary must be at least equal to the Tradesman's level, while the Secondary must be at least half the Primary rounded down.

Once she has figured out ways to improve her activities in those fields, she gets a +3 bonus to both skills. The Tradesman gets to choose a Trick of the Trade at levels 7th, 11th, 14th, 17th and 20th.

The character may not “double-up” on Tricks of the Trade, meaning she cannot choose Apothecary as a Primary and Alchemy as a Secondary at 7th level and then, at 11th level, Alchemy as a Primary and Apothecary as a Secondary. BUT, she can choose Apothecary twice, at 7th and 11th level. She would only gain the +3 bonus once, but she could choose Alchemy as a Secondary at 7th level and First aid as a Secondary at 11th level.

Here is a list of skills to choose a Primary skill from followed by a Secondary skill in brackets. (This list may be expanded.)

Professions:

Apothecary (Alchemy or First aid), **boater**, **bookkeeper** (Academician), **brewer** (Connoisseur), **cook** (Connoisseur), **driver** (Equestrian), **engineer** (Architecture), **farmer** (Knowledge: Nature), **fisher** (Survival), **guide** (Survival), **herbalist** (Knowledge: Toxicology, Botany or Agriculture), **herder** (Handle animal), **hunter** (Special: The character may choose the Weapon proficiency feat), **innkeeper** (Gather information), **locksmith** (Open lock or Disable Device), **lumberjack** (Survival), **miller**, **miner** (Knowledge: Geology), **nurse** (First aid), **photographer** (Craft: Photography), **porter**, **railroad engineer** (Craft: Steam engines), **rancher** (Handle animal), **sailor** (Knowledge: Navigation), **scribe** (Craft: Bookbinding; Knowledge: Ancient Languages, Cryptology, Forbidden Lore or History, or Calligraphy), **siege**, **stable hand** (Handle animal), **tanner**, **teamster**, **woodcutter**.

Craft skills:

Alchemy (Apothecary or First aid), **armoursmithing** (Special: The character may choose the Weapon proficiency feat, or an appropriate Knowledge skill [medieval armours]), **basketweaving**, **bookbinding** (See Scribe), **bowmaking** (Special: Weapon proficiency: Bow), **blacksmithing**, **calligraphy** (See Scribe), **carpentry**, **cobbling**, **gemcutting** (Appraise), **gunsmithing** (Special: The character may choose the Weapon proficiency feat), **leatherworking**, **locksmithing** (Open Lock or Disable Device), **masonry** (Architecture), **needlework & tailor**,

painting (Knowledge: Art History), **photography** (Profession: Photographer), **pottery**, **sculpting**, **shipmaking** (Profession: Sailor, Knowledge: Navigation), **stone masonry**, **trapmaking** (Survival), **weaponsmithing** (Special: The character may choose the Weapon proficiency feat), **weaving**.

* * *

Tradesman - Mechanic:

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Skill focus feat: craft
2nd	+1	+3	+3	+0	
3rd	+2	+3	+3	+1	
4th	+3	+4	+4	+1	Bonus feat
5th	+3	+4	+4	+1	
6th	+4	+5	+5	+2	
7th	+5	+5	+5	+2	Bonus feat
8th	+6/+1	+6	+6	+2	
9th	+6/+1	+6	+6	+3	
10th	+7/+2	+7	+7	+3	Bonus feat
11 th	+7/+2	+7	+7	+3	Skill focus feat: craft
12 th	+8/+3	+8	+8	+4	
13 th	+9/+4	+8	+8	+4	Bonus feat
14 th	+9/+4	+9	+9	+4	
15 th	+10/+5	+9	+9	+5	
16 th	+11/+6	+10	+10	+5	Bonus feat
	/+1				
17 th	+12/+7	+10	+10	+5	
	/+2				
18 th	+13/+8	+11	+11	+6	
	/+3				
19 th	+14/+9	+11	+11	+6	Skill focus feat: craft
	/+4				Bonus feat
20th	+15/ +10/+5	+12	+12	+6	

Class features:

Hit die: D8+2

Weapons:

All Mechanics are proficient in simple weapons and handguns.

Class skills:

Appraise (Int), Craft (Alchemy may only be taken at 5th level, blacksmithing, clockwork, electrical devices, gunsmithing, locksmithing mechanical devices, shipmaking, steam devices, stone masonry, weaponsmithing) (Int), Disable device (Dex), Knowledge (demolition, local, science) (Int), Open lock (Dex), Profession (boater, driver, engineer locksmith, miner, railroad engineer) (Wis) Search (Int), and Spot (Wis), Use Rope (Dex).

Skill points at 1st level: $(8 + \text{Int Mod}) \times 4$

Skill points at each additional level: $8 + \text{Int Mod}$

Bonus feats or Trick of the Trade:

At 4th, 8th and 15th level, the Mechanic gains a bonus feat from the following list: Alertness, Athletic, Deft Hands, Great Fortitude, Improvised weapon, Negotiator, Skill focus, Toughness and Tricks of the Trade* (see Tradesman)

Tradesman - Performer :

Class level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+2	+2	+0	Bonus skill focus feat (Perform)
2 nd	+1	+3	+3	+0	
3 rd	+2	+3	+3	+1	
4 th	+3	+4	+4	+1	Bonus skill focus feat (Perform) OR Inspiration option (countersong, fascinate, inspire courage, or inspire competence)
5 th	+3	+4	+4	+1	
6 th	+4	+5	+5	+2	
7 th	+5	+5	+5	+2	
8 th	+6/+1	+6	+6	+2	Bonus skill focus feat (Perform) OR Inspiration option (countersong, fascinate, inspire courage, or inspire competence)
9 th	+6/+1	+6	+6	+3	
10 th	+7/+2	+7	+7	+3	
11 th	+7/+2	+7	+7	+3	Bonus skill focus feat (Perform) OR Inspiration option (countersong, fascinate, inspire courage +2, or inspire competence +3)
12 th	+8/+3	+8	+8	+4	
13 th	+9/+4	+8	+8	+4	
14 th	+9/+4	+9	+9	+4	
15 th	+10/+5	+9	+9	+5	Bonus skill focus feat (Perform) OR Inspiration option (countersong, fascinate, inspire courage +3, or inspire courage +4)
16 th	+11/+6 /+1	+10	+10	+5	
17 th	+12/+7 /+2	+10	+10	+5	
18 th	+13/+8 /+3	+11	+11	+6	Inspiration option (inspire greatness or song of freedom)
19 th	+14/+9 /+4	+11	+11	+6	
20 th	+15/ +10/+5	+12	+12	+6	

Class features:

Hit die: D6+2

Weapons:

All Performers are proficient in simple weapons and handguns.

Class skills:

Balance (Dex), Bluff (Cha), Craft (basketweaving, bookbinding, calligraphy, needlework & tailor and weaving) (Int), Disguise (Cha), Equestrian (Dex), Escape artist (Dex), First aid (Wis), Handle animal (Wis), Hide (Dex), Hypnosis (Int), Intimidate (Cha), Knowledge (ancient languages [may only be taken at 5th level], art history, forbidden lore [may only be taken at 5th level], etiquette, local) (Int), Move silently (Dex), Tumble (Dex).

Skill points at 1st level: $(7 + \text{Int Mod}) \times 4$

Skill points at each additional level: $7 + \text{Int Mod}$

Bonus skill focus feat (Perform):

At 1st level, the Performer gets to choose a Bonus skill focus feat amongst her Perform skills.

Bonus skill focus feat (Perform) OR Inspiration option:

At 4th and 8th level, the Performer gets to choose amongst the following: Bonus skill focus feat (Perform) OR Inspiration option (countersong, fascinate, inspire courage, or inspire competence).

Bonus skill focus feat (Perform) OR Inspiration option:

At 11th level, the Performer gets to choose amongst the following: Bonus skill focus feat (Perform) OR Inspiration option (countersong, fascinate, inspire courage +2, or inspire competence +3).

Bonus skill focus feat (Perform) OR Inspiration option:

At 15th level, the Performer gets to choose amongst the following: Bonus skill focus feat (Perform) OR Inspiration option (countersong, fascinate, inspire courage +3, or inspire competence +4).

Inspiration option:

At 18th level, the Performer gets to choose an Inspiration option (inspire greatness or song of freedom).

SKILLS

Skills:

Knowledge (Forbidden lore), Prognostication, Psychometry, Sixth Sense

Note that the following skills are cross-class skills for all characters: Prognostication, Psychometry and Sixth Sense.

Knowledge: Forbidden lore (Int)

When used in conjunction with Mystic Weave or Arcane Weave, knowledge (forbidden lore) counts as a cross-class skill (its ranks are halved and rounded down). So a 10th level Adept with 13 ranks in Knowledge (forbidden lore) and an intelligence of 15 would have to make a Knowledge skill check DC 20 to cast a 5th level spell (Base 15 + 5 [spell level]) and would roll like this: D20 + 6 (half of Forbidden lore ranks rounded down) + 2 (Int Mod). The character would need at least 12 on her die to cast the spell. And a 1st level spell would only need a DC 16 forbidden lore check to cast, therefore the same Adept would need 8 on her roll.

[This way, spellcasting for higher level spells is harder, but not impossible. And this method accentuates the need and value of a Feat such as Skill focus. As a side note, to compare with v. 3.5, the same Adept would only need 5 on her die to cast a 5th level spell.]

Prognostication (Int)

A person with the Prognostication skill is usually called a *Seer*

Prognostication is a cross-class skill for all characters. Whoever possesses an aspect of the Sight cannot always control it easily and is not necessarily someone who dabbles in the occult to begin with. A Seer can use her ability a number of times equal to her Intelligence modifier + 1 (minimum 1) per day. It is possible to take Skill Focus in conjunction with Prognostication. There is always a 1% Powers Check with the use of this skill.

Another aspect of the Sight is that, in most cases, the seer cannot tell his own fortune. (*In game terms, this means that if she is looking into her own future, the seer has a -5 penalty to her roll.*) And it is difficult to read the future of someone who isn't present. (*In game terms, the seer has a -10 penalty.*)

Synergy:

With 5 ranks in each skill: Psychometry and Prognostication:

- Read the future of someone who is absent: After having successfully *read* with Psychometry an object belonging to the person, the seer may read the fortune of that person without any penalty as long as the object is within 5 feet of the seer. The object must have been in the possession of that person for at least five years and / or must have an important event linking it to its owner if the period of ownership is less than five years.
- It becomes possible to see the future of an object if it has a long history, major trauma or event linked to it.

Some clarifications on DC checks

Checks: (Refer to p. 113 of MotRD)

Nature of information:

- **DC: 10** - Very general: Carnival fair information (“*Aw, anybody could have gotten that with some luck!*”)
- **DC: 12** - Moderately specific: A major figure in your life, possibly a major event. (“*Just how did she know this? Are you sure you’ve never met me? There is someone like the person you mentioned in my family.*”)
- **DC: 15** - Very specific: Major family members and friends with an omen of things to come. (“*Ok, who put you up to this? This is getting creepy. My mother’s cousin would never do that to me!?*”)
- **DC: 20** - Exact details: Family, friends, what your life (or death) will be like. (“*I don’t care! I will get married tomorrow! My Julia will be there! I won’t be humiliated in front of the whole town because she is leaving me at the altar! And my father will not slap my mother going out the front door!*”)

Time factor:

- 24 hours: 0
- 48 hours to one week: +2
- Two weeks to one month: +5
- Two months to one year: +10
- More than a year: +15

On a natural 20: The use of the Sight has been extremely successful. There are two distinct ways of handling this.

- 1- The DM may give a major piece of information to the character: an exact locale or major clue as to where an important character is hiding, an enemy’s minor weakness, an omen of things to come in the campaign
- 2- The Seer or the person for whom the prognostication is being done may get a +5 bonus to any roll of her choice in the following 24 hours (whatever might seem appropriate with the result of the prognostication.)

And if the character failed her Powers Check, she may re-roll it

On a natural 1: A Powers Check is required with a base of 10% minus the characters Intelligence modifier and Skill Focus feat modifier (-3%) if applicable.

Psychometry (Wis)

(The main problem with this skill in MotRD is that there are no guidelines. Here is what I came up with. It is simple, but efficient in my opinion.)

A person with the Psychometry skill is usually called a *Reader*.

Psychometry is a cross-class skill for all characters. Whoever possesses an aspect of the Sight cannot always control it easily and is not necessarily someone who dabbles in the occult to begin with. A Reader can use her ability a number of times equal to her Wisdom modifier + 1 (minimum 1) per day. It is possible to take Skill Focus in conjunction with Psychometry. There is always a 1% Powers Check with the use of this skill.

To be *read*, any item has a Base DC of 35. This does not mean that every household item carries a sordid past (sometimes a butter knife is just that: A butter knife...). The item's history modifies the DC making it easier or harder to read.

- Ancestral item. (The item has been passed down by at least five generations.)
 - o DC: - 5
- Magic item:
 - o DC: - 5
- Highly traumatic or emotional event associated with item. (Murder, rape, suicide, wedding, gift, etc.)
 - o DC: - 10
- Item was made for a specific person. (Crafter's lover, enemy, child, etc.)
 - o DC: - 5
- Item was made by a historical figure having influenced the reader's culture. (This book belonged to Leonardo Da Vinci...)
 - o DC: - 5
- Item possesses an alignment.

- Same as the Reader's ethos (Lawful or Chaotic): DC: -5
- Opposite of the Reader's ethos (Lawful or Chaotic): DC: +5
- Same as the Reader's morality (Good or Evil): DC - 5
- Opposite of the Reader's morality (Lawful or Chaotic): DC: +5
- Item belonged to someone close to you. (Brother, parent, lover, child, etc.)
 - DC: - 2

Other modifications to Psychometry affect natural rolls of a 1 or a 20.

On a natural 20: The character relives the major traumatic scene associated with the item (or one the scenes if there are more than one). The Reader might make have to roll an appropriate Fear or Horror save.

If she misses her save by 10 or more, she must also make a Fortitude save equal to the Fear/Horror save or faint. If she misses the Fortitude save by 10 or more, the reader suffers a heart attack and dies within 3D10 + 5 rounds unless properly attended to. *In game terms, attending the character would be anything from a Heal check to Healing spells or potions.*) Even if she succeeds the Fear/Horror/Fortitude saves, the Reader is highly troubled and suffers a -2 penalty to all rolls for 1D10 + 5 minutes

If she needed to do both a Fear and a Horror save and failed both, than the Fortitude DC is equal to the highest of the two saves + 5.

If she misses her save (or saves) and survives, the Reader suffers a -10 penalty to ALL rolls associated with Psychometry for the next 24 hours.

SPECIAL:

On a natural 20: Let's not forget that it is possible to relive happy moments too. For example, if the wedding band of a happy housewife was read after her death (DC 20: 35 - 5 [made for a specific person] - 10 [wedding]), the Reader may relive the wedding with major events of the marriage. The feeling of love and happiness could influence the Reader for a while in the same

way a traumatic event would. This could translate in an appropriate +2 Will save bonus or +2 to a skill for 24 hours. The bonus should reflect the feeling of the reading.

On top of any bonus, if she rolls a natural 20 with her next reading, the Reader has a “spiritual buffer”, a strength left over from her previous reading which allows her to not suffer from any Fear/Horror effects. She relives an event from the next item read but detaches herself from any feelings that might taint her. This also exempts her from making a Powers Check. If, instead, she rolls a natural 1 (see below), she ignores any foul effects and can try to read the item the next day.

On a natural 1:

Instead of getting a sense of the item in her hand, the Reader went too far and shifted involuntarily her focus “outwards” of everything else.

So the Reader cannot sense anything from that item for 1D4 weeks and the Powers Check for this reading and the next one is 3%. In other words, the Reader painted a target on herself and the Red Death will pay more attention to her for a while...

Sixth Sense (Wis)

Magic works in strange and mostly invisible ways. But someone gifted (or cursed) and trained properly can sense the universe's magic at work.

A person with the Sixth Sense skill is usually called a *Sensitive*.

Sixth Sense is a cross-class skill for all characters. Whoever possesses an aspect of the Sight cannot always control it easily and is not necessarily someone who dabbles in the occult to begin with. A Sensitive can use her ability a number of times equal to her Wisdom modifier + 1 (minimum 1). It is possible to take Skill Focus in conjunction with Sixth Sense. Sixth Sense is a full round action and the Powers Check remains the same as in MotRD.

The range for Sixth Sense is 30 feet.

There are two types of energies a Sensitive can detect.

Spells:

The Base DC to feel a magical spell is 20 + the spell level. So, for example, to feel a 3rd level spell in effect in her area (DC 23), a 5th level Sensitive Tradesman with 4 ranks in Sixth Sense (the maximum) and 15 Wisdom (mod +2) needs to roll 17 or higher to feel the spell in the area.

The logical reason behind high level spells being harder to detect is that the Red Death permeates the magical energies of the world. The stronger the spell, the stronger the influence of the Red Death over it and the harder it becomes to discern its presence.

Undead or supernatural creatures:

The Base DC to feel an undead or supernatural creature goes according to the creature's number of Hit Dice as per the following chart.

<u>HD</u>	<u>DC</u>
1 or lower	15
2-4	20
5-10	25
11 or higher	30

The reasoning behind the higher DC for stronger creatures is because the Red Death always tries to hide and protect those abominations.

On a natural 20:

The character has *found her way* around the confusing energies of the red Death. For the next 24 hours, she gains a +3 bonus to her Sixth Sense rolls and gets to use her ability an additional number of times equal to her Wisdom modifier (minimum 1). She also ignores any natural 1 for that 24-hour period.

On a natural 1:

The character has been *slightly touched* by the confusing energies of the Red Death. For the next 24 hours, she cannot use her Sixth Sense and she suffers a -2 penalty to the Listen, Sense Motive and Spot skills (all Wisdom-based skills). A Powers Check is required with a base of 10% minus the characters Wisdom modifier and Skill Focus feat modifier (-3%) if applicable.

A (not so) QUICK AFTERWORD

It's over.

What else can I say? It took a few months to finish this. And I'm pretty proud of what I accomplished here. It started out as trying to fix the Mystic's Domain progression... Oy! It was supposed to be simple, but as I went along I realized there were quite a few things that weren't to my liking in the Masque of the Red Death Core Classes.

So I decided to make my own adjustments.

I upgraded some classes' HD by adapting the *Iron Heroes* system. Some classes get the same HD but with a +2 bonus. I think it doesn't change things that much, but gives more of a fighting chance to spellcasters (who sort of get the short end of the stick in MotRD). (And my MotRD games tend to be a bit higher-octane than regular games anyway...)

Another change I implemented was making sure the classes always progressed with each level, something I found lacking with some of them. Most abilities now increase with the characters or the characters gain access to new abilities with higher levels.

And I hope my Domain progression for Mystics makes sense to someone else other than me. ☺ My goal was to make it more flexible and attractive to players. I'm also happy about how I introduced spontaneous casting with a MotRD flavour. I think the Paths for Mediums differentiate them even more from the rest of the Mystics.

The Sleuth classes are more coherent I think and the Background/Influence Dandy ability is just really cool (in my opinion).

I also tried to rebalance the "fighters" VS the "spellcasters". Now, Athletes don't get Feats every second level (which seemed a bit much for a MotRD setting).

I think I managed to tone down Powers Checks without taking away too much. It seemed (again especially for spellcasters) that Checks had to be rolled left, right and centre. It was just a matter of time before everybody joined the Red Death...

Thank you to Guardian of Twilight, Spiteful Crow, Ronia Sun and Blake Alexander for their comments on the FoS boards! Thanks to Patrice ‘Laz’ Lazure from my MotRD game, Joël who is a gentleman and a scholar and kudos to the Fraternity of Shadows (who knows who I would send this to if they weren't there?).

Patrick