

# Experts V.3.5

A Comprehensive OGL Sourcebook for Fantasy Role-Playing Games

*To Gary Gygax and all the others  
who created this game that so many  
of us have enjoyed in decades past  
and will continue to love  
in decades to come.*

*By Michael J. Varhola, Paul O. Knorr, Perry Frix, and the  
Skirmisher Game Development Group. Foreword by Gary Gygax.*

# Experts D3.5

## A Comprehensive OGL Sourcebook for Fantasy Role-Playing Games

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## Foreword by Gary Gygax

No reader should be surprised at finding this prefatory piece herein. As the principle one to whom this book is dedicated, there was no conceivable way I could refuse writing a short introduction for it without seeming to be a total ingrate. I mention this merely to point out the clever tactics of the authors, for the same ingenuity is certainly applied to the contents of the work proper.

The concept of player characters hiring experts is integral to the role-playing game. That is to say, some 30 years ago when I sat down to write the first draft rules for the first such game, there were already in play a few such characters. In addition to the men-at-arms hired by adventurers there were armorers, sages, and scribes. That list grew over time, so that as the more complex version of the original system was introduced there were a fair number of non-player characters whose services were for hire. Aside from suggested wages, however, not much was said about these special NPCs.

We now jump ahead in time some 25 years. You are holding the book that finally takes this concept and brings it into the contemporary period where the participants are furnished a wealth of information in regards who their player characters meet in “ordinary” dealings, those special sorts of non-player characters that might be engaged to serve them. When I received the manuscript for the Experts sourcebook, I sat down to see if it was all that it claimed. It did not disappoint me. In fact, I had to laugh when I saw the library size table for NPC Sage experts. It is good to know that one is level 12+. This is mentioned to illustrate the wealth of details provided by the authors here-

in. The work certainly provides the solid foundation for Game Master and player alike to build upon, thus creating complete, complex, and believable NPCs of all the Expert sorts. Does this book cover every conceivable sort of expert? No, for game aficionados are creative, and if it claimed to do that, a dozen creative gamers would supply as many new types just to show there is always something new. Does it furnish the templates to use to create



special sorts of experts that you might wish to add? Absolutely!

By first setting forth “metaclasses” for experts, this work creates general groupings into which most will fall, so that similarities can be dealt with. Then, by describing the area of expertise, quantifying it, the reader is furnished with ample information for developing any sort of expert contained herein, as well as creating new sorts as previously mentioned. What they can do is also quantified in game terms of course, along with a guideline for the level of expertise one such NPC has attained, what skills and feats they might have. So now such characters can have more than names and a vocation. They have hit dice, levels, clearly defined capacities, guild organizations too. What will hiring some expert cost? That’s cov-

ered too, by the day, week, month, or year.

In short, if you are engaged in play of the D20 system based on a fantasy world, you can not pass up this work. Experts is truly a most useful sourcebook for the Game Master and player equally, because all concerned in the campaign activity deal with such non-player personas so much of the time.

A handwritten signature in black ink that reads "Gary Gygax". The signature is fluid and cursive, with a long horizontal stroke at the end.

Gary Gygax  
Lake Geneva, Wisconsin  
June 2002

## Acknowledgements

**A** number of people contributed to making this book—both this version and the v3.0 rules version that preceded it—what it is. Some of their major contributions follow.

Michael J. Varhola and Paul O. Knorr—the primary authors of the first, version 3.0 rules edition of this book—did the majority of writing, rewriting, and editing that went into this volume. Their association as gamers goes back some 23 years, and they are both founding members of the Skirmisher Game Development Group.

Perry Frix, a contributor to the first edition of the book, rose to the level of a co-author in this version by providing much of the new material it contains and by participating in the painstaking task of converting it over to the v.3.5 rules. Gamer Andrew McCallum assisted him in playtesting some of the concepts and material that appear in this book.

Jim Clunie, one of the newest initiates into the Skirmisher Game Development Group and author of a number of major upcoming titles, lent invaluable assistance in the final phases of this project, catching everything from mundane typos to significant rules anomalies.

A number of talented artists also contributed their efforts to this book. These include Sharon Daughtery, who provided many illustrations for this book, including all that appear in the section on New Magic Items and the dungeon map on page 169; Phil “Shade” Kightlinger, creator of the illustration that accompanies Profession (Bartender) in the section on skill in this book; Lissanne Lake, a virtual patroness of this venture and the creator of the images that appear on the cover surfaces of

this book and several of its interior pages; Russell Prime, who did the full-page illustrations of the Undertaker and Weaponsmith; Cassandra Rogers, who provided a number of the illustrations in the section on Sample NPCs; and Geoff Weber, who both provided art to this project and coordinated the inclusion of many of the other images that appear within it (and who also helped playtest many of the concepts presented in this book). Pages on which their contributions appear are listed on page 2.

A number of artists whose work now appears in the public domain also deserve recognition as Experts of note. Foremost among these is Joseph Wright of Derby (1734-1797), whose *The Alchemist in Search of the Philosopher’s Stone Discovers Phosphorous* and *The Blacksmith’s Shop* appear on pages 57 and 9 of this book, respectively, and appeared on the front and back covers of the previous version of this book. A page from Leonardo da Vinci’s notebook appears on page 134.

Several people who are not members of the Skirmisher group—among them colleagues, friends, and family members—provided the moral support needed to see this project through to the end.

Diane Varhola made sure, among other things, that the development group was well fed during its meetings and playtest sessions.

Designer Brian Kelly provided invaluable guidance during the redesign of this book and in preparing the cover surfaces and a number



## Acknowledgements

of the interior images for print.

Michael H. Varhola provided some of the “flavor text” that appears in conjunction with the various Expert types.

And Nancy Coe Bailey provided a collection of vintage *St. Nicholas* children’s books from which some of the images in this volume were taken.

Several other people also contributed to the first edition of this book and, while they did not directly contribute to the completion of

this revised volume, some of their influence can still be felt in it. They include former Skirmisher Game Development Group Members Rob Fernandez, Shai Laric, Dave Thomas, and Christopher Varhola; Skirmisher co-founder Robert “Mac” McLaughlin; writer and editor Chip Cassano; and designers Ellen Errico and George Dively.

If we have neglected anyone here, please forgive us! Your contributions are appreciated more than you know.





# Introduction

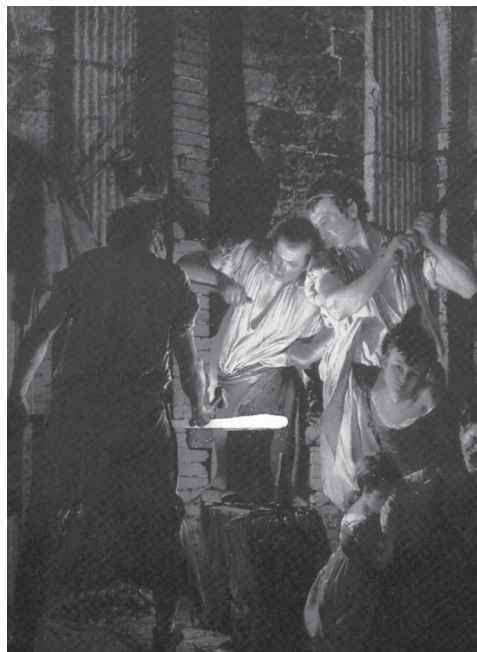
One of the most intriguing and versatile character classes in the d20 fantasy roleplaying game system is, without a doubt, the Expert, an NPC class introduced in the 3rd edition of the game. As noted in the description in the DMG, such characters can include almost any sort of highly skilled professional, including Blacksmiths, Barristers, Merchants, Guides, and Sages. All of these—plus nearly two dozen others, organized into five broad metaclasses—are presented in this book.

## Using This Book

One of the things that makes the Expert unique is that—of all the character classes in the game—only it can have *any* 10 class skills. This can make Experts extremely versatile and varied—but it can also make it difficult and time consuming for GMs to quickly and easily create them as needed. Providing GMs and interested players with a tool for easily and consistently creating compelling Experts that can interact with characters as hirelings, patrons, consultants, friends—and even as antagonists or adventurers in certain circumstances, and any other role appropriate or imaginable—is the primary purpose of this book.

While the Experts described in this book reflect a wide variety of abilities and occupations, they all conform in most ways to the description of the Expert class in the DMG. All have the same base attack and saving throw bonuses, use a d6 for hit points, have 10 class skills, start with  $6 + \text{Int modifier} \times 4$  skills points at 1st level and  $6 + \text{Int modifier}$  at each subsequent level (plus more for Humans, of course), and are proficient with Simple weapons.

Some of them vary in other ways, however. For example, most are proficient with Light armor, but those classified as Scholars are not, while the Armorer type of Craftsman can ob-



## Introduction

tain proficiency with medium armor, heavy armor, and shields as level-based class features. Other types can gain other class features, such as bonus feats or the ability to use skills in enhanced ways.

Most of the Experts presented on the following pages have been designed for use in the “traditional fantasy setting” familiar to gam-

ers and readers of fantastic literature. GMs running very non-traditional game settings may find it useful to exclude some of these Experts, change others, and add new ones altogether (a task for which the following can serve as good models). For the majority of campaigns, however, all of the included Experts can be used without modification.



## Preface to *Experts v.3.5*

One of the features in the version 3.0 DMG that the Skirmisher game development group was most pleased with was the introduction of the various non-player character classes, an innovation that was absent in the earlier editions of the game. These classes—the Adept, Aristocrat, Commoner, Expert, and Warrior—can serve as invaluable tools in the hands of Game Masters as they populate the communities of their campaign worlds.

While all of these classes are generic in nature, the Expert is by far the most versatile, and can be used to create almost any sort of Craftsman, Entertainer, Professional, Scholar, or Tradesman and to fill the niches in society that are not clearly occupied by the members of other classes. This versatility, combined with the bare-bones description of the class in the DMG, is practically an open invitation to both expand upon the Expert class and address some of the ways it might be used in the game.

It was with those ideas in mind that Skirmisher Publishing published its first d20 book, *Experts*, in 2002. Not everyone involved with our game development group believed it was a particularly good subject for a book, and some thought it was such a bad idea that they dropped out of the group altogether (although our insistence that they actually pitch in on projects and not just criticize them seemed unreasonable to these defectors ...). In the months and years following its publication, however, that book proved to be our venture's most successful d20 title.

That success has been due, in large part, we believe, to the absence of any similar work. Indeed, during our development of that first rendition of *Experts*, we became increasingly feverish in our efforts to complete it, fearing that someone else would publish a virtually identical work on the eve of our own release, rendering our work moot. Until the publication of this updated, revised, and expanded volume, however, no other book dedicated to the Expert character class had been released.

This volume is an improvement in all ways upon its predecessor, and reflects both our deeper understanding of the d20 rules system and our desire to go beyond our first—albeit suc-

cessful—attempt at a d20 sourcebook.

As its name implies, *Experts v.3.5* has been thoroughly updated and revised to bring it into conformance with the latest edition of the d20 rules. In the process, we have also reedited and corrected it as necessary, redesigned and expanded it, and added a number of new features. These include:

- A new layout and design and many new or improved pieces of art.
- The Specialist, a new basic character class that players can use to create versatile “adventuring Experts” of any sort.
- Flavor text from a number of literary sources that can help stimulate interest in the various sorts of Experts presented in this book, suggest how they might be used, or show them in a different light than usual.
- Several new skills.
- The concept of Convergence Tasks, activities that can be accomplished as the result of having ranks in two or more skills (e.g., use of Craft (Blacksmithing) and Profession (Mining) to perform Smelting). These can allow characters to perform relatively specialized functions but does not inundate the game with obscure, rarely-used skills. That said, any given Convergence Task could be treated as a separate skill for highly focused NPCs or the rare PC that prefers it to the parent skills.
- A greatly expanded section of feats, many of which were introduced in the Skirmisher Publishing d20 adventure and sourcebook *Tests of Skill*.
- Updated and improved versions of the Guild Master and Militia Leader prestige classes, which have been enhanced to make them more appealing for use as both player- and non-player-characters.

- A new prestige class, the Spellcrafter, which can allow Experts, Specialists, and other characters to gain specialized magical abilities that they can use to enhance their mundane abilities. This prestige class replaces the skill-and-feat-based spellcasting system for Experts presented in the first edition of this book and is more in line with the canons of the d20 system.

- An expanded appendix of Expert work areas, many of them based on digital photographs of three-dimensional models produced



## Introduction

by the Miniature Building Authority and Dwarven Forge. (We pioneered this innovative map creation technique in *Tests of Skill*, using Dwarven Forge's Master Maze dungeon modules.)

*Tests of Skill*, ironically, included a great deal of content that was originally intended for inclusion in the first edition of *Experts*, but which was bumped in order to keep its size manageable and to get it off to print in a timely manner. *Tests of Skill* was also, on one level, intended as a series of adventures and encounters suitable for skill-based characters like Experts, and many of its encounters were derived from a list of adventure hooks developed for the earlier book.

Select content from that book and other Skirmisher Publishing projects is available to readers of this book on our constantly updated Website, at [www.skirmisher.com](http://www.skirmisher.com).

**Note:** *New skills, feats, and other elements introduced in this book are marked in the text with an asterisk (\*), for ease of reference.*

### Availability of Experts

In a typical fantasy milieu, most of the non-adventuring population in any given community will be Commoners (e.g., 91%), while Experts comprise a much smaller proportion of the populace (e.g., 3%), the balance consisting of Adepts, Aristocrats, and Warriors.

These proportions can vary widely as the GM sees fit, of course. Primitive societies might only have a few types of Expert (e.g., 1% or less of the non-adventuring population), or none at all. Sophisticated societies with high levels of education, on the other hand, such as our own 21st century industrialized society or even a specific Renaissance-level culture, might conceivably have Experts make up as much as 30% of their non-adventuring populace (most of whom would be relatively low-level).

Even within societies in which Experts represent the standard 3% of the overall population, major metropolitan areas known for specific crafts or other goods and services might have a higher proportion of such characters, as might areas containing workshops attached to fortress, palace, or temple complexes. The ratio of Experts to Commoners might also represent the availability of education and/or

skilled labor in a particular campaign setting. Regardless of the proportions or actual numbers of Experts, however, it is to them that player characters must turn when they need goods or services that are customized, exceptional, or exotic.

Not every nation or region will have every type of Expert described in this book (although most areas will have at least a few from each of the five metaclasses). Areas with abundant quarries and other sources of natural rock but few forests, for example, are much more likely to have Stonemasons than Carpenters, while areas with large deposits of clay but little native rock will probably have many more Brickmakers than Stonecutters. Cultural factors can also influence what sort of Experts are available. For example, cultures that eschew drinking are not likely to have much of a demand for Brewers.

To determine the number and level of Experts in any given community, consult the guidelines on town generation in the official rules of the game or some of the many alternates that are available; to determine what specific types of Experts those are, see table V-2 in Appendix VI: Guilds in this book.

### Experts vs. Commoners

So what is the difference between Commoners and Experts? Commoners are generally who characters go to when they want standard goods and services at list prices. Experts, on the other hand, are who they go to see if they want things that are customized, specialized, or somehow above average or unique—and are willing to pay for them.

For every Expert Craftsman, Tradesman, or Entertainer in a given area of specialty, there will likely be anywhere from three to 10 Commoners performing essentially the same functions. Commoners and Experts often pursue the same occupations, however, and it may not always be possible for player characters to differentiate them at a glance. It may not even be necessary much of the time.

For example, if a party needs to purchase a few sheaves of arrows, they might not ever discover whether the fletcher they buy them from is actually a Commoner or an Expert. If,

however, they need 1,000 arrows on deadline, masterwork arrows, or missiles fashioned from special materials or with silvered heads, whether the fletcher can meet their demands—or is even willing to try—can depend on whether she is an Expert or not. Similarly, a Commoner armormaker might manufacture one or two types of armor, while an Expert Armorer will probably make several, and is almost always willing to try something new. A Commoner Exterminator might say, “No, rats are all we handle,” while his Expert counterpart is more likely to say, “Sounds dangerous. Sure, we’ll try it, but it’s going to cost you ...”

Commoners’ shortcomings derive from the fact that they are so limited in their selection of class skills in comparison to Experts. Peripheral skills that might enhance their ability to excel in their professions—such as the various Knowledge skills—would have to be taken as cross-class skills, making them prohibitively expensive and limiting advancement in them. An Expert Guide, for example, has Survival as a class skill, and is thus likely to be much more proficient in the outdoors than a Commoner Guide, who would have to take it as a cross-class skill just to be half as proficient in it.

Thus, Commoners generally practice single Crafts, Professions, or other occupational skills in a narrow or basic way. Experts, on the other hand, incorporate theoretical, analytical, and experimental aspects into their work. Expert Entertainers write their own songs, poems, or plays; Expert Craftsmen develop new types of armor, weapons, and equipment; Expert Tradesmen develop new techniques for performing their jobs. Commoners, however, sing only the songs of others, create items patterned after the works of their betters, and rely on methods perfected by those who preceded them. Some Experts are better than others, of course; the worst have natural talent that sometimes shines through in their work, while the best have raised their vocations to the level of a true art or science.

A number of occupations are unlikely to have Expert versions, and in almost all cases fall to Commoners. Some Experts might have a few of the skills associated with such characters, of course—especially those who may have

started off as Commoners and eventually multiclassed as Experts.

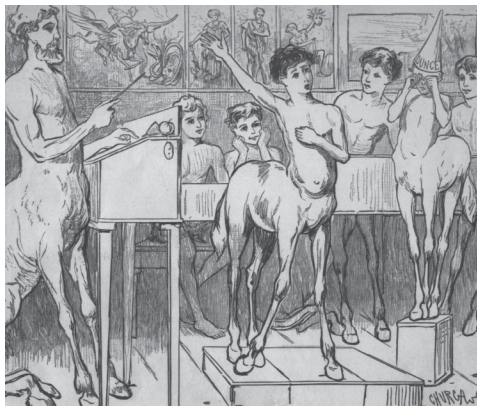
It is certainly possible for a Commoner to reach a certain point in his career and then do this. It happens less often than one would think, however; once they have found a niche and are able to earn a decent living at their trade or craft, most Commoners see little reason to expend the additional effort to become Experts. Most of those with the ability or drive to be Experts start off in this class.

## Apprentices

Many sorts of Experts, especially Craftsmen and Tradesmen, begin their careers as apprentices, characters who enter a Trade, Craft, or Profession with little or no practical knowledge of it. On the day they begin that occupation, however, they do not start off with a base 24 points worth of skills, abilities, and knowledge. In fact, this level of ability (i.e., 1st level) generally represents four to six years of training.

About half of all apprentice Experts, in fact, would probably be apprentice-level characters who have not yet reached 1st level. Such characters have Attack Bonus +0, Fortitude Save +0, Reflex Save +0, and Will Save +1. They can have any one feat, in many cases representing a natural aptitude for some particular pursuit (Human Experts gain their bonus feat upon attaining 1st level).

Apprentices have a base 2d12–1 skill points, as determined by the GM or rolled randomly. Ability score modifications, if any, should be half of what they would normally



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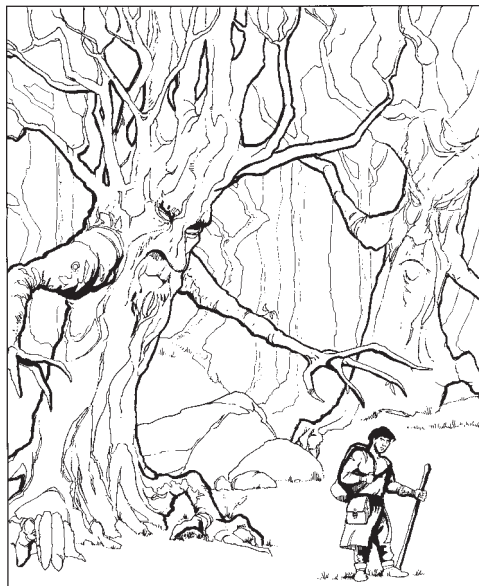
be for a first level character. For example, an apprentice Expert with Int 13 and an ability score modifier of +1 would receive 2 additional skill points while apprentice-level, receiving the additional 2 points when he actually reaches 1st level. Likewise, apprentice-level Human Experts begin with only 2 bonus skill points, and receive the additional 2 points upon reaching 1st level.

Any bonus feats or class features a particular type of Expert normally starts with are gained when the character reaches 1st level.

These provisions are only intended to apply to NPC Experts that player characters encounter in the course of their activities. Background and training for PC Experts can be assumed, just as it is for PCs of any class, and they should be started at 1st level.

### Experts as Adventurers

Although the Expert is intended primarily as a class for highly specialized NPCs, some players may want to try roleplaying members of this class, especially if they have a particularly interesting character concept in mind. In campaigns where the GM allows players to have multiple characters, Experts can also make interesting PC henchmen and cohorts, using their specialized skills to support the goals and expertise of the primary characters.



Players who wish to combine the versatility of Experts with the viability of other player character classes should consider the Specialist, described below. In short, Specialists are to Experts what Fighters are to NPC Warriors, and represent a very malleable class that can be used to create almost any sort of skill-based characters. GMs might also want to periodically introduce NPC Specialists as “adventuring Experts” or as alternatives to NPCs with traditional character classes.

One motivation for playing an Expert or Specialist is that doing so can provide a fun and interesting way to address challenges in a campaign where the GM is willing to take into account the characters’ special abilities. For example, giving a Guide useful, detailed information about the adventuring venue (e.g., places to hide, sources of food, best routes) might make such a character worth as much as any adventurer. Such characters might also have goals markedly different from those of their more traditional counterparts. A Brewer’s motivation for adventure, for example, might be to obtain exotic ingredients, to acquire lost secrets of the trade, or raise the money he needs to open a large beerhall.

Another benefit of playing an Expert/Specialist is that such characters gain considerably more skill points than most of the traditional PC classes—especially the combat-oriented ones. They also have much greater power over their selection of class skills, allowing a particular character concept to be fulfilled.

Perhaps the biggest difference between player character Experts/Specialists and their non-player character counterparts is how many of each are multiclassed. NPC Experts, most of whom are dedicated to the perfection of a particular vocation, will tend to remain single classed. PC Experts/Specialists, who are more likely to be inclined toward adventure and therefore want a broader range of skills, are much more likely to be multiclassed. It is certainly possible, of course, to have single-classed PC Specialists or multiclassed NPC Experts.

When Experts are multiclassed, it is generally for purposes of enhancing their vocational abilities. A Scribe, for example, might be multiclassed as a Wizard in order to enhance her scroll creation and spell copying abilities,



or as a Rogue in order to use her Expert skills for purposes of illicit gain.

Players who wish to play multiclassed Experts/Specialists can take advantage of their broad range of skills by starting characters as Experts and then switching them over to another class at 2nd or subsequent levels. Depending on their goals, a character might continue to advance as the original type of Expert/Specialist, leave it behind altogether (especially if it does not have any level-based abilities), or advance as a completely different sort of Expert or in a regular PC class.

A character might also opt to advance an Expert/Specialist into a prestige class, particularly one of those presented in this book. A Physician who is a Spellcrafter\*, for example, might be even more useful than a Cleric in situations requiring healing capabilities, especially if he is able to craft magic items that can enhance or augment them.

Regardless of how an Expert is designed, such characters are not likely to have the raw powers associated with members of the adventuring classes. As noted in the DMG, defeated members of NPC classes should be treated as one level lower for purposes of XP awards. Following this logic, player character Experts should be treated as one level lower for purposes of determining adventure difficulties (e.g., a 5th level Expert would be treated as a 4th level character for purposes of determining challenge ratings, total party level, etc.). This can help make well-designed PC Experts sufficiently competitive with the adventuring classes.

## The Specialist PC Class

Specialists are craftsmen, entertainers, professionals, scholars, and tradesmen who have combined their vocations with an inclination toward adventure. The skilled Blacksmith who tries out his newest creations in the field, the astute Barrister who undertakes investigations on behalf of his clients, the canny Merchant who assumes the risk of leading trade caravans, the educated Sage who seeks forgotten knowledge in equally forgotten ruins, and the master Shipwright who personally delivers vessels to customers in faraway ports are all

examples of Specialists.

The primary purpose of this class is to allow players to create Expert-like characters that are viable as adventurers. It can also be used by Game Masters who wish to include in their campaigns exceptional non-player character “adventuring Experts.”

**Alignment:** Any.

**Hit Die:** d6.

### Class Skills

A Specialist may choose any 10 skills as class skills.

**Skill Points at 1st Level:** (8 + Int modifier) x 4.

**Skill Points at Each Additional Level:** 8 + Int modifier.

### Class Features

All of the following are class features of the Specialist.

**Weapon and Armor Proficiency:** A Specialist is proficient with all Simple weapons and Light armor.

**Bonus Feats:** At 1st level, a Specialist receives a bonus feat. He gains an additional bonus feat at 2nd level and every two Specialist levels thereafter (i.e., 4th, 6th, 8th, 10th, 12th, 14th, 16th, 18th, and 20th). These bonus feats must be drawn from the following (new feats described in this book are marked with an asterisk): Acrobatic, Agile, Alertness, Alternate Key Ability\*, Animal Affinity, Armor Proficiency (Heavy), Armor Proficiency (Medium), Athletic, Creative Efficiency\*, Creative Touch\*, Cross-Class Proficiency\*, Deceitful, Deft Hands, Diligent, Eclectic Mentality\*, Endurance, Famine Survivor\*, Great Fortitude, Intellectual Synergy\*, Investigator, Iron Will, Keen Intellect\*, Knowledge Correlation\*, Leadership, Lightning Reflexes, Magical Aptitude, Negotiator, Nimble Fingers, Paranoid\*, Persuasive, Run, Renaissance Man\*, Self-Sufficient, Sensory Awareness\*, Shield Proficiency, Skill Focus, Stealthy, Toughness, Track, True Faith\*, and Windfall\*.

If a Specialist opts to advance in one of the specialized Expert types described in this book, he must take any mandatory class skills associated with it (shown under “Class Skills” in italics). If desired, however, he may substitute

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any one other class skill for any other skill of his choice.

A Specialist advancing as one of the Expert types presented in this book must also expend his regular or Specialist bonus feats to acquire any level-based class features associated with a particular type. A Specialist who wishes to advance as an Alchemist, for example, must expend feats at 1st, 3rd, 7th, and 11th level in order to gain the Distill Elixir, Brew Potion, Create Homonculus, and Transmute Base Metal class features, respectively.

If a Specialist does not have a feat available to spend upon reaching a level when a class ability is gained, he cannot gain it until such a time as he acquires a new feat. He can, however, allocate an available feat to a class ability one level prior to receiving it, acquiring its benefits upon reaching the level with which it is associated.

Class features for a particular Expert type are considered to be on the same “track,” and each must be taken in the order given before a higher level one can be taken (e.g., an Alchemist must take Create Homonculus before he

can acquire Transmute Base Metal).

In any case, Specialists must meet all of the prerequisites for a particular class ability in order to take it.

Note that Specialist bonus feats are in addition to the feat that any starting character gets, the bonus feat accruing to a Human character, and the feats gained at every third level of experience.

**Saving Throw Bonuses:** At 1st level, a Specialist receives a +1 bonus on Fortitude saving throws. This bonus increase to +2 at 7th level and to +3 at 15th level. At 3rd level, a Specialist receives a +1 bonus on Reflex saving throws. This bonus increase to +2 at 11th level and to +3 at 19th level. *Note that these saving throw bonuses are reflected on Table S-1: The Specialist.*

**New Skill:** At 5th, 9th, 13th, and 17th level, the Specialist may choose any additional skill as a class skill.

Note that Specialists can use the Starting Packages provided in Chapters 1-5 of this book. Any that do so, however, need to increase base Skill Selection to 8 + Int modifier—rather than

**Table S-1: The Specialist**

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+1	+0	+2	Bonus Feat
2nd	+1	+1	+0	+3	Bonus Feat
3rd	+2	+2	+2	+3	
4th	+3	+2	+2	+4	Bonus Feat
5th	+3	+2	+2	+4	New Skill
6th	+4	+3	+3	+5	Bonus Feat
7th	+5	+4	+3	+5	
8th	+6/+1	+4	+3	+6	Bonus Feat
9th	+6/+1	+5	+5	+6	New Skill
10th	+7/+2	+5	+5	+7	Bonus Feat
11th	+8/+3	+5	+5	+7	
12th	+9/+4	+6	+6	+8	Bonus Feat
13th	+9/+4	+6	+6	+8	New Skill
14th	+10/+5	+6	+6	+9	Bonus Feat
15th	+11/+6/+1	+8	+7	+9	
16th	+12/+7/+2	+8	+7	+10	Bonus Feat
17th	+12/+7/+2	+8	+7	+10	New Skill
18th	+13/+8/+3	+9	+8	+11	Bonus Feat
19th	+14/+9/+4	+9	+9	+11	
20th	+15/+10/+5	+9	+9	+12	Bonus Feat

the 6+ Int modifier accorded to Experts—and select an appropriate Specialist bonus feat in addition to those listed.

### Metaclasses

Experts in this book are grouped into five broad metaclasses, each of whose members share certain characteristics. Such categories are provided for convenience, and are not concrete or absolute. Indeed, some Experts might fit just as well into one of the other metaclasses. For example, the Scribe might be classified as a Tradesman or a Scholar rather than a Professional. It is even possible to have an Expert that does not easily fit into any of these metaclasses.

**Craftsmen** are distinguished because of what they create, and take various Crafts as their primary skills.

**Entertainers** are distinguished by their performing abilities, and have Perform as their primary skill.

**Professionals** are distinguished by using education as the basis for their trades, and have both one or more areas of Knowledge and one or more Professions as their primary skills.

**Scholars** are distinguished by what they know, and have various areas of Knowledge as their primary skills.

**Tradesmen** are distinguished by the services they provide and have one or more Professions as their primary skills.

### Expert Types

Each of the Expert types described in chapters 1 through 5 of this book conforms to the general description provided in the DMG. Many differ in various ways, however, as described under the individual descriptions. Following are notes about the information provided for each of the five metaclasses and the 33 Expert types described.

**Adventures:** Most Experts are not inclined toward adventure. This section gives exceptions to this, including those that might apply to members of the Specialist player character class and the special conditions that might cause an Expert to end up adventuring.

**Characteristics:** This section discusses traits

common to typical members of a metaclass or particular type of Expert.

**Alignment:** Experts in general can be of any alignment. Some types are inclined toward certain alignments, however (e.g., Barristers tend to be lawful). Such inclinations are discussed here.

**Religion:** Deities most likely to be worshipped by various types of Expert are listed here. Deities from classical Greek mythology are used for examples in this section, both because they are familiar to so many people and because they can easily be equated to the gods of most other milieux. Their areas of influence are clearly identified, however, for those who are not familiar with them (e.g., Hephaestus, god of Craftsmen).

**Background:** This section discusses where particular types of Experts can be found, how they organize, for whom they are most likely to work, and other special information for utilizing them in the game world.

**Races:** Members of any race can be Experts. Some races are particularly inclined—or disinclined—to be particular types of Experts, and such cases are discussed here.

**Other Classes:** This section describes particular Experts' relationships with and attitudes toward members of other classes, including those with which they tend to associate with or work.

**Game Rule Information:** Critical ability scores for members of various metaclasses are listed under each metaclass description in this section. Abilities important to particular types of Experts are also discussed under "Class Skills" in the individual Expert descriptions.

**Abilities:** Mental abilities—Intelligence, Wisdom, and Charisma—tend to be those that are most important to Experts. Constitution, representing the endurance needed to work the long hours associated with the vocations of most Experts, is generally the most important physical ability. Importance of other abilities to specific types of Experts is discussed under the individual descriptions.

**Alignment:** Most Experts can be of any alignment. Exceptions and tendencies are noted under the descriptions of individual Expert types.

**Hit Die:** d6.

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**Class/Metaclass Skills:** This section includes the class skills for each Expert type, followed by their key abilities. Skills are listed in bold for ease of reference, and those required by a certain type of Expert (e.g., Craft (Blacksmithing) for a Blacksmith) are also in italics. Because Experts can choose any 10 skills as class skills, they could substitute any existing skills for the ones listed. In order to receive the Class/Metaclass Features listed for a particular Expert type, however, a character would have to choose his class skills from the list provided.

As with characters of any other classes, not all Experts will have ranks in every one of those 10 skills. Some may have moderate levels of ability in all 10, some may take only as many skills as they max out their scores in, and others might spread their skill points around to cross-class skills (although this book assumes that most Experts will not do this, and few of the sample NPCs do).

Every possible use of a class skill cannot be described in a book of this sort and GMs and players should use common sense and imagination when interpreting how to apply them. For example, Brewers are much more likely to use Appraise to assess such things as quality of hops, suitability of oaken casks, and value of a particular batch of beer, than to determine the value of jewelry or antique coins.

Previously existing skills are described in the *Player's Handbook*. New skills, marked with an asterisk (\*), are described in Appendix II: Skills, in this book.

**Class/Metaclass Features:** This section includes benefits—such as bonus feats and level-based class abilities—that various types of Experts receive. Most of these are tied to a minimum level of proficiency in a key metaclass skill.

**Weapon and Armor Proficiency:** Most Experts are proficient with Simple weapons and Light armor. Some also receive proficiency with other weapons and armor as a benefit of their vocations (e.g., Miners are also proficient with hammers and picks, and Armorerers can gain proficiency with heavier armor).

**Starting Packages:** Starting packages for all the major player character races are provided under each metaclass, in order to ease the role of

GMs and players in creating and equipping Experts of various sorts. These can be used in whole or in part (e.g., a player might opt to use the Craftsman Starting Package for an Elven Armorer but take the feat Lightning Reflexes instead of Endurance. Or, a GM might decide that a particular Scholar inherited a substantial library and starts with 50 books rather than five). In lieu of taking a starting package, of course, an Expert can simply select his own feat(s) and purchase 3d4 x 10 gp worth of armor, weapons, and other equipment, as noted under the Expert class description in the DMG.

**Items Associated With Experts:** This section lists items that specific types of Experts begin with at 1st level in addition to gear provided by the various Starting Packages (unless they opt to take the 3d4 x 10 gp in cash). In many cases, it also lists equipment higher level NPCs are likely to have and the levels at which they are likely to acquire it (given in parentheses). GMs could certainly opt to assign this or any other equipment to NPCs at the levels most appropriate to a particular campaign setting.

In general, a skill that depends on tools can be attempted at –2 with makeshift, inadequate, or wholly inappropriate tools; at +/–0 with a generic set of Artisan's Tools; at +2 with a set of tools specifically intended for the skill in question (e.g., Blacksmith's Tools for Craft (Blacksmithing), with a set of masterwork generic Artisan's Tools, or with a set of masterwork tools for another skill of the same sort; and at +4 with a set of masterwork tools of the sort intended for the skill in question.

Many entries refer to particular types of tools. In general, Craftsman's and Tradesman's Tools are worth at least 5 gp. Professional's Tools, which include more specialized equipment, are generally worth at least 30 gp. Masterwork versions of Craftsman's and Tradesman's Tools are at least 50 gp more expensive and Professional's Tools are usually 300 gp more expensive.

Unless noted to the contrary, all Experts that rely on tools start off with regular tools designed for their skills, and NPC Experts acquire masterwork versions of such kits by 4th level (PCs can acquire such tools sooner or later, based on the results of their activities).