

SUP1

BLOOD & TREASURE

Heroes of Lore

BY TANNER YEA



52 VARIANT CLASSES FOR BLOOD & TREASURE AND OTHER OLD SCHOOL FANTASY
ROLEPLAYING GAMES

BLOOD & TREASURE

HEROES

OF LORE

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INTRODUCTION

Welcome to *Heroes of Lore*, a fan supplement for the *Blood & Treasure Fantasy Roleplaying Game*, written by John Stater.

Though classes in any class-based RPG are very general in nature, sometimes these classes can be further refined and filled with flavor by simply changing around some mechanics and background information. These 'variants' allow for further customization of classes with a minimum risk of powergaming or min-maxing.

Heroes of Lore provides 52 of these class variants in order to enhance play for any d20 based game. Though *Heroes of Lore* is designed for use with *Blood & Treasure*, it can easily be adapted to any gaming system of your choice with minimal hassle.

These variants range from a simple idea like a Spy, to more complex roles like a Totem Warrior or a Psionicist. Furthermore, the design idea behind these variants was to keep each class relatively 'pure'. Non-magic users generally would not have access to spells, and magic users do not have a lot of access to physical means of injury. These variants are refinements of classes, sometimes based on other RPGs, or other times just based on popular archetypes like an investigator or explorer.

VARIANT AVAILABILITY & ALIGNMENTS

Not all of these variants will be appropriate for all campaign worlds. If a campaign world does not have psionics, the Psionicist variant should not be used. The TK is the final arbiter on what is and isn't allowed in his game world.

Variants are available to all races, unless the TK overrules this. Furthermore, all variants have the same alignment restriction as the 'base' class, unless otherwise stated as such. Alignment will be listed as both 3-fold and 9-fold.

ASSASSIN VARIANTS

FACE

Faces, though strangely named, are not to be trifled with. They are masters of disguise in all forms, and it is hard to tell if someone has ever seen a Face's true, well, face. Faces enter courts and areas of high importance in order to gain information, but they can also infiltrate dangerous cults and destroy them from the inside. Faces are usually Neutral.

A Face loses training in poison, but in exchange gets the ability to *create convincing disguises* twice per day. This operates like the *Alter Self* spell.

INQUISITOR

Inquisitors are the subversive branches of some churches. Their job is to destroy heresies, root out heathen religions, and get rid of anyone that manages to get in their way. Many inquisitors operate in secret so as to avoid inquisitors from other churches or other threats. Inquisitors can be Lawful (Neutral) or Chaotic (Neutral)

Inquisitors lose the Assassin's 5th level death attack, and instead gain the ability to Turn or Rebuke Undead (depending on alignment) like a Paladin.

SEEKER

Seekers are people who are privately contracted to seek things out, be it items of interest, missing people, or anything else that needs finding. Seekers follow clues, gather evidence and follow trails, all in the name of getting what they need. Seekers are usually Neutral.

Seekers lose their training in poisons and the 5th level death attack, though they can still paralyze with that attack, and instead get Tracking and Find Secret Doors as skills.

SPY

Spies are masters of stealth, infiltration and surveillance. Though they often hide in the shadows, they will come out to manipulate anyone that is important to their mission. Spies often have a superior they report back to, but some work as mercenaries. Spies are usually Neutral.

Spies are not trained in poisons. Instead, Spies can inherently *disappear from sight* twice a day. This functions like the *Invisibility* spell, except the Spy can only apply it to himself.

BARBARIAN VARIANTS

RAIDER

Raiders are the barbarians of the sea. They sail on massive ships, heading to distant lands to plunder, discover and settle.

A Raider loses Bend Bars and Jump as skills, and they instead can hold their breath longer (one round per point of Constitution while calm, one round per two points of Constitution while active) and ignore any vision penalties associated with bad weather or air (smoke, mist, lightning, rain, etc).

RUNECASTER

Runecasters are barbarians who, after long study over runic energies and languages, have been able to put power into the runes of their lost barbarian alphabet.

Runecasters are restricted to only using light and medium weapons, and they can't use shields. Instead, they can use *runes*. Runes function as the attribute buffing spells of *Strength*, *Dexterity*, *Constitution*, *Intelligence*, *Wisdom* and *Charisma*. A Runecaster can use each of these runes once per day by tracing the rune on the recipient's skin. This leaves a rune of glowing energy that lasts until the spell's duration is over. A character can only have two runes active at a time.

THANE

Thanes are the leaders of the Barbarians, and they are extremely noble savages. They know how to handle their people when they are in danger, and help them forget their fear when the odds are stacked against them.

Thanes lose their increased land speed, but instead gain the Paladin's aura of bravery.

TOTEM WARRIOR

Some Barbarians are one of the special few who have formed a special bond with nature. They can feel the wild in their bones, their souls and their minds. They feel this primal degree to such an extent that they can actually turn into a beast themselves.

The Totem Warrior gives up his Rage in exchange for the ability to turn into an animal like a 5th level druid. The form should be fierce, such as a wolf, a bear, a shark, a falcon or something similar. No Totem Warrior worth his salt would ever be a mouse.

BARDS VARIANTS

DEMAGOGUE

A Demagogue is a political or military leader who uses his sharp tongue and manic energy to bring up a crowd. He can whip even the most docile people into a frothy fury in minutes, and he uses this to defeat enemies and gain powers.

Instead of having *fascinate* as a bard power, the Demagogue instead gets *enrage*. *Enrage* has the same effect as the Rage spell, but it works like the fascinate power. If someone is willing to be enraged, the Demagogue himself needs to roll a Will save. If he succeeds, the effect works. The Demagogue can enrage as many creatures as could be in his retinue.

GYPSY

Real gypsies are people of Romani heritage, but these fantastical Gypsies are the stereotypical street performers and escape artists. They swallow swords, eat fire, can contort and basically get themselves out of any sticky situation they may find themselves in. Gypsies perform a lot of 'tricks' when they use their bard powers.

Gypsies lose the ability to use shields and the skills Listen at Door and Decipher Codes, but they get Balance, Escape Bonds and Jump as skills.

SKALD

The Skald is a savage Bard, and one that often lives among Barbarians. Skalds are the bards of tribal and nomadic cultures, and they are usually the ones behind the war drums of battle. They perform with loud call and response music, drums, and interpretive and aggressive dances.

Skalds lose Legend Lore, as very rarely do they ever venture outside of their tribes. Instead, they get the ability to Rage like a Barbarian.

TRICKSTER

Though all Bards and their variants can use magic, Tricksters actively use it in their abilities. They perform card tricks, illusions and more 'mundane' magic to the delight of villagers who are tired of seeing their houses blown up by fireballs.

Tricksters can only use light melee weapons, but instead gain the ability to cast the following spells once per day: *Audible Glamer*, *Dancing Lights* and *Prestidigitation*. If you happen to have a Gnome Trickster, you can use those spells twice a day.

CLERIC VARIANTS

CULTIST

Cultists are followers of one of the various extinct religions of the world. Some were good, others were evil, but they have mostly died out. Cultists usually dwell close together, keeping their faith alive and trying to gain more followers. The old religions also tended to be more brutal and savage, so many Cultists have no qualms about hurting people.

A Cultist loses his ability to turn undead. However, he gains the ability to use light ranged and edged melee weapons, and he also gets Trickery and Hide in Shadows as skills.

EXORCIST

An Exorcist is a Cleric who has made it his mission to set spirits to rest. The world abounds with ghosts, wraiths and shades, and the Exorcist desires to end their misery and send them to their 'final reward'. Exorcists are usually Lawful (Good or Neutral)

An Exorcist loses the ability to use shields and any armor higher than breastplate. This is replaced by the fact that Exorcists can hurt incorporeal enemies with normal weapons. Furthermore, an Exorcist gets a +2 bonus when he attempts to turn any undead who are 'spiritual' in nature, such as a ghost or a shade.

ORACLE

Oracles are often divine vessels for their gods. They are mouthpieces of gods to communicate onto the world, though many doubt their legitimacy. The most notable power that an Oracle has is their ability to see into the future, though they have little way to control what they actually see.

Oracles lose their Turn Undead ability and instead gain the ability to see into the future. This functions like the ability that the Cyclopean monster has, with the negative modifier included. If the TK allows Cyclopean characters, a Cyclopean Oracle could predict the future twice a day.

PRIEST

Clerics are the more militant branch of any church or religion, but the main bulk of the clergy are the Priests. Priests are more focused on healing, both physical and spiritual, and they tend to stay within towns of their churches. However, every once in a while a Priest will set out on adventures.

A Priest can only wear armor up to and including studded leather, and they also can't wear shields. Instead, Priests get the Paladin's ability to lay on hands, and upon reaching level 6, they also get the ability to cure disease like a Paladin.

DRUID VARIANTS

SHAMAN

Shamans are the healers of the Druids, who worship nature spirits, rather than nature itself. They make it their mission to heal the sick in remote places, to heal sick animals and plants, and to generally help those in need of their aid. Shamans are usually Neutral (Good).

Shamans lose the 4th level save bonus of Druids, and instead get the Lay on Hands ability of the Paladin.

STORMCALLER

Stormcallers revel in blizzards, hurricanes and tornadoes, as it is in the fury of the storms that these Druids do their best. Stormcallers are often very volatile and unpredictable, just like the winds they love so much.

Stormcallers lose the 2nd and 3rd level Druid abilities. Instead, when a Stormcaller is in a storm of any kind, any creature he is fighting gets a -2 penalty to its saves to avoid his spells.

TITAN

Druids concentrate on the wilderness at large, but very few pay attention to the ground beneath us. The Titan mostly pays attention to stones, strata, soil and creatures that live in and below the earth.

Instead of being able to shapeshift into a plant creature at 12th level, a Titan can shapeshift into a golem. The golem can either be Amber, Clay, Iron or Stone, and has the same restrictions as shape-shifting into an animal. Furthermore, a Titan's *Speak with Plants* spell becomes *Speak with Stones*, allowing him to talk to any stone, pebble or boulder.

WITCH

Witches are mysterious characters. They often live alone in isolated huts, mostly in steaming swamps or marshlands. Though they worship nature, they know magic is a force that should be reckoned with, and so they have decided to use both. Though Witches are historically female, these Witches can be either male or female, with male versions usually being called Hermits.

Every time a Witch gains a new spell level, she can choose to exchange two of the spells for two Magic-User spells of an equivalent level. For example, a Witch may sacrifice Dexterity and Hold Animal for Acid Arrow and Levitate. These spells can never be 'refunded', so to speak. The TK should be the final arbiter on what spells are appropriate.

DUELIST VARIANTS

BUCCANEER

Buccaneers are agile and acrobatic pirates. They swing from the rigging of ships, raid and plunder towns, and escape from ships holding Letters of Mark. Though Buccaneers may be pirates, they tend to leave people alive during their raids, only taking what they see as necessary and leaving most people alone.

A Buccaneer loses his Intelligence bonus to AC, as well the +4 to AC when he defends. In exchange, he gets Swim and Climb as skills and can slow his fall like a Monk. The slow fall can also be used to grab onto ropes to slow the Buccaneer's descent. If the Buccaneer reduces someone's HP to zero while making a Riposte, he only knocks them out instead of killing them.

FENCER

These Fencers are not specifically people who practice the sport of fencing. Instead, Fencers are the more disciplined and proper form of a Duelist. Fencers go to military academies for years to learn proper combat techniques and respect for the art of battle.

The Fencer loses his improved initiative. Instead, he gets a +2 bonus to use Disarm, and he also gets the ability to lunge. A lunge acts as a reduced charge that can be used once a battle. Once a Fencer does a lunge, he does not get the normal -2 penalty to AC. However, the lunge can only take him a maximum of 15 ft, instead of the minimum 30 ft a charge requires.

SCOUNDREL

Scoundrels are petty thieves who are learned more in the way of combat than subterfuge. Scoundrels like to steal from high-risk areas, such as courts and churches, and get away with a flashy and daring exit, or possibly a good brawl. They are less successful than thieves, but their confidence and ego knows no bounds.

A Scoundrel loses his ability to riposte, and instead gets Pick Pockets and Open Locks as skills.

SWASHBUCKLER

The term 'swashbuckler' actually refers to someone who uses a short sword and buckler in combination, upon which they bang the buckler in order to make a distraction. Swashbucklers are Duelists who do just this, and they are masters at distracting fighting.

A Swashbuckler loses his improved initiative, and instead can distract enemies. A Swashbuckler can use his turn to do something distracting, such as throw sand in the enemies eyes, hit his buckler to make a loud noise, or even insult the enemy. The enemy rolls a Will save, and if they fail, the Swashbuckler gets a combat advantage against said enemy on his next turn.

FIGHTER VARIANTS

BRUTE

The Brute is a hulk of a warrior, who is intimidating to say the least. Though not as crazy as a Barbarian, they can be just as dangerous. The Brute has become a master at using heavy weaponry, and they are also often built like a castle.

Brutes can only wear armor up to splint mail. However, they gain the ability to wield two handed weapons in one hand, and they also get +1 HP per level. If they want to duel wield with a two handed weapon, the other weapon still must be a light weapon.

GLADIATOR

Though the Gladiator has long been associated with arena fighters, it is not always the case. A Gladiator, in essence, is a Fighter that also uses his wits when he fights, but to a lesser degree than a duelist. He uses subversive tactics and a lot of maneuvers to gain the upper hand and survive.

The Gladiator gives up Riding and Bend Bars as skills, and instead gets Trickery and a +2 bonus to any two special attacks of his choice except Grapple.

GUNSLINGER

The Gunslinger was the first person to adopt the new black powder weaponry. Slowly, he learned how to master the often times volatile and dangerous weapons, and now no one can match him in his efficiency.

The Gunslinger can only wear armor up to scale mail. However, on gunpowder weapons, he has a 4 in 6 chance of reloading his weapon, with a 5 in 6 chance for a pistol. He can also use the handgonne and musket without using a staff. He also obtains Move Silently as a skill.

MARSHAL

The Marshal is an impressive leader and an imposing figure. He marches at the front of a battle and inspires his allies to fight. His troops and friends look to him and guidance, and the Marshal provides in spades.

A Marshal loses his skills in Bend Bars and Break Down Doors, and instead gains the ability to *instill heroism* in his allies twice a day. This works like the Heroism spell, except that it works on all allies within 20 ft. of the Marshal.

MAGIC-USER VARIANTS

ALCHEMIST

The Alchemist is a magic-user who, instead of using arcane texts and formulas to fuel their spells, they use alchemy to create 'concoctions', be they powders, potions, salves or other items. Alchemists spend all day over hot flames and potentially toxic fumes, always honing their craft.

Alchemists are trained in the use of poisons, much like an Assassin. When an Alchemist prepares spells, he prepares them in the form of *concoctions*. Concoctions take the form of powders, potions, salves, incenses or other similar items. An Alchemist can derive a concoction's formula from any normal spell scroll. The concoctions have small containers that they the Alchemist always has access to, so he does not need to buy vials, pouches or bags to hold the concoctions. Otherwise, spells function as normal in terms of range, duration and so on.

Concoctions are used exactly like spells, but an Alchemist can give a concoction to any other player to use. For example, an Alchemist can give his fireball powder to the party's Fighter to use at any time. The downside to this is that concoctions are not lightweight, and 2 concoctions equal one pound. While no much of an issue at low levels, by the time an Alchemist reaches level 20, he could be carrying around at least 20 lb. of concoctions.

ARTIFICER

The Artificer has spent his life studying the ins-and-outs of magical items. He knows all the names, all the legends, and all the aspects that any single piece of magical equipment can hold. He also knows the easiest way to obtain magical components for crafting his own magical items.

An Artificer loses his skill in Find Secret Doors. Instead, he can cast Identify inherently twice per day. Also, when he wants to create a magic item, he has a 75% chance of knowing how to obtain each of the magical components needed to make the item.

ELEMENTALIST

Some Magic-Users don't fit themselves into a magic school, but instead favor the more primal magic of the elements. Elements make up everything in the world, and the Elementalist has made it his mission to perfect one of these elements to further his spell prowess.

Elements will vary between campaign worlds, but the most common are Fire, Water, Earth and Air. An Elementalist must choose one element he favors, and one element he opposes. When he uses a damaging spell that involves his favored element, the enemy gets a -2 penalty to his save to avoid the spell. For the Elementalist's opposing element, the enemy gains a +2 bonus to resist the spell. Likewise, the Elementalist gains a +2 bonus to resist spells of his favored element, while he gets a -2 penalty to resist spells of his opposed element.

SCHOLAR

All Magic-Users are scholars and academics at heart, but the Scholar makes other mages look like school boys. Scholars not only possess fast swaths of knowledge concerning magic, they are also extremely informed when it comes to almost any other topic, be it cultures, politics, religions, traditions or even cooking.

The Scholar loses his ability to Find Secret Doors, and instead gets the Bard ability of Legend Lore.

MONK VARIANTS

ADEPT

Most Monks focus only on unarmed combat, even though they have access to exotic weapons like sais and nunchucks. An Adept has forgone unarmed training, and instead taken up mastery of one of these weapons.

An Adept loses the Monk's increased unarmed damage and multiple attacks, and instead specializes in one of his available weapons. This works like the Duelist's dueling weapon. The Monk's ability to hit monsters with resistance to normal weapons translates over to the Adept's specialized weapon.

MYSTIC

A Mystic follows the more spiritual ways of asceticism. They spend much of their time meditating and searching for enlightenment, but they can choose to fight if the need arises.

A Mystic loses his immunity to poison and disease. Instead, he can cast the following minor spells each once per day: *Bless weapon*, *darkvision*, *aid*, *magic stone*, *pass without trace*, *resistance* and *sanctuary*.

PUGILIST

Pugilists are unarmed fighters who do not ascribe to monastic teachings or traditions. A Pugilist is much more in line with a barehanded brawler or a boxer, being someone who just wants their fists to connect to bone.

A Pugilist loses the Monk's immunity to disease and poison, the ability to talk to all living beings, the ability to slow his fall, and they can only use clubs, daggers, handaxes, slings and crossbows. Their HD increase to a d8, and they get a +2 bonus when attempting to Trip or Grapple.

VACANT

The Vacant is not vacant in the fact that they may be dull or soul-less, but their hands are instead empty. Vacants are masters at improvisational fighting, and they are able to pick up any stray debris or item and make it a weapon. Chairs, bottles, tables and barrels are all useful in a Vacant's eyes.

A Vacant loses his increased unarmed damage, but instead gets the ability to use improvised weapons effectively. Improvised weapons can be almost anything, but they come in three sizes, and they function exactly

like weapon sizes. Small improvised weapons do 2d4 damage, medium do 2d6, and large do 2d8. Furthermore, when a Vacant brandishes an improvised weapon into battle, many enemies will be confused as to what the Vacant is doing. The enemies rolls a Will save, and if they fail, the Vacant gets a combat advantage over them on his next attack.

The downside to all of this is that improvised weapons can break very easily, so they are very susceptible to sundering, thus having a -2 to their item save when they are sundered. Most improvised weapons will be made out of glass or wood, with stone weapons usually being large in size. Some weapons, like a large rock or kitchen knives, may become ineffective after one use. The TK should be the final arbiter on all decisions.

PALADIN VARIANTS

CAVALIER

A Cavalier is less of a holy crusader, and more of a mounted knight. Cavaliers are never too far from their mount, be it a regular one or the 'bonded' variety all Paladins gain, as cavaliers are masters of controlling almost any steed of any variety.

A Cavalier loses the ability to lay on hands, and instead gets some abilities for better using a mount. He does not suffer penalties when attacking from a mount. He also does double damage if he charges on a mount while holding a lance. Finally, the Cavalier can attempt to use overrun, disarm, trip and bullrush while he is mounted.

ERRANT

Errants are Paladins who swear allegiance to no one in particular. They are their own leader, and they often wander the land looking for work. Errants often commit themselves to neutrality, trying to balance the world between law, chaos, good and evil. Errants are Neutral (N) in alignment.

Errants lose the ability to smite Chaos and detect evil. Instead, they get the Survival ability and the favored enemy of the Ranger. The favored enemy does not have to be a monster in particular, but could also be members of an organization the Errant has encountered, such as a powerful cult or a spy circle.

HOSPITALIER

Some Paladins shy away from fighting, and instead are heavy combat medics. Hospitaliers are the ones who heal Paladins

when even Paladins can no longer heal, and they do their job with the utmost pride.

Hospitaliers lose the ability to turn undead and smite Chaos. Instead, they can use cure disease twice a week, and the amount they can heal with lay on hands doubles. That means at level 20, a Hospitalier can heal 40 health instead of the Paladin's normal 20.

JUSTICAR

Justicars are wandering militant judges. They are usually employed by a kingdom to seek out wrong doers and bring them to justice. Justicars are ruthless when it comes to upholding the law, and they hold Justice the highest out of all the chivalric virtues. Judges are always Lawful (Neutral).

Justicars lose the ability to smite Chaos. In its place, they gain Tracking and Trickery as skills.

RANGER VARIANTS

ANIMAL KIN

The Animal Kin has a special kinship with the animals of the forest. Though he does kill them for food and pacify the dangerous ones, he does it for the good of all animals and to some tangible benefit. The Animal Kin also greatly treasures any animal companions he takes on a journey, treating them more like family than friends.

Instead of obtaining the ability to move through brush at 7th level, an Animal Kin gets the ability to speak to animals. This is not pure 'speech' though, as that is covered in the Speak with Animals spell. This ability allows you to portray your emotions to an animal, and them to do the same to you. Thus, you could tell if a bear was only frightened just by looking at it, and the bear could do the same.

EXPLORER

The Explorer not only loves the wilderness, they also admire the entire world and its many cultures. They make it their job to set out and explore new lands, meet new people and learn new customs.

Instead of having a favored enemy, the Explorer instead has the Legend Lore ability of the Bard.

PATHFINDER

The Pathfinder makes it his job of forging the way for the common people. He finds the safest path, keeps roads clear and guides people out of danger. He is an unsung hero, but without him the various kingdoms and empires would quickly fall.

Instead of picking a favored enemy at first level, the Pathfinder picks a favored terrain, such as mountains, tundra, jungles, deserts, forests and so on. When in this environment, he gets a +2 bonus to all tracking, survival and hide checks.

WARDEN

The Warden sees it as their duty to protect the wilderness from those who would do it harm. Monsters, people of any race, pollution, harvest or even magic, they see the wilds as a place that must be healed and protected at all costs.

Instead of having a favored enemy, a Warden instead gains a +2 bonus whenever he is defending an animal or the wilderness. This bonus applies to saves, skill checks, damage and "to hit" rolls.

SORCERER VARIANTS

OCCULTIST

Occultists are deep in touch with the Veil of Darkness, the mysterious area that lies between the planes where all aberrations dwell. The Occultist is not necessarily evil, but it takes more than a little mental instability to even attempt to think about the Veil of Darkness. An Occultist's ultimate goal is to be able to contact the Lords of the Veil of Darkness, which are some of the most inherently evil and menacing creatures in all existence.

The Occultist gets one less spell known per level. They start with the Aberrant language as one of their languages. They are immune to fear, but don't have the aura of bravery of the Paladin. At level 5, they also get the ability to use the spell Contact Other Plane inherently twice per day.

PLANESWALKER

The Planeswalker has spent all his live studying the various Planes of Existence. He is fascinated by the Elemental Planes, the Shadow Plane, the Ethereal Planes and everything in-between. Eventually, the Planeswalker gets the ability to easily visit these planes at his leisure.

The Planeswalker gets one less spell known per level. In exchange, they get a +1 to saves involving attacks from planar creatures, such as attacks from demons and elementals, and effects from harmful planar environments. They also get the ability to use Planar Shift inherently once per day at level 6.

PSIONICIST

The Psionicist does not use his bloodline to use his magic, but he instead uses his immense mind and sheer force of will. All of his spells emanate from his mind, not from gods, nature or arcane sources. Many fear him for his ability to control minds, but like all people, there are both good and evil Psionicists.

The Psionicist gives up one spell known per level. Instead, they get some inherent psionic abilities, along with gaining Decipher Codes as a skill. If a Psionicist uses any of the following spells, the targeted enemy or enemies have a -2 penalty to their save to resist the spell: *Mind Thrust*, *Ego Whip*, *Brain Lock*, *Psionic Blast*, *Psychic Crush*, and *Dominate Person*.

SUMMONER

Summoners may seem similar to conjurers, but they are in fact quite different. Summoners have one special ally they are extremely close to, a summoned ally known as an Eidolon. The Eidolon could be a magical creature of some sort, a clockwork construct, a demon, a ghost or anything the player can imagine. The Eidolon is basically a blood brother to the Summoner.

A Summoner gets one less spell known per level. Instead, when a Summoner uses any Summon Monster spell, they can choose to make one of the summoned monsters permanent, and the monster becomes known as an Eidolon. The Eidolon can never be killed or dispelled; if the Eidolon ever reaches zero health, they are dismissed and can be resummoned after 2 days of rest. The Summoner can fully communicate with the Eidolon and will act as a friend to the Summoner. If the Summoner wants to replace his Eidolon with a more powerful one, or even 'upgrade' his Eidolon, he needs to be without his Eidolon for a week. At the end of the week, the Summoner can replace/upgrade his Eidolon. The Summoner also gets to cast Summon Monster twice a day, with the spell level being equal to half the caster's level.

THIEF VARIANTS

ACROBAT

Acrobats are even more agile than the traditional Thief. Acrobats run across roofs, jump through awnings and balance on narrow beams. They favor quick getaways instead of caution, for the most part.

Acrobats lose Pick Pockets, Decipher Codes and Listen at Doors as skills. Instead, they gain Jump and Balance as skills, and they also obtain the increased movement speed of the Monk.

BURGLAR

Burglars are masters of breaking and entering, and like real burglars, they don't have too much elegance about them. Their jobs require quick thinking and a quick mind so they will not be caught by residents. If they do get caught, Burglars have managed to learn how to talk themselves out of a paper bag.

Burglars lose the skill to Remove Traps and Find Traps, and instead gets Trickery as a skill, along with the *fascinate* ability of the Bard.

THUG

Thugs are ruff-and-tumble Thieves. They provide most of the muscle for Thief Guilds, and they are often physically imposing figures. Thugs are the people you do not want to meet in a back alleyway.

Thugs lose the ability to backstab, and instead gain the unarmed damage of a Monk. He also gets the Monk ability to use his unarmed attacks against enemies who can only be hit by magic weapons.

TOMB RAIDER

Tomb raiders don't use their talents to rob people, but they instead use them to enter and plunder tombs, ruins and dungeons of all kinds. Tomb raiders love dungeons, as they tend to be legal to steal from instead of the more dubious route of traditional Thieves.

Tomb raiders lose Hide in Shadows and Climb Sheer Surfaces as skills. Instead, they gain Break Down Doors as a skill, and they have a +2 to their save to avoid traps.

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