

Learning Curve

Apprentice-Level Characters



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Multiclassing At First Level

Multiclassing in the core rules is simple and elegant (see the “Character Advancement” section in Chapter 3 of the Pathfinder Roleplaying Game for more details). One missing element, however, is the ability to start off as a multiclass character right from the beginning of the character’s career at first level. Whether it’s for roleplaying reasons, character background reasons, or simply the desire to try something different, multiclassing at first level is an option that certainly deserves a place in the game.

The following apprentice-level rules allow a character to do just that. The player chooses two classes and begins at apprentice-level in each class. Apprentice-level characters are in many ways like “half-level” characters. Such a multiclass character is still a 1st-level

character, but is effectively “half” level in each of the two apprentice classes. When second character level is achieved, the two apprentice-level classes advance to become full 1st-level classes, making the character now essentially no different than any other second level multiclass character. From this point on, the character chooses when to advance in each class according to the standard multiclassing rules. Consult the tables below to see what class abilities, hit points, and skill ranks are gained at the initial apprentice-level in each class and then which remaining abilities, hit points, and skill points are gained once the character advances to full first level in each class.



Steps in Creating an Apprentice-Level Multiclass Character

1. Choose two classes, one of which must be your Favored Class (half-elves should designate both apprentice level classes as their two Favored Classes). Favored Class bonuses are gained immediately.
2. Consult the appropriate tables below for hit points, class abilities, and skill points gained at each class's apprentice level. Skill points and hit points from each class's apprentice level are added together to arrive at the total. Add Constitution bonus (if any) to total hit points. Add Intelligence bonus (if any) to total skill ranks.
3. Choose a character race. All racial abilities are gained immediately.
4. Languages and weapon proficiencies are gained immediately.
5. Allocate skill ranks. Remember, an apprentice-level multiclass character is considered to be the equivalent to a 1st-level character, so a maximum of 1 skill rank may be added to any skill. The apprentice-level character gets class skills from both classes.
6. Choose 1st-level feat. Humans should choose their bonus feat at this time as well.
7. Calculate starting wealth by finding the average of both classes (see the "Wealth and Money" section in chapter 6 of the Pathfinder Roleplaying Game)
8. When enough experience is accumulated to achieve second character level (see the "Character Advancement" section in chapter 3 of the Pathfinder Roleplaying Game), consult the appropriate tables below to find what additional hit points, skill points, and class abilities are gained. At this point, the character will be officially 1st-level in both of his classes.
9. As before, additional skill points and hit points are added together to arrive at the total. Add Constitution bonus (if any) to total hit points. Add Intelligence bonus (if any) to total skill ranks.
10. Allocate additional skill ranks. Remember, the apprentice-level multiclass character is now considered to be equivalent to a 2nd-level character so a maximum of 2 skill ranks may be added to any skill. From this point onward, the character may advance normally in one or both classes as desired according to the standard multiclassing rules.



Example:

A player wants to create a new apprentice-level multiclass character. The character, Kendrick, is a young human who is both a budding swordsman and a dabbler in arcane magic. Using the tables below, Kendrick's player writes down that Kendrick is beginning play as an apprentice-level fighter/wizard. He designates wizard as his favored class. His ability scores are generated normally. Weapon proficiencies, languages, etc. are determined as normal. Starting wealth is the average of $5d6 \times 10$ gp (fighter's starting wealth) and $2d6 \times 10$ gp (wizard's starting wealth)

The player consults the tables below and finds that an apprentice-level fighter gets a Base Attack Bonus of +1, a +1 to his Fortitude save, no fighter class abilities, 5 hit points and 1 skill rank.

The player then consults the tables again and finds that an apprentice-level wizard gets a Base Attack Bonus of +0, a +1 to his Will save, the cantrips and scribe scroll class abilities, 3 hit points and 1 skill rank. Additionally, he may prepare a total of three cantrips from his spellbook each day. Finally, he notes that an apprentice-level wizard should make his arcane school choice immediately (even though he gains no benefits from this choice until he reaches first level) because his spellbook may not contain cantrips from his prohibited school.



So, Kendrick the apprentice level fighter / wizard looks like this:

BAB of +1; +1 to Fortitude and Will Saves: no fighter class abilities: cantrips and scribe scroll wizard class abilities, 8 hit points (plus any Constitution bonus) and 2 skill ranks (plus any Intelligence bonus).

Kendrick picks 2 starting feats (one for being the equivalent of a 1st-level character and one bonus feat for being human). He allocates his 2 skill ranks as desired, plus any additional skill ranks gained from Intelligence, with a maximum of 1 rank in each skill. He gets the normal +3 class skill bonus for any fighter or wizard class skill he puts a rank in. He also gets an extra hit point or skill point because wizard is his favored class.

A few game sessions later, Kendrick has earned enough experience to achieve second level. He once again consults the appropriate tables.

The apprentice-level fighter table indicates that the Base Attack Bonus remains a +1; the bonus to Fortitude saves increases to +2; Kendrick now may choose his fighter bonus feat; he gets 3 additional hit points and 1 additional skill rank.

The apprentice-level wizard table indicates that the Base Attack Bonus remains a +0; the bonus to Will

Saves increases to +2; he now may choose his arcane bond and gets all the benefits of his arcane school, which was chosen previously; he gets 1 additional hit point and 1 additional skill rank. He may now also prepare one 1st-level arcane spell per day (plus any bonus spells due to high Intelligence) in addition to his three cantrips.

Kendrick is now in all ways a normal level 1/1 multiclass fighter/wizard and looks something like this:

BAB of +1; +2 to Fortitude and Will Saves: fighter bonus feat; arcane bond, arcane school, cantrips and scribe scroll wizard class abilities; 12 hit points (plus any Constitution bonus) and 4 skill ranks (plus any Intelligence bonus).

Kendrick allocates his 2 additional skill ranks as desired, plus any additional skill ranks gained from Intelligence, with a maximum of 2 ranks allowed in any skill. As before, he gets the normal +3 class skill bonus for any fighter or wizard class skill he puts a rank in.

For this point on, Kendrick is no longer considered to be an apprentice-level character. He will follow all the normal character advancement rules as he continues to gain levels.. Upon reaching third level, Kendrick's player could choose to advance his fighter class to level 2, his wizard class to level 2 or even decide to take on a third class.

Table 1: Core Classes

BARBARIAN

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+0	+0	Fast movement	6	2
1	+1	+2	+0	+0	Rage	4	2

BARD

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks	Spells Per Day (1st level)
Apprentice	+0	+0	+1	+1	Bardic knowledge, bardic performance, cantrips, inspire courage +1	4	3	-
1	+0	+0	+2	+2	Countersong, distraction, fascinate	2	3	1

Bard Spells Known

Level	0	1st
Apprentice	4	-
1	4	2

CLERIC

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+0	+1	Aura, orisons	4	1
1	+0	+2	+0	+2	Channel energy 1d6, domains	2	1

Cleric Spells Per Day

Level	0	1st
Apprentice	3	-
1	3	1+1



DRUID

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+0	+1	Nature sense, orisons, wild empathy*	4	2
1	+0	+2	+0	+2	Nature bond	2	2

Druid Spells Per Day

Level	0	1st
Apprentice	3	-
1	3	1

* Treat apprentice-level druids as 1st level when calculating wild empathy results.

FIGHTER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+1	+2	+0	+0		5	1
1	+1	+2	+0	+0	Bonus Feat	3	1

MONK

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+1	+1	Unarmed Strike	4	2
1	+0	+2	+2	+2	Bonus Feat, flurry of blows, stunning fist	2	2

Monk Special Abilities

Level	Flurry of Blows	Unarmed Damage	AC Bonus	Fast Movement
Apprentice	-	1d6	+0*	+0
1	-1/-1	1d6	+0	+0

* An apprentice-level monk may add his Wisdom bonus (if any) to his AC and CMD.

PALADIN

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+0	+1	Aura of good*, detect evil*	5	1
1	+1	+2	+0	+2	Smite evil 1/day	3	1

* Treat apprentice-level paladins as 1st level when calculating effects of aura of good and detect evil.

RANGER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+1	+0	Track, wild empathy*	5	3
1	+1	+2	+2	+0	1st favored enemy	3	3

*Treat apprentice-level rangers as 1st level when calculating wild empathy results.

ROGUE

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+0	+1	+0	Trapfinding	4	4
1	+0	+0	+2	+0	Sneak attack +1d6	2	4

SORCERER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks	Spells Per Day (1st level)
Apprentice	+0	+0	+0	+1	Cantrips, eschew materials	3	1	-
1	+0	+0	+0	+2	Bloodline power*	1	1	3

* An apprentice-level sorcerer is encouraged to make his bloodline choice immediately (even though he gains no benefits from this choice until he reaches 1st level) for role-playing reasons, physical description, etc.

Sorcerer Spells Known

Level	0	1st
Apprentice	4	-
1	4	2

WIZARD

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+0	+0	+1	Cantrips, scribe scroll	3	1
1	+0	+0	+0	+2	Arcane bond, arcane school*	1	1

* An apprentice-level wizard should make his arcane school choice immediately (even though he gains no benefits from this choice until he reaches first level) because his spellbook should not contain cantrips from his prohibited school.

Wizard Spells Per Day

Level	0	1st
Apprentice	3	-
1	3	1

Table 2: *Advanced Player's Guide* Classes

ALCHEMIST

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks	Extracts Per Day (1st level)
Apprentice	+0	+1	+1	+0	Brew Potion*, mutagen*, throw anything	4	2	-
1	+0	+2	+2	+0	Alchemy, bomb 1d6	2	2	1

* Treat apprentice-level alchemists as 1st level when calculating effects of brew potions and mutagen.

ANTIPALADIN

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+0	+1	Aura of evil*, detect good*	5	1
1	+1	+2	+0	+2	Smite good 1/day	3	1

* Treat apprentice-level antipaladins as 1st level when calculating effects of aura of evil and detect good.

CAVALIER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+1	+0	+0	Order*, tactician*	5	2
1	+1	+2	+0	+0	Challenge 1/day, mount	3	2

* Treat apprentice-level cavaliers as 1st level when calculating effects of his order and tactician.

INQUISITOR

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks	Spells Per Day (1st level)
Apprentice	+0	+1	+0	+1	Monster lore, orisons, stern gaze	4	3	-
1	+0	+2	+0	+2	Domain, judgement 1/day	2	3	1

Inquisitor Spells Known

Level	0	1st
Apprentice	4	-
1	4	2

ORACLE

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks	Spells Per Day (1st level)
Apprentice	+0	+0	+0	+1	Oracle's curse*, orisons	4	2	-
1	+0	+0	+0	+2	Mystery, revelation	2	2	3

* Treat apprentice-level oracles as 1st level when calculating any effects of oracle's curse.

Oracle Spells Known

Level	0	1st
Apprentice	4	-
1	4	2

SUMMONER

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks	Spells Per Day (1st level)
Apprentice	+0	+0	+0	+1	Cantrips, summon monster I*	4	1	-
1	+0	+0	+0	+2	Eidolon, life link	2	1	1

* Treat apprentice-level summoners as 1st level when calculating effects of summon monster I.

Summoner Spells Known

Level	0	1st
Apprentice	4	-
1	4	2

WITCH

Level	Base Attack Bonus	Fortitude Save	Reflex Save	Will Save	Special	Hit Points	Skill Ranks
Apprentice	+0	+0	+0	+1	Cantrips, witch's familiar*	3	1
1	+0	+0	+0	+2	Hex	1	1

* An apprentice-level witch's familiar holds only cantrips and does not bestow any special ability or other benefit. Upon reaching 1st level, the familiar then may grant 1st-level spells, special abilities, etc.

Witch Spells Per Day

Level	0	1st
Apprentice	3	-
1	3	1

Additional Uses for Apprentice Rules: Single Class Apprentice-Level Characters

In addition to the standard way in which these apprentice-level rules are designed to work, there are a few optional things a GM or player might want to try. One such option is that a player could actually instead begin as a single class apprentice level character using the same rules! The reasons for doing so are many. It is a great way to slowly introduce the game to a new and/or young player, for instance, since they would only need to focus on learning a few class abilities at first before graduating to a full first-level character. Conversely, it might be fun or interesting for more experienced players to start a new campaign with characters that are younger adults who have not yet come into their own and are still learning their respective trades –literally, they are still apprentices! Alternatively, the GM might want a balanced way to allow a player to choose a more powerful, non-core race (see below).



If you want to give this single class apprentice option a try, simply pick a single class and consult the appropriate table to find what hit points, class abilities and skill points are gained. The character then begins play at a negative number of experience points as established by the GM based on which experience point track is being used (Slow, Medium or Fast). It is recommended that this negative number of experience points be half the number needed to reach second level (-1500 for Slow, -1000 for Medium and -650 for Fast) When the character reaches 0 experience points, they gain the additional hit points, class abilities and skill points indicated on the table and become a normal first-level character. In the case of new or young players, you could even ignore experience points altogether at first. Just let the characters have a few basic adventures at apprentice-level and then simply advance them to first level once their feet are sufficiently wet. At that point, introduce the concept of experience points.

Non-Core Player Races

Because the Pathfinder Roleplaying Game has eliminated Level Adjustment rules for non-core races, these rules can be used to balance more powerful non-core races against the core races. A player wishing to play such a race, which in the past would have required a level adjustment, might instead be required to begin as a single class apprentice character as detailed above. Such a character would start off with a negative experience total and would be required to gain enough XP to reach 0 experience points, at which point he would become first level and get the remaining abilities from his apprentice class as detailed on the appropriate chart. From that point onward, the character would advance normally. The exact number of negative experience points would be determined by the GM in order to balance out the more powerful race – the more powerful the race in question, the greater the number of negative experience points needed to reach first level.

For a good rule of thumb, consider requiring a multiple of whatever amount is required to reach second level, based on which experience point track is being used (Slow, Medium or Fast). For example, if the Medium

Track is being used, a non core race the GM feels is slightly more powerful than the core races might begin play at -2000 experience points. A more powerful race might begin play at -4000, -6000 or even -8000 for an extremely powerful race.

For the Game Master

There are a couple different ways for the GM to approach using apprentice-level PCs in his game. One of the easiest is to allow these characters to mentor with one or more higher level adventurers. Perhaps an aged fighter has lost the use of his legs (or, even worse, his use for combat!) but recognizes the need for the apprentice-level party to work as a unit to beat future adversaries (he knows, he's been there). Now, the mentoring adventurer need not be crippled but, in no way, should that NPC be allowed to adventure with (and thus overshadow) the PCs. Ideally, the old codger provides adventure seeds for the group and specialized information about the area. This mentor might even be a retired PC; a cool idea for bridging campaigns!

In general, this level of campaigning suggests a certain simplicity of adventure ideas. The youths might be called upon to investigate semi-valuable object thefts, missing animals, "haunted" houses, runaway youngsters, etc. An emphasis on problem-solving and cooperation yield more experience than combatting monsters

(although all of these can involve high risk). The GM must know his players before attempting a streak of apprentice-level adventures. They may either see such games as a bit too childish or, with luck, consider them a roleplaying challenge.

Another fun way for the GM to utilize the apprentice-level rules is if he runs a game wherein the PCs are suddenly reduced to adolescence. This one-shot adventure idea sees a campaign bad guy (or even just a random phenomenon) using magic to return the characters to apprentice-level age. The rules here allow for an easy transition during the game. The PCs must reverse the effects of this magic and regain their status as powerful adventurers but they now have woefully few abilities to fall back on, making for a challenging adventure indeed.



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