

Table 1.3.1: Iconic Classes/Specialties

Iconic Specialties: You gain your Specialty's bonus feat *only* if it's one listed.

Iconic Classes: If your level in any base class is higher than your level in ones listed, your starting action dice decrease by 2.

Species	Iconic Classes	Iconic Specialties				
Drake		Acrobat Lord	Barbarian Mystic	Bard Rogue	Fist Sorcerer	Guardian Warden
Dwarf	Keeper Soldier					
Elf	Sage Scout	Adept Fencer	Archer Lord	Aristocrat Ranger	Artisan Vanguard	Lord Wizard
Goblin	Lancer Priest					
Ogre		Artisan Guardian	Barbarian Nomad	Criminal Shaman	Fighter Sorcerer	Gladiator Tribesman
Orc	Burglar Soldier					
Pech		Acrobat Merchant	Adventurer Physician	Bard Rogue	Cavalier Swindler	Corsair Warden
Rootwalker	Explorer Keeper					

Species	Feat	Iconic Class	Iconic Specialties			
Dwarf	Hill-Born Lava-Born	Explorer Explorer				
Elf	Hart Nation Lore of the Stars Owl Nation Spider Nation	Captain Mage* Keeper Assassin	Adventurer	Rogue	Tribesman	Warden
Goblin/Orc	Eastern Horde Great Horde Northern Horde Southern Horde	Explorer Captain Scout Keeper				
Goblin	Western Horde	Soldier				
Orc	Western Horde	Lancer				
Pech	Quick-Finger Folk		every specialty			
Rootwalker	New Leaf <i>Evergreen</i> <i>Mistbranch</i> <i>Purewood</i> <i>Skybranch</i> <i>Waterroot</i> <i>Whitebark</i>	Sage Soldier Priest Captain Scout Courtier				

* requires *sorcery* campaign quality