Scribe Class
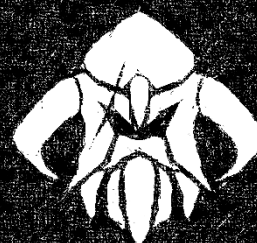
By J.D. Diaz

Scribe

You are a Scribe, a scholar of the highest regard and keeper of knowledge. Your desire to collect and preserve new information has given you an understanding of many subjects, including the rare practice of scroll creation. Although you often find yourself indoors pouring over archaic tomes, you've come to realize that sometimes knowledge can only advance through exploration. In hopes of increasing mankind's understanding, you will on occasion venture into the dangers of the outside world, where your analytic abilities and keen intelligence bewilder both your allies and foes.

Key Attribute:	Intelligence
Hit Points:	1d3+3(plus Con bonus if any) per level up to 9th level, then 1 hp/level.
Armour and Shields:	Light
Weapons:	Club, Dagger, Light Hammer, Light Axe, Shortsword,Staff, Light Crossbow, Sling.
Skills:	Gather Information, one *Lore* skill of your choosing, plus 5 of the following: Apothecary, Deception, Detection, Insight, Persuasion, Sailing, Sleight of Hand, Stealth.

Scroll Creation (1st level)

As a Scribe, you have learned the secrets of crafting magical scrolls which can mimic the effects of certain spells. At the start of an adventure, you may create a number of scrolls, of each spell level, as shown on the advancement table. You may regain expended scroll creation uses by taking short or long rests (p.81). Scrolls lose their magical properties after a 24-hour period.

To create this item, you require both parchment and a means of which to write. Crafting all your scrolls for a day takes approximately 1d4 hours. They follow all the rules explained in the *Scrolls* section on p. 266 of LFG, Deluxe Ed.

Episteme (1st level)

While you are well educated in all fields of knowledge, you are particularly proficient in one of the *Lore* skills. You have an advantage on all rolls which concern this subject.

Philosophia (2nd level)

At 2nd level your drive for learning and regular pursuit of knowledge has resulted in a formidable and sharpened mind. You gain a bonus + № modifier to all your Int rolls equal to half your scholar level (rounded down).

(3rd, 6th, 9th & 12ᵗʰ level)
See pages 16, 44.

New Skill (4th & 8th level)
At 4th and 8th level

Adaptive Intelligence (5th level)
At 5ᵗʰ level you find that your vast knowledge can, on occasion, be applied to of number of areas and situations which are normally outside your expertise. When making an attribute related roll you may substitute Int in place of the normally corresponding attribute. You may do this a number of times per day equal half your Scribe level (rounded down).

Methodological (7th level)
At 7ᵗʰ level you have developed a specialized approach to analyzing an enemy's combat style and tactics. You may substitute Str/Dex with Int when making attack rolls, and add the bonus + № modifier from *Philosophia* to damage rolls. You may do this a number of times per day equal to your Int modifier.

University (10th level)
At 10ᵗʰ level you may found a place of learning in any major city. While there, eager students from across the realm will flock to study under your tutelage. Many of these pupils will include members of nobility and their kin, who will desire the best education that their wealth can afford.

SCRIBE ATTACK BONUS & STARTING SCROLL CREATION							
Level	Attack Bonus	1st	2nd	3rd	4th	5th	6ᵗʰ
1	0	1	-	-	-	-	-
2	1	2	-	-	-	-	-
3	2	2	1	-	-	-	-
4	2	3	1	-	-	-	-
5	3	3	1	1	-	-	-
6	4	3	2	1	-	-	-
7	5	3	2	1	1	-	-
8	5	4	2	1	1	-	-
9	6	4	2	1	1	1	-
10	7	4	3	1	1	1	-
11	8	4	3	1	1	1	1
12	8	4	3	2	1	1	1

LOW FANTASY GAMING

COMPATIBLE