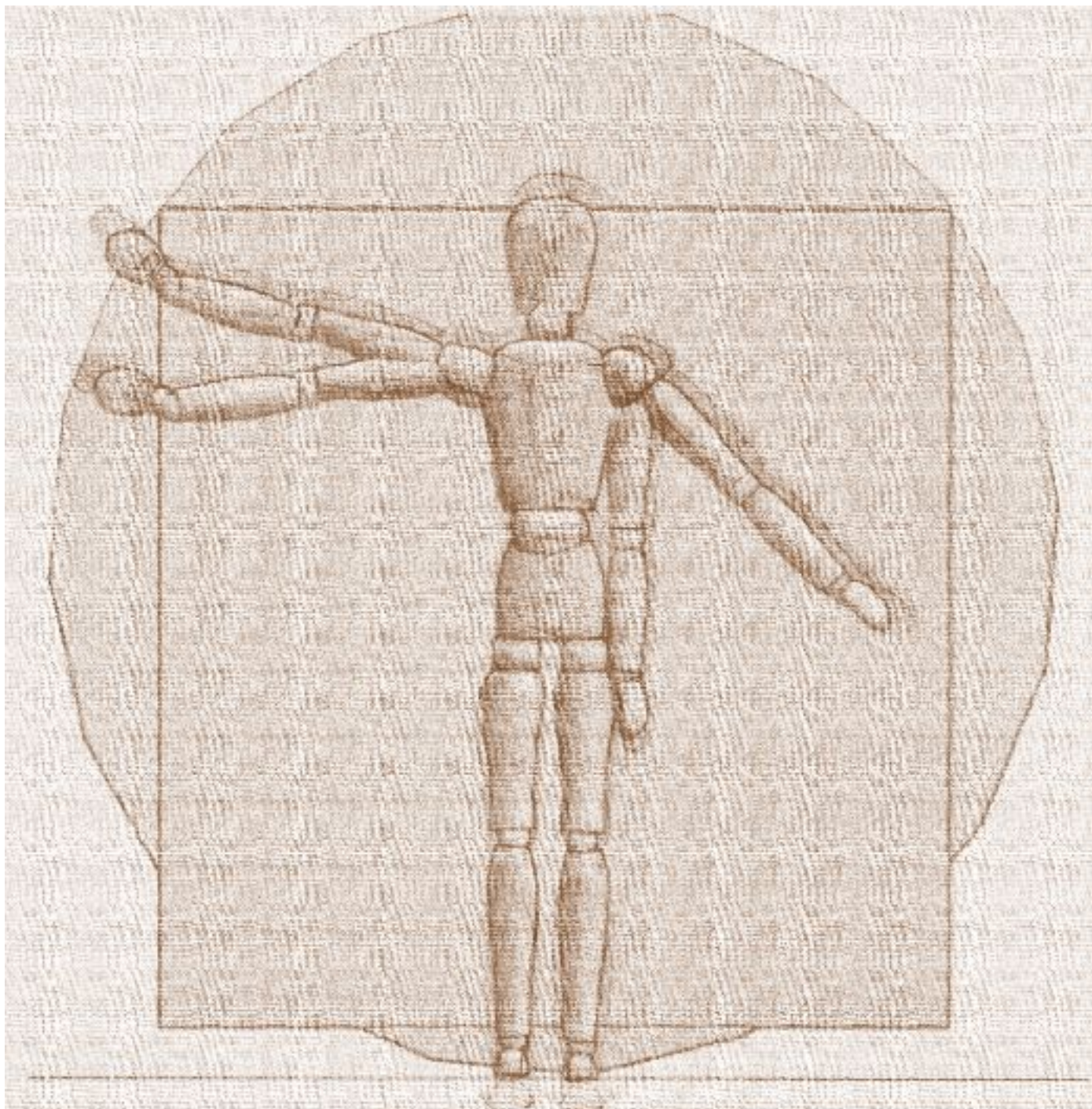


Zero to Hero: Uncommon Commoners



By P. A. Viverito

<https://www.theseoldgames.com>

Introduction

The process of creating an adventuring character transforms your alter-ego into a hero. An adventurer, as Player Character (PC), is far from typical. But sometimes the denizens of our story do not have time or inclination to become a heroic adventurer. They grab their torches and pitchforks then march off to battle or the kitchen. Such is the life of a commoner.

For this reason these supporting characters are usually regulated to the role of Non-Player Characters (NPC). They lack the skills and abilities of heroes. However, there are cases where the referee desires a fully fleshed out character despite the character's non-heroic role. Players may wish to start as zero level as a commoner before becoming an adventurer.

B/X rules allow for secondary skills to add flavor to existing PCs. This rule set provides guidance on PC's secondary skills and tips and tools to expand commoner NPCs beyond their stat block. This supplement provides a framework which can be shaped and molded to fit into any given campaign. Let your creativity loose and make those background characters colorful or flesh out your PCs with other skills.

As a part of the Open Game License, it is the reader's role to accept, change or modify the materials unique to this rule set, while respecting the copyrights and property of all stakeholders in our gaming community.

Acknowledgements

No retrogame would be complete without thanks being given to those who made these systems possible. While it would be desirable to thank every author, player, and DM that every was, it is impossible. Please accept my personal thanks for downloading this pamphlet. I would also like to thank the following people, companies and groups for their inspiration:

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This pamphlet was produced on Acer Chromebook, using Century Gothic as the primary font.

The cover is reminiscent of Leonardo's Vitruvian Man and is a caution that NPCs are less flexible than regular PCs.

Nomenclature Used in This Book

Player Characters are one of the many types of adventurers. Non-Player Characters are under the control of the referee. Unskilled classes are people, PC or NPC who don't have any marketable skills which results in them performing general labor. Skilled professionals have a job which requires a skill set. Skilled and unskilled professionals are zero (0) level characters and have few, if any combat ability. Technically, low level adventurers and professionals are commoners but we are using the title commoner to apply to only the characters classes in this pamphlet.

All of the characters in this book can become specialists, retainers, followers and even Player Characters. None of the characters in this book are fighting men or women.

Types of Commoners

There are 3 groupings of commoners, which determines abilities. They are usually inferior to PC in almost every case except where special skills are concerned.

Grouping	Hit Points	To hit modifier
Sedentary	1d4	-2
Active	1d4+1	-1
Laboring	1d6+1	As level 0

In combat oriented campaigns, all characters should be granted the maximum hit points to increase survivability. However, it should be understood that non-adventuring NPC do not have much in the way of combat abilities. The referee may choose to exempt them from combat by having them surrender or flee.

When generating ability scores, commoner use average dice with a few exceptions noted in the next paragraph. Average dice have 2, 3, 3, 4, 4, 5 marked on them. If you do not own average dice, use a six sided die and read 1 as

3 and 6 as 4. If a commoner is to become a player character at some point, record of the unaveraged score next to the averaged. Ability scores will change upon becoming an adventurer.

Commoners have prerequisite ability scores just like PCs. However, instead of being based on a specific class, they are based on the class grouping. For these prereqs, commoners do not use average dice for scores. They roll the normal 3d6 a PC would roll. They do not gain racial bonuses to ability scores but they do have inherent abilities such as magic resistance and immunities.

Grouping	Prime reqs	Secondary req.
Sedentary	Int	Chr
Active	Int or Chr	Con
Laboring	Con	Str

The list of commoners is broken down by grouping and is a good starting point for most campaigns. There is room for additions and deletions depending on the campaign setting.

The referee may wish to move certain professional classes from one grouping to another either as a whole class or in a specific instance. Characters that live on the fringe of civilization have a tendency to be more hardy than those who live in an urban setting. Characters quirks can push them from sedentary to active or the other way around. For example the lazy innkeeper could be sedentary while a fisherman or farmer could easily be imagined as a heavy laborer. These are the baselines, but exceptions exist.

A reminder is given that all of these classes have minimal or no combat abilities, the difference between sedentary and laboring is slight when it comes to combat survivability. In a few cases, some professional classes do have modest combat abilities. These are noted in the description of each. These abilities are

limited to a handful of weapons or tools as improvised weapons. Tools as weapon stats are provided at the end of the document. Referees should carefully consider imposing the -4 for non-weapon proficiencies on commoners. It makes for a lot of die rolls to no purpose.

Professions by Group

Sedentary:	Active:	Laboring:
Baker	Butcher	Animal
Bookbinder	Cabin boy*	Handler
Bowyer	Captain	Armorer
Brewer	Carpenter	Blacksmith
Chandler	Cooper	Huntsman
Cook	Coppersmith	Mason
Doctor	Cryer*	Miner*
Fletcher	Farmer	Rower*
Healer	Fisher	Sailor
Jeweler	Furrier	Shield Bearer
Lapidary	Glassblower	Woodcutter
Lawyer	Herald	
Mapmaker	Innkeeper	
Navigator	Laborer*	
Papermaker	Leather	
Potter	Worker	
Roper	Lorimer	
Scribe	Messenger*	
Shipwright	Miller	
Tailor	Roofer	
	Scullion*	
	Stableboy*	
	Tanner	
	Thatcher	
	Torchbearer*	
	Trapper	
	Vintner	
	Woodworker	

Several of these character types are marked with an asterisk. These characters start off with no particular skills or abilities do not gain any. They are effectively interchangeable. They can make no progress in their given profession, as it is unskilled. In some cases, unskilled professions can lead to later opportunities, such as cabin

boy or rower to captain, or scullion to cook or baker.

All of these professions have one thing in common, they can be expected to produce the subject of the profession everytime they make the attempt. The only time an NPC needs to make a check is when the conditions are less than ideal or the goal is unusual. Failed rolls indicate lateness, which may be the same as failure. They can always try again if they have the resources. Adventurers do not have the luxury to produce reliability because their goals are highly variable and sometime fraught with danger. PCs never have perfect conditions unlike their non-adventuring counter parts.

Each profession has 5 levels: Apprentice, Journeyman, Craftsman, Artisan, and Master. To progress a level, the professional must gain 2000 experience points by performing their profession. To gain a point of experience, the NPC must make a successful attempt at their job. In theory, at one attempt per day, they level up every 5 years and reach mastery after 27 years of working.

Unskilled trades cannot level up. They are forever stuck at apprentice level. Unskilled laborers do accrue experience, up to 999 points for the purposes of funding when converting to a regular character class.

Note: NPC levels do not equate to combat capabilities, and for this reason all professions retain the combat abilities of a 0 level human or worse. In the description of classes, any exceptions are noted.

What professional commoners excel at is organization. All of these professional have other people that they work with. Even a small operation such as mill or bakery can have more than a dozen workers all under the control of a single NPC.

Leveling Up

Every successful roll of the dice gives an NPC at least one experience point. On an average day of work, this is all. On exceptional days, they can gain more. The suggested number is 10 experience points for unusual days, and 100 for extraordinary days. These professional classes do NOT gain experience from gold like PC.

NPC Professional Level Progression

Experience	Level	Success roll
0	Apprentice	12
2,000	Journeyman	10
4,000	Craftsman	8
6,000	Artisan	5
10,000	Master	3

The success roll is made on a 1d20 and higher is obviously better. These characters have a far better chance of success at a skill than player characters. They have one job, they had better get it right. These success rolls can be modified by good or poor tools, a lack of facilities, etc.

At Artisan and Master level, the commoner gains 1 point of either Wisdom or Charisma. Craftsmen and Masters gain one point of morale as they come into their own. They are very forceful and focused even with dealing with events outside of their area of expertise. They can be foolhardy, pushy or arrogant.

Craftsmen and higher can direct a number of apprentices equal to the number of retainers determined by Charisma table. These apprentices are not their personal retainers but merely those employed people by their employer or necessary for the business. Masters attract followers who do not need the Master's supervision. Effectively Masters can control up to 7 followers and 7 apprentices at the same time. In specific settings, a Master may have 7 apprentices, and 7 followers, but the followers may be high enough to have apprentices of

their own. A great number of people can be employed and directed in this fashion. Ship captains are a prime example of this.

Masters will invariably own a business with all of the associated trappings. They may own buildings or rent space for trade purposes. Some of these can be very elaborate work spaces. Of course commoners can own property at a lower level of experience, it is merely an observation that one would absolutely own a business at Master level.

Generally speaking, commoners will have one gp per level per month to spend. This is not the extent of their earnings, but their discretionary funds. These people are not hobbyists but professionals, they will throw every copper piece into their business leaving little for pleasure.

If an commoner decides to give up their profession and become an adventurer, they could sell all of their worldly possessions. This would generate 1 gp per 2 experience points. Alternatively, they could make the same roll of as every other character for 3d8x100. The difference between these two methods is a person selling off all of their worldly possessions vs. leveraging what they do have for a loan or other bargain. For example, a blacksmith can sell off his house, forge and all of his tools for 1 gp per two experience points. Or he can make a bargain, which results in him having the 3d8x100 gps. This may involve selling some tools or renting his space or offering his children as an apprentice to some other skilled profession or church.

This method should be used in all cases, even when a player runs a character as a zero level commoner. What can and will happen is the player will record income, which will add up to a princely sum, but never subtract the cost of living. Hence, the stylized method.

Commoners are prohibited from multiclassing or combining classes However, if a commoner

becomes an adventurer, they will retain their past knowledge while gaining levels as an adventurer. These professional skills become fixed until such time as the adventurer retires and they can return to their old jobs.

In a few cases, there are relationships between professions, such as captain and sailor or bowyer and fletcher. In most cases, the move is lateral rather than vertical or the second profession entirely encompasses the old one. Please see the professional descriptions for details.

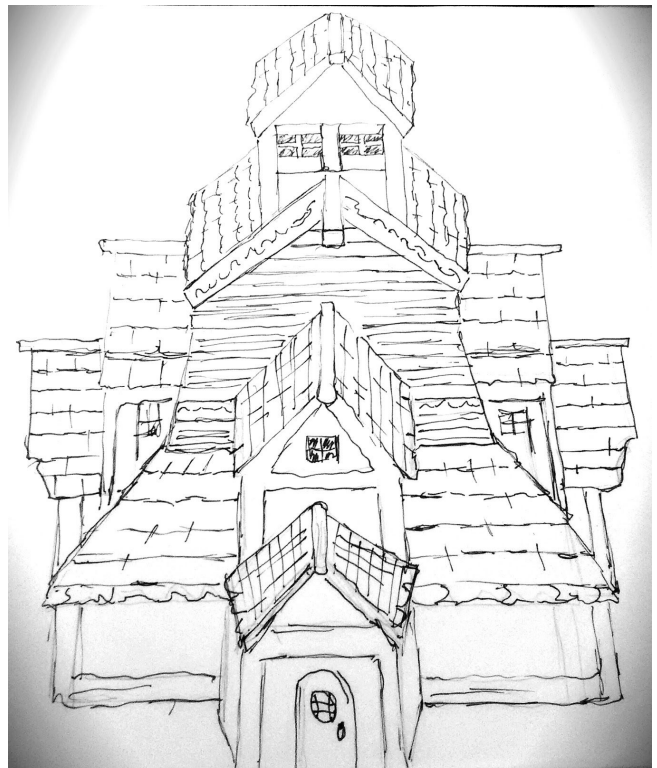
Unskilled commoners, such as torchbearers, rowers and laborers can become a skilled professional. They cannot lose their knowledge of past experience as it doesn't take any skill to do that job. There is only one benefit to doing this, hit points. They use the higher of the two profession's hit points, not both. This is a slight advantage, it is more of a quirk of the character than benefit.

If an unskilled profession becomes a professional, such as rower becoming a sailor, said character may perform the rowing function but would never again refer to themselves as a "rower". This is the social advantage of being a skilled tradesman or professional. This creates great role playing experiences as the players find out that cabin boys and stable boys are down on their luck and underemployed rather than unskilled. Some professional will never be underemployed, such as doctors. Even if they are currently doing an odd job due to the current situation, everyone will call them "doctor".

When a profession lists a second profession as a shared skill, their abilities in that second skill are apprentice level and no higher. These skills never improve and are marginal at best. This is the reason for towns and villages to come together and pool skills.

Anyone can perform an unskilled professional task, and unskilled laborers are free to switch to another profession at will, but this resets their experience points. As mentioned before, switching from one unskilled class to another is merely flavor and detail, there is no good benefit to doing so. Switching to skilled profession locks them into that profession for the remainder of their career, unless they become an adventurer.

This system assumes that 0 level humans can approximate elves, dwarves and other demi-humans who are not interested in adventure. As mentioned before, NPC racial bonuses to ability scores are ignored until that character becomes a normal adventuring class. All racial abilities which are protective and non-offensive, such as magic resistance DO work for the NPC. Elven bakers have infravision and are immune to paralyzation. They are not good with swords (yet) and bows and receive no bonuses except those afforded by their professional class.



A stave church may provide player characters access to scribes, healers and other parishioners.

Finding the Hireling in the Course of Adventuring

The difference between hireling, retainer and NPC is slight. The first two are paid to be under the employer thumb while the other is as free as the referee chooses.

In an established setting, one where the PC are known, they can often find lackeys, hirelings and NPC to do their will. Once per month, a party may encounter someone desiring somewhat adventurous work. Roll a 20 sided die. If the roll is lower than the lowest charisma score of the party, someone has contacted the party seeking employment. This will often be an unskilled person seeking work outside of their normal job, perhaps in an effort to escape that job. Roll a 10 sided die and consult the table:

Result	Class	Number
1	Cabin boy	1
2	Cryer	1-3
3	Laborer	1-6
4	Messenger	1
5	Miner	1
6	Rower	1
7	Scullion	1
8	Stableboy	1
9	Torchbearer	1-3
10	Professional	Special

When a 10 is rolled, a skilled professional is seeking a retainer or promise for future work in exchange for money. The referee should select an appropriate professional to further the story. Skilled commoners on retainer do NOT follow player character around, while labors and other unskilled persons will in the course of their duties.

These types of contacts will feel like hanger-oners, people chasing after money or trouble. Invariably, they may be useful but full of drama and rumors.

Desperately seeking professionals

When the party is active seeking a professional, they follow a process to gain the people and skill sets they need. This usually involves word of mouth campaigns and perhaps pamphlets or postings.

The first NPC the players will hire is a crier. No skill check is required for this, as criers put themselves out for hire. All that is required is the PC's poke around an inn, market or square to encounter one.

Once the players meet with a candidate, one of two options are selected by the referee. If the players are well spoken and reasonable, the best option is roleplay. On the other hand, a roll can be made.

The charisma score of the ALL character speaking to the prospective hireling modifies these rolls. Add together every modifier before rolling. This method can be used with roleplay and meta-thinking to humorous effect. Making players roll for initiative as to who will speak first and last is a good prank, but also fairly realistic. Characters with poor charisma scores will want to speak first because they are *that person*. People with a high charisma may not speak at all, waiting they will have the most effect if needed. Middling characters will frequently do most of the work. Even though dice are being rolled, it can drive role-play.

Charisma	Modifier
3-6	-3
7-8	-2
9-10	-1
11-13	No modifier
14-16	+1
17	+2
18	+3

Many other factors can modify the roll. Having another hireling present can add or subtract based on their appearance and demeanor. Having a herald is an automatic +1, as is a lawyer, doctor or healer. Offering food or drink

or compensating a candidate for their time is also helpful. Having goals that are inline with each other is also a +1.

Negatives are few and far between. Asking commoners to take up weapons will always results in a -2. Asking them to pack up and follow the party is a scaling negative. It is minus one per level of the professional. A new cook might follow a party around, but a chef would not. This can be offset with money and rewards.

Alignment can play into the modifiers. A lawful character will be attracted to good and right, while an evil character will not be. As a general rule of thumb, tally up lawful and good characters together and subtract the chaotic and evil characters. This is the number of -/+ when dealing with similar or dissimilar alignments. True neutral characters will see any number as a minus.

Result	Reaction
1-2	Insulted! Candidate walks away.
3-5	Hostility, has immediate demands.
6-8	Makes counter offer +10% (re-roll).
9-10	Willing to negotiate, +5% (re-roll).
11-12	Accepts.

If a 1 or 2 is rolled, no further attempt can be made with that character by the party. If more than half of the party is no longer adventuring together, then the remainders are treated as a new party.

On a 3-5 roll, the NPC will have an immediate demand such as compensation for their time, another drink, or a cut of the party's treasure. If the PCs agree then another roll is permitted. Refusal indicates the hireling walks. Where a percentage is listed, that is amount the NPC wants over what the PCs offered. As players roll again and again, the proffered amount is increased by the percentage. The PCs can decline without any ill-will at any point.

If the entire party has poor charisma scores or other serious negative modifiers, but their need is great, role play should take precedence over any die rolls.

There is one other scenario that can cause a person to follow the PCs when circumstances are not entirely reasonable. The PCs could do such a good job of pitching their need that the NPC decides to become an adventurer on the spot. They will retain their old abilities, but also become a first level adventurer class character. Players may be completely unaware that their blacksmith or doctor has something to prove with a sword or spell. In this case, they will ask for a fair share of the proceeds, beyond what their profession would normally expect.

Final Note on Negotiations

If the characters do something unseemly to an NPC in order to induce them into employment, discovery causes a roll on the reaction table as if this was a hostile encounter. Obvious dirty tactics, such as not introducing characters with extreme alignments, using charm spells, etc. will cause the employee to leave. Most professional classes do not have the physical ability to attack, but they will leave at the first opportunity. They may even sabotage the group while walking away. A result of 6-8 on the reaction table restarts the negotiating process at a minus 2. A result of 9-11 causes a -1 modifier. A lucky roll of 12 means the NPC will honor the original agreement.

Profession Descriptions

Animal Handler. These men and women skilled at taking care of animals. They often work with trappers to obtain new creatures. Their skills encompasses animal care, husbandry and to an extent, training. Handlers gain a +2 to morale against any non-intelligent animal, a -1 to AC vs. the same and +1 to hit them. The bonus to hit is not to imply that trainers hit animals, it indicates they have an

understanding of how wild animals act which provides a bonus. Animal handlers have a modest ability to treat any wound, even human and demi-human injuries. For animals, they can heal one hit point per level per week. For humanoids, they can heal a single point per week. They can employ lassos and nets.

Armorer. This a a catch all term for someone who cares for armor and weapons, including their procurement and upkeep. They may design equipment but generally need the assistance of other professions for creation of wholly new items. If spare parts are on hand, they can assemble items in rather creative ways to get the job done. They often have a head for math and logistics.

Baker. A cook specializing in grains, especially wheat flour. They can operate a kitchen and make good cooks. Bakers and other cooks have a good handle on basic math.

Blacksmith. Smiths produce metal goods and tools. They are adept at design, crafting and can be a modest leather and wood worker. They can repair iron and steel goods in addition to crafting them. Sometimes they take the role of coopers and hoopers. They have some skills of a miner. Like bowyers, they tend to obtain materials from other professionals. They can identify goods, ores and metals, and assess value and skill. Blacksmiths focus on skill level needed to produce such an item over other details. Blacksmiths have a +1 with hammers.

Bookbinder. A person who binds books. This skill set also includes making glue, inks, dyes and sewing. Bookbinders can produce slings and other fabric or leather goods. They can repair tomes and other small articles.

Bowyer. A person who makes and sells bows. At Master level, they gain a +1 when using bows in combat. Bowyers purchase their materials, so they are not good at making good bows from raw materials. Such as task

reduces their ability by one or more levels. Bowyers can function as a fletcher and a carpenter.

Brewer. Manufacturer of beer and ales. Like Bowyers, they procure their materials from others. They can make alcohol from anything, but without quality materials this can cause blindness. Brewers are able to function as cooks.

Butcher. Men and women who prepare meat for cooking or keeping. They have modest animal handling skills and can cook. They gain a +1 with cutting and cleaving implements such as axes, hatchets, knives, and daggers. Swords are outside of their domain. Butchers are the opposite of doctors and healers, but they do have a modest ability to treat wounds, at one hit point per week for demi-humans, humans and animals alike.

Cabin boy. These children are laborers on ships. They perform every task that doesn't require skilled labor. These job functions are usually safe but unsavory. They are sometimes harassed by the rest of the crew. The best captains were once cabin boys, so they will attempt to keep the harassment to a minimum. Cabin boys strive to be anything other than a cabin boy, often selecting sailor, navigator or maybe captain someday.

Captain. The master or mistress of a ship. They have all of the abilities of a navigator and sailor. If the master of the ship does not take up exportation or trade, they will often become one of the many adventurer classes. It should be noted that the captain of the ship has a command, a group of retainers who implement his orders. This allows one captain to direct dozens of men through the command structure. Captains who started as sailors retain these abilities at their current level as captain. More often than not, captains make poor navigators as they only retain the most basic skills.

Carpenter. Skilled at planning, cutting and assembling wooden structures. They have the skills of a woodworker, but lack the outdoors skills of a woodcutter. Carpenters have a +1 with all hammers in combat.

Chandler. People who make candles out of a variety of materials. Candles are a boring process and practitioners will be able to jar and can, cook and sew often while doing their main job. This profession is viewed as the work of last resort. Of all of the professional classes, candle makers have the lowest personal satisfaction.

Cook. Cooks can be the most loved or reviled member of any expedition. They can identify edibles by sight and can turn most edible items into something good. They can detect spoilage and some natural poisons. A good cook can increase morale by 1. They tend to have woodcraft skills for finding food, sometimes fish, hunt and trap small prey. They often become accidental expedition scouts as they rise early and prowl for delectable items to cook. This can prevent ambush and surprise due to their odd hours. Usually, they tend all fires in a camp and are ready firefighters in an emergency. Masterful cooks are called chefs.

Cooper/Hooper. Maker of wood staved devices such as barrels, buckets and butter churns. In times of war, they can produce shields and helmets. They have some of the repair abilities of blacksmiths and have basic woodworking and metalworking knowledge.

Coppersmith. These metal smiths work with copper, tin and brass. They make a wide array of common tools, household goods, ship fittings, works of art and even weapons. Copper and tin are soft metals which require less heat to work than iron or steel. They can identify many objects either to the source of raw materials or the artisan. Cooper items are frequently refurbished or repaired by smiths. Weapons created by coppersmiths have an inherent -1 to hit, damage and are subject to

breakage. Where iron exists, copper and tin items are for ritual or show, not use.

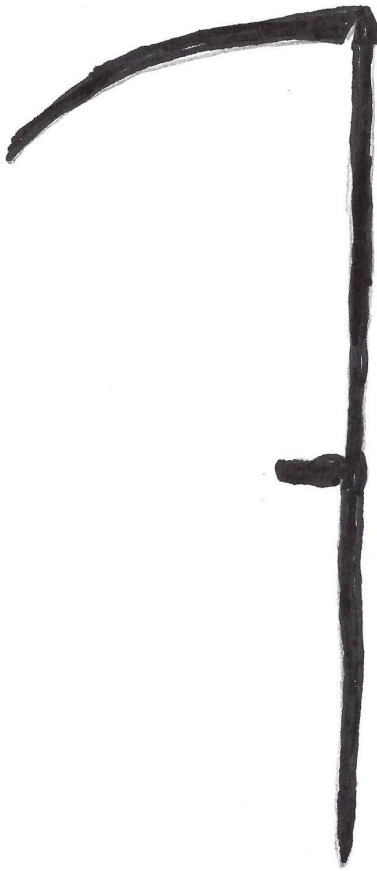
Cryer. Cryers are the most common NPC for the players to interact with as they are a fixture of daily life. They are unskilled in all but navigating the area. Unlike messengers, they have a fixed route to follow and do not carry specific messages or communicate back with their employer, except to pick up wages. Sometimes, they will hang signs and posters for a premium. They will also do their job in multiple languages, again for price. Players seeking personal cryers should read the Herald entry.

Doctor. Doctors are medicine men and women that use logic, science and reason to cure harms. Rarely do they use magical items. Mistraton from a doctor can heal one hit point per level per patient per week. Doctors can also treat animals to a degree, at a rate one point per week. They can identify useful or dangerous materials. Whatever the material's function, they will ascribe it to nature unless it is clearly supernatural. Doctors tend to shun supernatural cures, but are not precluded from using them.

Farmer. Farmers are foundation of society in agrarian settings.

Not only do they have the ability to grow produce, they have a head for business math and have a wealth of local knowledge. Some farm children can be employed as ad hoc couriers and messengers.

More than a few farmers have some carpentry and milling skills. Milling at the home level is very time consuming, so they will contract this work out. Some farmers will become millers usually out of need. This is an exception, to changing classes for commoners and resets their experience. Often, a family member will be placed in charge of milling on a farm so the farmer does not have to do it themselves and lose skills.



Scythes are a common farm implement.

Fisher. Fishermen ply rivers and seas in search of sea creatures. They are adept at making and repairing nets, pots, rods and weirs. Often, they can operate boats of different sizes and of course can swim very well. They can identify species and sources of sea creatures. Some specialize in taking live fish back home for storage in special weirs. It is more likely for a captain to have fishing skills than a fisher to have captaining skills, but both are possible.

Fletcher. Adept at making not only arrows, but most kinds of aerodynamic projectiles. They are skilled at harvesting wood for shafts, making glue and using knives at +1 to hit. They can be found working with smiths, armorers and bowyers. They can produce darts, arrows, bolts, and slings, but need others to produce the metal parts of the projectile. Some specialize in siege equipment shot, such as ballista projectiles.

Furrier. These are merchants and producers that work with fur. They are skilled at valuation of furs, sewing, repair of goods and alterations. They can identify species and geographical sources of fur. They work closely with trappers, huntsmen and tanners.

Glassblower. These artisans make glassware by blowing molten glass into shapes or using molds. They operate the ovens and furnaces. They can identify other artisans by their workmanship and can place a value on goods. They often work closely with smiths, either for metal details or to share a hearth.

Healer. Healers are medicine workers who do not have the education of doctors. They tend to rely on proven measures, be it magical, folklore or otherwise to get their job done. They serve as nurses, midwives, teachers, and sages despite not having book knowledge or specific literacy skills. They can identify useful and dangerous substances. Healers can restore 1 hit point per day. This is effective on any living creature, humanoid or animal and takes priority over all other healing. Over a period of a week, they are slower but more effective than doctors. This fact causes strife between the two professions.

Herald. They are paid to market the character's or party's skills and generally make them look good. They can act as messengers or criers, but unlike the unskilled class, they will enter into hostile camps willingly. They have many of the traits of lawyers. They are made of moxie, poise and bravery. They will dress as required to improve the appearance or station of the party. They can ride horses and wear any type of armor, however they are only skilled with daggers. Their combat skills are limited to getting out of trouble. Generally, even evil

creatures will treat heralds as sacrocant persons, refusing to harm them directly.

Huntsman. These specialists deal in stalking and taking prey animals. They have very good tracking skills, the ability to use one specific weapon against animals at a +1. They possess animal knowledge and local lore. Huntsmen have modest skills in tanning, furrier skills and food preparation or preservation. Typical huntsmen have a preferred prey animal. They will work with dogs and horses, and use a lasso. They are sometimes employed as guides. Rarely, they are used to bring back living animals.

Innkeeper. Innkeepers are the jack-of-trades, often doing small home repair, stabling horses, cooking, laundry and scribe like tasks. They have a good head for math and money. Some will act as a local post office or provide messenger services. These men and women will not do every task themselves, they delegate most task to family and staff. They are managers of businesses and usually have leadership skills.

Jeweler. Fashions jewelry, assess value and engages in trade. Jewelers work with metals and molds and some sketch reasonably well. Jewelers, like lapidaries can identify the source of jewelry, usually by style.

Laborer. This is a bottom barrel job, literally. Laborers move heavy goods and objects from place to place. They tend to have no other skill than brute strength and good stamina. They gain a +1 to strike with their fists. Generally, they do not use tools which distinguishes them from other professions.

Lapidary. A stone or gemcutter. They improve the value of rough stones. This profession can identify stones and gems, assess their value and sometimes determine where they originated.

Lawyer. A person skilled at law, traditions and customs. The best lawyers have good oratory and research skills. Many times lawyers have to deal with tradition and custom as much as law. Lawyers gain a bonus of 1 for all reaction checks and negotiation. On a charisma check, they can bluff their way out of hostile environments, claiming that law or tradition makes them sacrosanct. This can extend to anyone who is clearly non-hostile. Invariably, this does not extend to armed parties, so the players are on their own even if their lawyer is permitted to walk away.

Leather Worker. Similar to the furrier class, they work with skins sans fur. They are skilled at valuation of leather goods, sewing, repair of goods and armor, and can make alterations. They can identify species and geographical sources of leather. They work closely with trappers, huntsmen and tanners.

Lorimer. A metal worker that specializes in harnesses and tackle, typically for spurs and other small pieces. They are smiths that specialized to very small parts. They have the same attributes as copper and blacksmiths, but do not manufacture weaponry. They can participate in the manufacture of barding and armor.

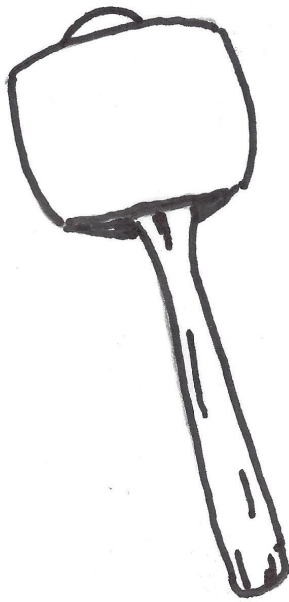
Mapmaker. A cartographer. They are skilled in art and interpreting data. Many map makers do not actually travel, but rely on travellers and explorers to provide information. They can assess the quality of a map and will provide lore and other non visual information to people. They have good navigation, interview and interrogation skills.

Mason. A person who constructs items from stone. There are a variety of masons, such as sculptors, bricklayers, quarrymen, etc. It would be fair to say that each of these

names is a specific profession, but for the sake of brevity they are combined.

In the case of quarrymen, there is a difference between a laborer and someone who selects the stone to be quarried.

Each professional can identify sources of materials, craftsmanship and style. They can dictate safe methods and create safer situations working in caves and underground. They gain a +1 when striking with stone weapons or stone working tools. All can be employed in mines, but their skill set is distinct from the unskilled labor that miners.



A stone mason's mallet is made of stone and wood.

Masons can make repairs, assess damage and value of stoneworks. Like gemsmiths, they can sometimes determine the geographical origin of stone.

Messenger. These are unskilled person who carry messages. Typically, they will have a good knowledge of they lay of the land or urban environments. Children are often used due to their non-threatening nature. They will expect some sort of gratuity at either end of

the delivery process. Messengers are generally illiterate, they cannot read the messages they carry or write letters themselves. Even if they can do so, they will pretend otherwise. Rare messengers will speak multiple languages.

Miller. Grinder of cereals. They have access to power sources such as water wheels and windmills. They are often highly respected members of a village, as they can mill products faster and in qualities that cannot be done by farmers or other locals. They also tend to be the host and arbitrators of bartering agreements. They gain a +1 all reactions and any negotiation roll.

Miner. These people are laborers in an underground setting. They have no other skill. In simple society, many miners are also prisoners or slaves. This is not skilled labor. Miners do have survival skills in underground settings. They can determine safety and other quality issues with a mine. They gain a +1 to strike with their tools. For this reason, they are usually given subpar tools such a copper to prevent revolt. Paid miners are much more effective than prisoners and many will become masons or smiths of one kind or another.

Navigator. Navigators are most often found on ships, but can also be linked land expeditions with distant destinations. They read maps and keep time for the expedition. The best will have basic sailor skills, but unlike captains can only operate as an apprentice sailor. Their skills are too far removed from the skill of sailing.

Papermaker. Papermakers use wood pulp and recycled rags to make paper through the use of water. Like millers, they have access to power sources like water wheels. A master papermaker can produce the material for scrolls. In some settings, they will also create reed and bamboo items for writing. They can make natural dyes and glues.

Potter. Pottery is the Tupperware of the medieval setting. These artisans craft containers and table goods. They have access to kilns and ovens. They can work with materials that change the color of ceramic goods, many of which are poisonous. They may be employed to create armor fittings or special details.

Roofer. Someone who constructs rooves from a variety of materials. They work with wood and stone for the most part but can do thatching. Roofers have a variety of terrifying tools which they use at a +1 to hit. Example tools are zaxes, rippers, slater's stakes and hammers. Like other craftsman, they can identify style and craftsmanship. They are also good at creating safe workspaces and are good climber, using the same chart as thieves. They are limited to climbing buildings. Many player characters may realize how deadly roofing tools are, but



An Zax is one of many roofing tools. The point is used to punch through slate tiles.

without the professional class background, they cannot become proficient with them.

There is a historical precedent for roofers kicking off revolutions by dropping tools or tiles onto enemies. This is done at a -2 and causes 1d3 points of damage per 10 feet of height. It is deadly because the target is easily stuck in the head.

Roper. Ropers are interesting characters. They not only make ropes, they can use them as lassos. Ropers can make rope out a variety of natural materials. Ropers can judge the efficiency of the rope used but cannot guarantee that it won't break. Lassos are difficult to use and have an inherent -2 to hit when employed by non-proficient users.

Rower. Rowers man the oars on ships. They lack any skill for seamanship, merely providing raw power for movement. Most, if not all rowers can swim. Slaves used as rowers tend to be only as efficient as the situation is dangerous.

Sailor. Ship crewmen. They excel at swimming, climbing, rope and knotwork. When employing these skills, they gain a +1 to their rolls. Usually captains and navigators come up from the ranks of sailor. Captains have all of the skills of sailors as if they were a sailor of equal level. Conversion to a navigator only allows retention of the most basic sailing skills. Sailors can use knives, daggers and axes of all kinds with proficiency.

Scribe. Scribes are proficient at reading and writing. They can undertake a great number of tasks related to writing, the lowest level scribes merely copy, while Masters can be authors. Scribes can forge documents on a Wisdom check. A master scribe can forge documents so convincingly that bearers of the documents gain a bonus of 1 when using them. Scribes carry very sharp knives, nearly razors for sharpening pens. They can strike with a +1. They are adept at drawing and sketching, but are not artists. They can create maps and artwork, but only in a most rudimentary fashion. They cannot copy magical writing, but may be able to discern the purpose of such things on a skill roll. This process shouldn't trigger the magic, but on a serious failure it will. Not all scribes will attempt this process. If a spell is triggered, it strikes the scribe and the spell vanishes from the scroll or book.

Scullion. Unskilled kitchen cleaners and table servers. Sometimes they are used as spies, but the practice is so well known that it is almost assumed to be happening all the time. It is a second source of income to scullions. Even failure generates a few coppers.

Shield Bearer. A person who carries a soldier's shield. In days gone by, they would carry shields so large that one person couldn't hold it and fight effectively. These shields are rare and count as both a shield (-1 to AC) and cover (-2 to AC) to the bearer and the protected fighter. Unfortunately, the shield bearer does not maintain his or her dexterity bonus while holding such a large item.

Shield bearers are proficient with knives and daggers. In the modern era that most campaigns take place in, shield bearers are often a display of wealth rather than a functional part of a military formation. Under these circumstances, it would be more reasonable to consider them weapon porters as shields have shrunk to a manageable size. They can maintain weapons and armor, but usually resort to taking the item to a professional armorer or smith. Shield bearers with smaller shields can bash with them and provide defense for others who do not normally use a shield. See the weapons section for details.

Shipwright. A shipbuilder, with all of the capabilities of a designer, manager and carpenter. They can do repairs and refits to vessels of various sizes. A boatwright performs the same function for smaller vessels.

Stableboy. Assistants to animal handlers. They perform all of unskilled tasks in a stable. As the name implies, they are sometimes children.

Tanner. Tanners are an important but much maligned profession. They are regulated to the outskirts of town due to the chemicals and smells associated with the process. Tanners produce leather for use by various other

trades. They suffer a -1 to encounter checks based on their name alone. If they smell like a tannery, people will move away from them.

Thatcher. These people make roofs from vegetable matter. Many locales make use of thatch exclusively, so the skill is highly desirable. They are good at planning and climbing like other roofers.

Torchbearer. A person who provides a light source to adventurers. They travel with little equipment so they can get into the best position for seeing. It is expected that someone else will carry their gear. This is an unskilled profession and is occasionally performed by children. When not on the move, they will tend fires in camps and fortifications. While never encouraged to act as scouts, they do provide extra eyes around camp.

Trapper. People who hunt animals with nets, snares and pitfalls. They work closely with furriers and huntsmen. They are excellent outdoorsmen and can act as guides and scouts. They can process the catch for eating or for skins. Of course, these methods of trapping can be used against intelligent creatures, but are well known and easily avoided. There is a bonus of 2 to avoid these styles of traps in the wilderness. In contrived scenarios, such as an urban setting, these tactics can confuse and demoralize victims as much as trap them. Urbanites may be unfamiliar with these traps.

Vintner. A winemaker. They take the raw produce and turn it to wine. In most campaigns they will also serve as marketers of wine. They have all the skills of farmers, but their major produce is grapes for wine. Other kinds of wine, such as rice wine are possible.

Woodcutter. Woodcutters are the lumberjacks of the medieval world. They are rugged outdoors men, with a knack for not just woodcraft but in preparation for transport. They usually work closely with carpenters,

shipwrights and other artisans. Woodcutters have a +1 when striking with axes.

Woodworkers. These artisans are to wood what masons are to stone. They have all of the skills of masons, but in respect to wooden objects. Like woodcutters, they have a +1 to strike with their tools in combat. Like roofers, their tools make ferocious weapons against unarmored targets.

Tools as Weapons

Many of the class descriptions mention tools which can be used as weapons. Tools used in combat will be damaged. This penalizes the character when they try to use the item as a tool in the course of their job. The penalty is a flat -2. If the tool is repaired after combat, the penalty to tool use is reduced to -1. It is impractical to use tools as weapons, but it does happen.

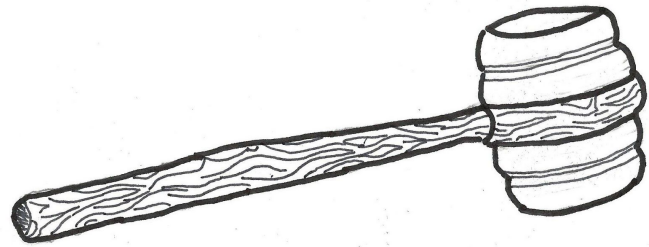
Most tools do 1d6 points of damage, with few exceptions. Some tools can be used in different ways, many of which cause a single point of damage. If variable damage rules are used, the numbers listed below are good, however other tools as weapons will be no better than a dagger and often worse.

Most tools as weapons cause a -4 to those not accustomed to their usage such as adventurers. Commoners suffer the same penalty when using a military weapon, such as a sword or bow.

Mauls will do 3d6 damage and are swung every other round. They are so massive even the largest commoners and adventures have -4 to hit penalty. The maul is so rudimentary, it is not possible to become proficient with it as a combat weapon. These tools are used to drive posts into the ground or shift profoundly heavy and nearly indestructible objects. Weapons called mauls are smaller and crafted differently than the tool.

They always strike last in the combat round but cause the defender to lose their very next attack. There are larger mauls, which could do more damage, but are impossible to wield as a weapon.

Each swing of a maul could send the wielder sprawling. On a roll of 4 or less, the wielder has let go of the weapon. On a roll of 1, the user also falls down. This does not damage the wielder, but they are face down in front an angry opponent.



This is a small example of a maul

Stoneworker mallets and clubs are massive enough to smash shields and disarm weapons on a hit. The attacker must pick a target before rolling. Hitting a weapon does no damage to the holder but smashing a shield does 1d2 points of damage. If the opponent is struck directly, the normal 1d6 points of damage are applied. A called shot on a weapon is done at a -2, while striking a shield is done with no penalty. Magic weapons and shields are immune to these attacks.

Woodworking axes are small but very sharp. They do 1d6 points of damage to lightly armored opponents but only 1d2 vs metal armored opponents. Regular axes are less sharp and do the same 1d6 points regardless of the target's armor.

Roofing tools, such as axes, rippers, and hammers have points which can punch right through stone and as a consequence, metal armor. These tools treat all opponents as unarmored. On a hit, a strength roll must be made to free the weapon. On a failed

Strength check, the target has ripped the weapon away from the wielder. The weapon is stuck in the victim's armor or shield. It may be recovered on a successful attack roll. This does no further damage to the target, but may be painful.

Magical armor is impervious to these weapons. Shield bonuses and dexterity bonuses still apply against slatter or roofer tools.

A seax is a verbal evolution of the word "zax" and the weapon is unrelated to the tool. The weapon is essentially a very large knife.

Nets and lassos do one point damage on a hit and are two handed weapons. Whips are one handed, but require the other arm to move for counter balance. They also do one point of damage. Nets and lassos require a round to reset on a miss, while whips can be used each round until a target is entangled. A wielder of a whip can choose to entangle or not, while the net and lassos primary function is to entangle.

Each of these weapons can be used to pull an opponent around or down for an additional 1d3 points of damage. This requires a second roll vs Strength. If an opponent is already down, this mode of attack is ineffective but can be used to keep the victim down or pull them around. After one round of damage, the victim may free themselves with their own strength or dexterity check, whichever is preferred. A successful strength check will rip the net, rope or whip away from the wielder. On the very next round, the victim will be free. A dexterity check frees the victim immediately from entanglement, but does not cause the welder to let go.

Barbed nets do 1d6 points of damage on a hit. This cannot be combined with the 1d3 points for dragging.

Ropes, nets and whips may be cut with a sharp weapon. This is done at a + 2 because the item is attached to the victim. If the wielder releases the weapon, the target is automatically freed

on the next round and the victim cannot effectively cut the item without picking it up. Releasing can be done to protect a favorite entangling tool from being cut.

Scythes do 2d6 points of damage and can sweep the legs out from underneath a target. However, they can only be swung every other round. Sickles and pitchforks do 1d6 points of damage every round. Fighting men and women can use a sickle to disarm. This attack is done at a -2 and does no damage to the target when successful.

Tridents and pitchforks are two completely different items. A trident can entangle a weapon just like a sickle or entangle a foe with it's barbs. Ripping free from a trident does 1d3 points of damage and requires a strength check.

A farmer's pitchfork is unbalanced for weapon use and will not entangle. Only farmers can be proficient with one. There are various versions of the tool which are balanced for fighting, but farmers are never proficient with these types.

Other long handled farm implements like hoes and rakes do a single point of damage, but are effective at entangling an armored foe. Treat as a whip. Once an opponent is taken to the ground, the implement is effectively destroyed as a tool.

Against mounted foes, there is a good chance that both attacker and defender will be dragged for an additional 1d6 points of damage. A dexterity check to avoid this is required for both the attacker and defender. In many cases, the attacker will take more damage than the target, but the target has lost his or her mount.

Shovels make lousy weapons, they can be swung once every other round for 1d6 points of damage. Prodding or poking with a shovel, rake or other farm implement does 1 point of damage and can be done once a round.

Commoners of all professions ARE proficient with their tools for combat purposes. This negates their -4 to strike. Masters gain a bonus of 1 to hit with certain weapons depending on class. The only exception to this rule are farmers, who can only become proficient with scythes, sickles and pitchforks. Shovels, hoes and rakes are not practical enough to allow proficiency.

Shield Bearers

As mentioned in the description for the shield bearers, in ancient times these people were necessary for moving heavy shields. These massive shields provided both a shield bonus of -1 and cover which is an additional -2. Most modern people do not use these types of shields except in siege warfare. These shields are so large, the user loses their dexterity bonus while the shielded fighter does not.

When shield bearers holds a normal shield, they can be a physical barrier between an attacker and another person. If a shield bearer is defending against missile fire, the protected person receives a -2 to AC. If the roll would have hit without the shield bearer's presence, the shield bearer has been struck for damage. Against melee weapons, no one can reach past the shield bear in either direction, except with a spear or a lance and this is also done at a -2. Again, if the roll indicates that the target would have been hit had it not been for the shield bearer, the bearer is struck. This is an understandable occupational hazard.

Shields as Weapons

Fighting men, clerics and shield bearers frequently start combat with only their shield out. Very small shields can be used to strike a target. These are called bucklers and they do 1d3 points of damage on a hit. Using it as a weapon negates the -1 shield bonus for the remainder of the round. A full sized shield will not do any damage when bashing a target,

but will cause the target to lose their next action when struck. Fighters, clerics and others who use shields regularly are used to this tactic and are immune to a bash in all cases where they would have a dexterity bonus.

The very large shields for sieges cannot be used to strike a target, however they may be pushed over as a distraction. This causes negligible damage, but can push back or pin an opponent under it.

Shields as Two Handed Weapons

Sometimes a character will find themselves in a situation where they have both hands on their shield or a shield like object and are able to rundown a target. This type of attack occurs last in the combat round. When a target is struck like this, they are knocked to the ground and take 1d6 points of damage. If the target see the attack coming, they have a +1 to strike that one person. If successful, it foils the rundown attack.

If there is no space behind the target, then an additional 1d3 hp of damage is dealt to the victim. Strength bonuses add to this.

If a target is unaware of the oncoming attack, is flanked or hit from behind, the target must save against their constitution to avoid being stunned. A failed save leaves the target on the ground for the remainder of the round and they have lost their spell, their weapon and shield if any. This may not be combined with a backstab in the same round. A successful save results in damage, but the target is able to retain their weapons, ammunition and spell. However, spell casters must start the process of casting all over again.

People who do not use shields may make this type of attack at a -2. Opponents defending against this receive a +2 to strike the unskilled attacker.

In cases where being knocked down or backward would be deadly, for example, begin knocked off a bridge, the victim must also save against Dexterity to avoid falling. All living targets will try their utmost to save themselves. They are not stunned or unconscious until the entire attack is resolved. An attacker that misses must make the same save. If any significant and fixed object is in reach, all dexterity checks are at a +1. This is an ad hoc attack which is only effective under specific circumstances.

Magical Tools

Like weapons, tools can have a magical bonus. These bonuses only apply to their intended purpose, not combat. Magical tools are not damaged by combat unless they strike another magical item, weapon, shield or armor. Repairing magical tools is just as difficult as repairing other magical items.

Getting Paid

Every professional has a going rate and realistically, most player characters will employ these commors for their intended purpose. In most cases, PC's will employ these professionals as per needed, for example a blacksmith repairing a helmet or an armorer producing a suit of armor. This is different than being an employer or employee.

In the case of repair, the cost is 10% of item price. An 80 gp helmet would cost 8 gp to repair. The blacksmith would make about 4 gp or 5% off the transaction. More importantly, they gain experience. In many cases outside times of war, services provided to characters are atypical and would merit more experience to the vendor than a typical day's work.

In the case of construction or creation of items, the PC will pay 10% more than the listed cost of the item, but will have a custom piece and is first in line to receive it. The professional contracted could expect to pocket 20% of

that as profit. A suit of plate armor costs 50 gp off the shelf. A custom suit will cost 5 gp more. The maker would make almost 11 gp off of the transaction.

In most campaigns, commoners would be working in silver pieces not gold. However, in this book we are using the gold piece as the standard for simplicity's sake. No prices are offered as they are campaign dependent.

Most PC's will not hire specific professions for long durations. In the case of PC's running a manor, a more stylized format of tracking pay is suggested. For every 100 gp the lord or lady takes in, nine times that has changed hands in terms of paying the people necessary to keep the manor, tower or keep going.

If a professional is working for an adventurer for long durations, they are on a retainer. They receive a flat fee every month whether they provide a good or service or not. Professionals do not mind if a PC pays them for nothing, but they do object to providing more than what is customary. If a PC request an extraordinary service but offers at least the customary funds for such an item, they will likely receive it at a discount. If the PC offers more than the discounted price, the discount would be extended to the next service or purchase. Extraordinary is in the eye of the beholder, it could be a finely jeweled crown or 85 iron hammers in a week.

If PC's do not offer more funds, relying on the letter of the agreement, consult the NPC reaction table. If the result is positive or better, the NPC is willing honor the retainer as stated by the PC. If a PC fails a roll on this table but does not completely alienate the professional, haggling will result. The NPC will start haggling at 10% over base value and increase by the percentage indicated by the roll. Further rolls can increase this amount quickly. If NPC is totally hostile, they will not provide the goods and the retainer is over. All prices for that PC are tripled in the future.

Retaining professions will often extend some courtesies to the players, such as free information or small items. Lawful and good professionals will offer such things freely. Evil or chaotic retainers will up charge their patrons. Neutral characters tend to keep such offers to a minimum and will not initiate them unless personal harm would come to them if they did not help the adventurers.

When a retainer offers a small good or service to a friendly employer, these items may or may not have anything to do with the services normally provided. These items would be token items of goodwill, such as allowing the party to pasture animals on their land, sleeping in barns or a meal. Wise parties will reciprocate.

If a professional is hired outright, say a scribe then they are considered part of the party and receive normal monthly pay plus whatever was indicated by the roll and a 25% for the annoyance of travel.

If a professional is required to do something dangerous then they would expect a cut of everything, as if they were an adventurer. Dangerous is qualified as hazardous but non-combat related. For example, a scribe reviewing magic scrolls is hazardous. A laborer removing treasure from a dead enemy's lair is not. Being dragged along through the combat would make it hazardous.

If a commoner is asked or volunteers to do combat duty, such as a blacksmith manning the walls for defense, payment is optional but that professional is now on their way to becoming a normal Player Character.

Zero to Hero

As an option, a player could decide that their character will start at zero level as a professional commoner instead of an adventurer. This is tough in a combat heavy campaign.

Once the character transitions to a fighter, magic user, or any other class, it is not appropriate for them to use averaged die rolls for ability scores.

Depending on the referee or the campaign, it may be desirable to blunt these sudden ability changes. After all, an averaged score of 12 could be 3 rolls of six, which is 18. No one jumps from 12 to 18 on gumption alone. When a character's averaged ability scores are lower than the raw rolled score each ability score they increase by one point upon selecting a regular adventuring class. This can change multiple abilities all at once. Every 250 experience points earned allows the player to select another ability score to increase, until all scores have been increased to match the actual unaveraged roll.

Racial bonus are handled the exact same way. Racial penalties are applied every 500 experience points, to simulate a slow reduction in skill and ability.

Under no circumstances should an ability score be reduced because the average die roll was lower. This would create unusable characters and penalize players who have taken the harder path.

Hopeless Characters as NPCs or PCs

When this option is used, it can be modified to rescue a "Hopeless Character". In this case, all die rolls of 1 will count as 3.

This method of character generation is an option to help speed the process of character generation for the referee or players. This is handy when generating many characters with actual die rolls. It has the tendency to generate average scores of 11 or 12 rather than 9 or 10. The slow increase of ability scores tempers this higher average with time, assuming the character survives the experience.

Rapid Advancement

As an option, supernatural or extraordinary means can instantly increase all ability scores to their unaveraged maximum. Invoking a god, being called by a supernatural agent, wishing, etc. can eliminate the wait time. This is highly unusual, so a referee's judgement is required.

Hit Points

Hit points are not a specific skill or attribute. Commoners have limited hit points and nearly no ability to gain more. When converting to a player character class, they retain these points in addition to gaining more as their new profession. In some campaigns, it is appropriate to grant all characters the maximum number of hit points, including those gained as professional class. This is a referee's choice.

There are some very specific clashes between the normal adventuring classes and these commoner class skills. For example, a former chef has a bonus with a knife that is unusable in combat for a cleric. The cleric would not use that knife on a living being, but could be highly skilled at throwing at non-living targets. The same happens with a bow. This is a choice the character made, not a lack of skill.

Magic users have similar problems. A former mason would have the ability to wield a mallet, but magic users do not have this ability. It is suggested that that a tool should replace one weapon a magic user would normally have access to. For example, someone wielding a hammer would not ever learn to use a dagger or perhaps a dart.

In the vast majority of cases, a magic user may forgo one tool as improvised for something better provided by their class. For example, a farmer may give up their option to use a scythe to use a dagger and dart.

A former or animal handler who is now a magic user could make use of a lasso, net or a whip. These items do minimal damage. The magic user would be under the restriction that a lasso takes both hands and therefore can't cast spells while using it. Additionally, can't cast in the very next round after they stop using them. They would still receive the other bonuses when dealing with animals, which is very case specific.

In the case of bonus pile up, racial bonuses take precedence over professional skill bonuses. Should an elf start their career as a bowyer before taking on the elf class, they only receive a single +1 with bows. Elves may have a plus one for being an elf or having a professional skill, not both.

If a player decides to generate a PC class character with the background of a professional skill, they are limited to apprentice level skills. If they are rolling for a skill rather than selecting a profession, the second skill is always one of the unskilled professions, such as rower. It is assumed that enough time has passed that they have all of their ability scores unaveraged. Some referees may disallow the additional hit points from the zero level experience that the player did not actually earn. Alternatively, it could be assumed that all characters will have these additional hit points. This creates very hardy characters, which may be desirable in a combat heavy campaign.

On the odd chance that a player character has both an unskilled class and a professional class, they use whichever generates more hit points, not both or an average.

Healing Recap

Four professions have healing abilities, doctors, healers, butchers and animal handlers. There is a priority to healing, magical first, then skill based second. Normally, only the highest skill based healing is effective. For example, a PC tends someone's wounds restoring one hit

point. Later a doctor restores attempts to restore 5 hit points, one of those is lost due to the prior treatment. Only so many bandages can be applied.

There is an exception for the healer class. Their powers invoke a bit of folk magic and is not limited to physical interventions. If a healer treats a person first, it makes the treatment by all others such as doctors less effective or even pointless. The reverse is not true, healers always heal to their full potential. Doctors and healer clash a lot over this fact. This mechanic means that it is better to be treated by anyone, followed a healer.

Doctors can heal one point per level per week. Healers restore one point per day for any number of days. Butchers and animal handlers can restore a single hit point to humanoids per week. These hit points are restored when the roll is made. It is assumed that the person doing the healing will be checking on the patient all week long, if possible.

For animals, animal handlers heal 1 point per level per week. Healers restore one point per day and butchers and doctors are able restore one point per week.

If skill base healing is used on a creature that the professional has never encounter, then that creature is healed at the lower of the two rates. Since healers are equally good at animals and humanoids, they suffer no penalty.

These healing skills are in addition to natural or magical healing. Natural healing restores 1 to 3 hit points a day and can be augmented with either skills, magic or both.

Closing Remarks

This pamphlet was intended to add flavor to any campaign without providing overpowering skills or mechanics to the game. Very often, new classes are game breaking. By

limiting the hit points to that of a zero level human through the progression of 5 commoner levels, these character classes do not play better than the traditional player classes.

One aspect of incorporating these classes into a campaign which gave me pause was the default -4 to strike for non-proficiency with weapons. To address this shortcoming, all commoners are proficient with tools as weapons but are usually unable to use actual weapons as a normal adventurer would. Specific weapons are listed as being too useless to become proficient in, such as mauls.

I hope that you have enjoyed reading this supplemental pamphlet as much as I enjoyed writing it.

Phil Viverito
August, 2018

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