

Expert

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Table: Expert

Lvl	BAB	Fort	Ref	Will	Special	0	1	2	3	4	5	6	7	8	9
1	+0	+0	+0	+2		-	-	-	-	-	-	-	-	-	-
2	+1	+0	+0	+3		-	-	-	-	-	-	-	-	-	-
3	+2	+1	+1	+3	Skill Focus	-	-	-	-	-	-	-	-	-	-
4	+3	+1	+1	+4		-	-	-	-	-	-	-	-	-	-
5	+3	+1	+1	+4	Bonus Feat	-	-	-	-	-	-	-	-	-	-
6	+4	+2	+2	+5		-	-	-	-	-	-	-	-	-	-
7	+5	+2	+2	+5		-	-	-	-	-	-	-	-	-	-
8	+6	+2	+2	+6		-	-	-	-	-	-	-	-	-	-
9	+6	+3	+3	+6		-	-	-	-	-	-	-	-	-	-
10	+7	+3	+3	+7	Bonus Feat	-	-	-	-	-	-	-	-	-	-
11	+8	+3	+3	+7		-	-	-	-	-	-	-	-	-	-
12	+9	+4	+4	+8		-	-	-	-	-	-	-	-	-	-
13	+9	+4	+4	+8		-	-	-	-	-	-	-	-	-	-
14	+10	+4	+4	+9		-	-	-	-	-	-	-	-	-	-
15	+11	+5	+5	+9	Bonus Feat	-	-	-	-	-	-	-	-	-	-
16	+12	+5	+5	+10		-	-	-	-	-	-	-	-	-	-
17	+12	+5	+5	+10		-	-	-	-	-	-	-	-	-	-
18	+13	+6	+6	+11		-	-	-	-	-	-	-	-	-	-
19	+14	+6	+6	+11		-	-	-	-	-	-	-	-	-	-
20	+15	+6	+6	+12	Bonus Feat	-	-	-	-	-	-	-	-	-	-

Description

Experts are the highly skilled and better trained version of a commoner. Expert is a flexible class, designed to be able to represent the vast majority of skilled professions, even military specialists.

Class Features

Hit Die: d6

Skill Points: 6 + INT bonus, x4 at 1st level.

Class Skills: The expert can choose any ten skills to be class skills.

Weapon and Armor Proficiency: Experts are proficient in two weapon groups and flexible armor, but not shields.

Skill Focus

At 3rd level, an expert gains the Skill Focus feat for one of his class skills as a bonus feat.

Bonus Feats

Every 5 levels, the expert gains a bonus feat, which can be any feats the expert qualifies for.