

GENERALIST

Silhouetted against a night sky illuminated by the flames of the burning village, a stalwart warrior vows to track down the monsters that destroyed her home and family...

From atop a tall, eldritch tower, a mage opens a portal to another realm, determined to find the source of the plague affecting his world...

Sitting under a blossoming apple tree, a shepherd wonders what life might be like on the other side of the river...

Not every story needs to start with a grand idea. Not every adventure needs a hero. But whilst every hero starts from simple beginnings, only a brave few stay there.

Becoming a Generalist

The route to becoming a generalist is different to that for all other prestige classes. The only route to this unique class is to spend all of a character's starting experience points on general skills, taking nothing from any of the four base classes.

Assuming that a character has only taken general skills, they can commit themselves to pursuing a career as a generalist. Instead of selecting a base class and potentially a related prestige class, the generalist is (initially) limited to skills from the general list and from this document.

CLASS ABILITIES

Jack of all Trades

The generalist is not bound by the constraints of any one particular class; as they grow in experience, they can choose to train in skills from any one of the four base classes. When a generalist reaches 4th level, they can choose to train in skills from one base class of their choice. However, they can only choose two skills from that class, so they must choose wisely. At 8th level, the generalist can choose to learn skills from a second base class, and again at 12th and 16th level.

Master of Nothing

Whilst the generalist can eventually take up to two skills from each of the four base classes, they cannot take any of those skills to a level higher than expert.

Armed and Armoured

A generalist can wear any armour and wield any weapons, as long as they are trained appropriately. However, they must abide by the armour rules set out in the base class manuals and so cannot use skills from a class whilst wearing armour heavier than permitted by that class.

Spell Casting

If a generalist decides to learn to cast arcane or divine spells, they can do so if they take the relevant mage or priest skills (mage or priest lore). They must choose an elemental specialism or deity to shape their arcane or divine learning, and will be granted a focus or holy symbol as part of their training. However, they will only receive one starting spell, instead of the three granted to an apprentice mage or priest.

LEVEL PROGRESSION

The following table details the number of experience points required for level progression, along with any bonuses granted at each level.

Level	Experience Points	Bonus	Note
1	10 – 16	Beginner generalist	Can only become a generalist if starting XP have only been spent on general skills
2	17 – 24	May learn expert level skills	
3	25 – 32	None	
4	33 – 41	May learn skills from one base class	
5	42 – 51	+2 points (OP/DP/MP/PP)	Player chooses
6	52 – 61	Base hits increase to 2/1	
7	62 – 71	None	
8	72 – 82	May learn master level skills; may learn skills from a second base class	
9	83 – 93	+2 points (OP/DP/MP/PP)	Player chooses
10	94 – 104	None	
11	105 – 116	Base hits increase to 2/2	
12	117 – 127	May learn grand master level skills; may learn skills from a third base class	
13	128 – 140	+2 points (OP/DP/MP/PP)	Player chooses
14	141 – 152	None	
15	153 – 165	Base hits increase to 3/2	
16	166 – 178	May learn skills from the fourth base class	
17	179 – 191	+2 points (OP/DP/MP/PP)	Player chooses
18	192 – 205	None	
19	206 – 218	None	
20	219 – 232	Base hits increase to 3/3	
21	233 – 246	+2 points (OP/DP/MP/PP)	Player chooses
22	247 – 261	None	

CLASS SKILLS

To replicate the skill lists of the four base classes would make this document exceptionally large and unwieldy! When a generalist reaches the point of choosing skills from one or more of the base classes, they should refer to those manuals directly.

The generalist-specific skills are detailed in the following section. The general skills that relate to the generalist skills are detailed General Skill List document.

Skill	Apprentice	Expert	Master	Grand Master
Artisan	5	6	7	8
Athlete	3	4	5	6
Bowyer	3	4	5	6
Cook	3	4	5	6
Copycat	5	6	7	8
Farmer	3	4	5	6
Gatherer	4	5	6	7
Humble Roots	6	8	-	-
Hunter	4	5	6	7
Merchant	4	5	6	7
Old Wives' Tales	2	3	4	5
Raconteur	3	4	5	6
Scout	3	4	5	6
Scrounger	4	5	6	7
Surgeon	3	4	5	6
Tinkerer	4	5	6	7

Artisan

The craft of the artisan cannot be matched. They can create exquisite items, turning mundane raw materials into fantastic items of great use and value.

Prerequisites are two Create skills at expert level

<i>Apprentice</i>	Any quality or masterwork items created and sold directly by the artisan to NPC merchants will sell for 10% higher than the standard list price
<i>Expert</i>	When creating quality or masterwork items, can reduce the number of raw materials required by 1 (to a minimum of 1)
<i>Master</i>	When creating quality or masterwork items, the encumbrance value of the item is reduced by 1; this can reduce the encumbrance value to 0
<i>Grand Master</i>	Gain a second descriptor of your choice

Athlete

As the generalist spends their time honing their physical skills of leaping and swimming, their body becomes stronger, allowing them to carry heavier objects and even sustain more injuries.

Prerequisites are Leaping and Swimming at expert level

<i>Apprentice</i>	When leaping, add an additional step to those taken after the initial leap
<i>Expert</i>	Encumbrance limit increases by 2
<i>Master</i>	When swimming, encumbrance limit increased by 2 and can hold breath for an additional 1 minute
<i>Grand Master</i>	Base hits increase one level; encumbrance limit increases by 2 (4 total)

Bowyer

Creating bows and crossbows is a skill that few can achieve, let alone master. This skill allows the generalist to specialise in the creation of such missile weapons.

Prerequisite are either Create Bladed Weapons or Create Blunt Weapons at expert level

<i>Apprentice</i>	Can craft crude missile weapons; gain a missile weapon design sheet
<i>Expert</i>	Can craft quality missile weapons
<i>Master</i>	Can craft masterwork missile weapons
<i>Grand Master</i>	Gain a descriptor of your choice

Cook

Whilst sitting at a campfire, a cook can create delicious meals and beverages that can be shared around the fire, restoring the strength of all who partake. With greater skill, the cook can take their meals with them as they explore the world around them.

The effects granted by this skill are cumulative with those of the camping and raconteur skills. If multiple cooks are sharing food around the same campfire, only the benefits of the most skilled cook will take effect; more than one cook will however allow this benefit to be spread across a wider group (e.g. eight characters instead of four). In order to use the Master and Grand Master levels of this skill, the cook must find a referee or visit GOD to claim the necessary item cards to represent the created portions of food.

Prerequisite of Camping at expert level

<i>Apprentice</i>	Whilst sharing food around a campfire, the cook can help up to four characters to restore 1 OP or DP every 30 minutes
<i>Expert</i>	Whilst sharing food around a campfire, the cook can help up to four characters to restore 2 OP or DP every 30 minutes
<i>Master</i>	Once per day, the cook can create four portions of food that can be taken away from the campfire for later consumption; each portion will restore up to 3 OP or DP but must be consumed (out of combat) within 2 hours of creation
<i>Grand Master</i>	Once per day, the cook can create eight portions of food that can be taken away from the campfire for later consumption; each portion will restore up to 3 OP or DP but must be consumed (out of combat) within 4 hours of creation

Copycat

When a generalist finds themselves in the company of mighty heroes, simply watching their exploits can sometimes inspire the generalist to get involved and to attempt to copy the skills demonstrated.

If the generalist witnesses a particular skill being used to any proficiency level by the necessary number of people within the same encounter (at the discretion of the attending referee), they can use that skill once (for the cost of no OP or DP) as if they were trained in it to the level of their training in the "copycat" skill. For example, an apprentice copycat could perform a double blow if they saw four others using the "long weapon mastery" skill in one combat encounter; the individuals being copied may have demonstrated their skill at a higher level than apprentice, but the apprentice copycat could not copy a disarming blow.

This skill can be used to attempt to "copy" any skill, combat or otherwise; if used out of combat, a referee will be needed to verify the success or otherwise of any attempts.

<i>Apprentice</i>	Once per day, can copy an apprentice level skill demonstrated by 4 separate individuals
<i>Expert</i>	Once per day, can copy an expert level skill demonstrated by 3 separate individuals
<i>Master</i>	Once per day, can copy a master level skill demonstrated by 2 separate individuals
<i>Grand Master</i>	Once per day, can copy a grand master level skill demonstrated by 1 individual

Farmer

A deep affinity with the natural environment around them aids the generalist in their utilisation of its various bounties.

<i>Apprentice</i>	Once per day, can cast "grow" (calling "spellcasting grow") as per the divine spell of the same name; no MP or PP are required to cast this spell
<i>Expert</i>	Once per day, can ignore the first fear effect caused by a beast or monster
<i>Master</i>	Once per day, can substitute one herb for another (of the same quality/rarity) in a ritual
<i>Grand Master</i>	Once per day, can cast "befriend beast" (calling "spellcasting befriend beast"); spell effects last for up to 5 minutes, no MP or PP are required to cast this spell

Gatherer

When travelling the world, this generalist excels in the collection of vegetable and mineral resources.

Prerequisite of Foraging and Mining at expert level

<i>Apprentice</i>	At the beginning of each event, the gatherer can learn which herbs are the most abundant in the particular area; go to GOD to receive this information
<i>Expert</i>	When drawing cards from the mining decks, can make an additional draw and choose which find to keep (the other is returned to the relevant deck)
<i>Master</i>	When drawing cards from the herb decks, can make an additional draw per herb and choose which to keep (the other is returned to the relevant deck)
<i>Grand Master</i>	Encumbrance limit increases by 5

Humble Roots

The generalist was never cut out for a life of questing but for one reason or another, they find themselves caught up in the wild exploits “true” adventurers seem to crave. As such, each precious experience point is worth much more to a generalist and to reflect this, they can train in skills at discounted rates.

<i>Apprentice</i>	Once per event, the generalist can receive training in a skill at a cost of 1 XP less than the quoted cost in the relevant document
<i>Expert</i>	Twice per event, the generalist can receive training in a skill at a cost of 1 XP less than the quoted cost in the relevant document

Hunter

When travelling the world, this generalist excels in the collection of resources from creatures on the land and in the water.

Prerequisites of Fishing and Harvesting at expert level

<i>Apprentice</i>	When drawing cards from the fishing decks, can make an additional draw and choose which find to keep (the other is returned to the relevant deck)
<i>Expert</i>	When claiming harvested monster parts, can claim a second part of one quality lower than the first one claimed; if a crude part is being claimed, a second crude part can also be taken.
<i>Master</i>	When fishing, if a catch is successful then a fish is always caught. This will be in addition to any other items caught; a second fish will be landed if the original catch is also a fish.
<i>Grand Master</i>	Once per day, the hunter can make a “critical” combat call against a beast or monster. This requires no OP to perform but can only be made using a short bladed weapon.

Merchant

A master of commercial enterprise, the merchant can always make a good deal and can even trade “awkward” goods with minimal difficulty.

<i>Apprentice</i>	Can always buy items at 5% less and sell items at 5% more than cost price from NPC merchants
<i>Expert</i>	Can identify merchants that operate in the black market, as per the rogue “black marketeer” apprentice level skill
<i>Master</i>	The merchant can resist three stun effects or mind-affecting spells per day
<i>Grand Master</i>	Through investment in a network of traders, the merchant can gain 100gp at the start of each event as a result of trades carried out on behalf of the merchant

Old Wives' Tales

Gossip. Rumourmonger. Busybody. These terms are sometimes unfairly attached to the generalist who always seems to know some scrap of information about their surroundings.

If the generalist knows the name of the plane they are on, they can approach GOD to be told four snippets of information relating to that plane. The information will relate to topics such as natural resources, local population centres, environmental hazards and typical monsters. The level of skill held will govern the amount of detail and indeed the validity of the information provided.

<i>Apprentice</i>	Of the four pieces of information, one will be correct
<i>Expert</i>	Of the four pieces of information, two will be correct
<i>Master</i>	Of the four pieces of information, three will be correct
<i>Grand Master</i>	All four pieces of information will be correct and appropriately detailed

Raconteur

There is power in the telling of stories or the singing of ballads. Through spinning epic tales of derring-do, the raconteur can calm or inspire the minds of their fellow adventurers, helping them to restore their faith and focus.

The effects granted by this skill are cumulative with those of the camping and cook skills. If multiple raconteurs are performing around the same campfire, only the benefits of the most skilled raconteur will take effect.

Prerequisite of Camping at expert level

<i>Apprentice</i>	Characters listening to the stories or songs of the raconteur whilst sitting around a campfire can regain 1 MP, PP or SP every 30 minutes.
<i>Expert</i>	Characters listening to the stories or songs of the raconteur whilst sitting around a campfire can regain 2 MP, PP or SP every 30 minutes.
<i>Master</i>	Characters listening to the stories or songs of the raconteur whilst sitting around a campfire can regain 3 MP, PP or SP every 30 minutes.
<i>Grand Master</i>	The raconteur can use the power of their words to make others do their bidding. Once per day, they can cast the spell "Command 5" (calling "spellcasting command 5 [five word command phrase]") in the middle of a song or story.

Scout

Nothing escapes the keen eyes of the scout. Through sharp observation, they have learnt to hide in the manner of their targets and can infiltrate the lairs of their quarry.

Prerequisites of Detect Hidden and Tracking at expert level

<i>Apprentice</i>	Once per day, the scout can hide in woodlands, as per the expert level rogue skill (this requires no OP or DP to use)
<i>Expert</i>	The number of times the "detect hidden" skill can be used to spot hidden targets is increased by 2
<i>Master</i>	Once per day, the scout can hide in shadows, as per the expert level rogue skill (this requires no OP or DP to use)
<i>Grand Master</i>	When tracking, the scout can enter a location and can have up 30 seconds to conceal themselves using any means available to them, during an effective "time freeze"

Scrounger

Nothing goes to waste when a scrounger is involved. The scrounger is a master of recycling and maximises their return when breaking items down into their constituent parts.

Prerequisite of Blacksmithing at expert level

<i>Apprentice</i>	Can salvage 1 quantity of useable raw material from 2 crude items of the same type (e.g. two pieces of crude cloth armour or two crude blunt weapons)
<i>Expert</i>	Can salvage 1 additional quantity of useable raw material from quality or masterwork items
<i>Master</i>	When salvaging masterwork items, can salvage a gem or rare metal trade card in addition to any other raw materials
<i>Grand Master</i>	When salvaging an item, all of the material that would be needed to be craft it can be reclaimed

Surgeon

The surgeon is a true master of the mysterious workings of the body; through careful study and meticulous practice, they can treat the most grievous wounds and even cheat death itself.

Prerequisite of First Aid at expert level

<i>Apprentice</i>	The surgeon can sustain an unconscious character for longer than a typical practitioner of first aid; the death count of an unconscious character can be extended to 30 minutes through the immediate and ongoing intervention of the surgeon
<i>Expert</i>	Bones set by the surgeon knit together exceptionally quickly; the time to restore a broken bone is reduced to 30 minutes. The cost of setting a bone is reduced to 1 use of a first aid kit.
<i>Master</i>	The surgeon can cure poisons by cutting away affected tissue; a single poison effect can be removed from a character but one point of damage is caused to every location (this damage can then be healed by mundane or magical means)
<i>Grand Master</i>	Once per event, and only ever once per character, if a surgeon attempts to heal a character that has been deceased for less than 5 minutes, that character can be brought back to life; the character returns to life at one lower level of hit points than before death (to a minimum of 1/1). Takes 15 minutes and costs the surgeon 6 XP.

Tinkerer

The creation of magical items using ritualism is a mysterious and complex art, often requiring much trial and error to achieve the desired outcomes. The tinkerer however is skilled at taking an existing magical item and uncovering the secrets behind its construction.

The process required destroys the magic bound within the item, returning it to a mundane masterwork item.

Prerequisite of Ritual Lore at expert level

<i>Apprentice</i>	The tinkerer can determine the ritual components required to create the item
<i>Expert</i>	The tinkerer can also determine the necessary quantities of the components required
<i>Master</i>	The tinkerer can also determine the processes required to perform the creation ritual
<i>Grand Master</i>	The tinkerer can determine all of the steps of the ritual without destroying the item