

Credits

Written By

Michael S. Thibault & Richard Ruthman

Edited By

Larry Theden & Denise Robinson

Layout and Typesetting By

M Jason Parent

Interior Artwork By

Juan Navarro & the Setchel WoodCut Collection

Introduction

Care & Feeding of your NPC

Everyone Else is a book of standard NPCs for use in any fantasy d20 role playing game. While the Core Rules include standard stats for characters of all levels using the standard classes, typical members of the NPC classes were not detailed in such a manner.

Instead of providing a set of tables listing typical members of the basic NPC classes at levels 1 through 10, this book presents NPCs suited to their job or career. Although both a Bartender and a Fence are commoners, they do not share the same skills. Each has been given their own section, with sample stat blocks for a typical member of the profession at levels one, three, five and seven (some have different level schemes, however). We have assumed that anyone who has managed to rise above level seven in an NPC class will have an interesting enough story that they will be individually detailed by the game master.

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This book is designed in electronic format to make it easy to cut and paste the stat block(s) you need from the book into your game notes when designing an encounter, or to be opened as needed at the game table when the players are off course or have decided to turn a village from a quick ration refill into a source of (mis)adventure.

All the statblocks in this book assume a human character as the basis for the NPC. To change the race of a sample NPC, refer to Chapter 2 of Core Rulebook II (NPC Adjustments by Race or Kind).

Special thanks to the Setchel WoodCut Collection for access to the classic 14th through 18th Century woodcuts that were used in this book, as well as Symbols, Sings & Signets by Ernst Lehner (Published by Dover Books).

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In the Shadows



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D Bartender

O Bartenders are, by-and-large, merchants. Unlike most other merchants their clientele is almost always, or at least soon to be, inebriated. Also, more emphasis is placed on pure social interaction than on selling the product (it sells itself). In taverns where fights often break out, a bouncer is employed to keep the peace but the bartender will be tougher or more intimidating than his colleagues in more genteel neighborhoods. As with most businesses the operator is usually the owner of the establishment.

Rules to remember: Intimidate is rolled against a DC10+opponent's level, so high-level bartenders are difficult to scare. If you want to lean on them you will have to actually get into the "rough stuff". Diplomacy or Bluff are also appropriate skill checks for extracting sensitive or secret information that a bartender might have overheard.

You might want to give a circumstance bonus (+2) to Diplomacy or Bluff, but not Intimidate, for a reasonable bribe. On a badly missed check the bartender might provide false information in order to pocket the cash. A Sense Motive check (Hunch DC20) by the PCs would give

an indication of the falsehood.

Barmaid/Waiter: Male Human COM1; CR 1/2; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X2, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate +1, Perform +1, Profession (Bartender) +4, Sense Motive +3, Spot +2; Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Common Bartender: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X2, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate+1, Perform+1, Profession (Bartender) +6, Sense Motive +4, Spot+2; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will.

Common Bartender: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X2, club); AL N; Fort +1, Ref +1, Will +3; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.



Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Gather Information +1, Intimidate +1, Perform +2, Profession (Bartender) +8, Sense Motive +4, Spot +2; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will.

Common Bartender: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X2, club); AL N; Fort +2, Ref +2, Will +4; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 13.

Skills and Feats: Bluff +1, Diplomacy +5, Disguise +1, Forgery +1, Gather Information +1, Intimidate +1, Perform +2, Profession (Bartender) +10, Sense Motive +4, Spot +2; Skill Focus (Diplomacy), Skill Focus (Sense Motive), Iron Will, Improved Initiative.

Customization: For tougher neighborhoods switch ranks for Bluff and Diplomacy, and switch Intimidate and Perform. Replace Skill Focus (Diplomacy) with Toughness, and Iron Will with Improved Unarmed Strike or Weapon Focus (Club). If there are many magic users who frequent the tavern, leave Iron Will as is.

For mercantile neighborhoods, or areas of town where civil servants or adventurers frequent the tavern, subtract 1 or 2 ranks from Perform and add to Gather Information at levels 5 and 10.



Bouncer

Bouncers are a varied and sundry lot. For some it is a short-term job to make a bit of cash in the off-season at the farm, or a stepping stone to a job as a bartender. For others it is a proud profession. In larger cities there are clubs and guilds where bouncers congregate and share stories and tips from their workaday experience. In general, the tougher the clientele, the more professional a bouncer will be. Fighter or Barbarian bouncers are extremely rare; they can make much more money elsewhere, but they are usually hired as extra help during peak trouble times (Bacchanalia festivals, or gang-leader conventions).

Rules to Remember: Sense motive is checked against DC20 to have a hunch that trouble is brewing.

Bouncer: Male Human COM1; CR 0.5; Medium-size humanoid; HD 1d4+1; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6+2/X2, club); AL N; Fort +1, Ref +0, Will +0; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Jump +2, Listen +2, Perform -1, Sense Motive +2, Spot +2, Swim +2; Alertness, Improved Unarmed Strike.

Bouncer: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4+3; hp 12; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d6+2/X2, club); AL N; Fort +2, Ref +1, Will +1; Str 14, Dex 11, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +1, Jump +2, Listen +2, Perform -1, Sense Motive +3, Spot +2, Swim +2; Alertness, Improved Unarmed Strike, Weapon Focus (club).

Bouncer: Male Human COM4/WAR1; CR 4; Medium-size humanoid; HD 4d4+4, 1d8+1; hp 22; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +6 (1d6+2/X2, club); AL N; Fort +4, Ref +1, Will +2; Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy -1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +1, Jump +2, Listen +2, Perform -1, Sense Motive +4, Spot +3, Swim +2; Alertness, Improved Unarmed Strike, Weapon Focus (club).

Bouncer: Male Human COM4/WAR3; CR 6; Medium-size humanoid; HD 4d4+4, 3d8+3; hp 33; Init +4; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +8 (1d6+2/X2, club); AL N; Fort +5, Ref +2, Will +2; Str 14, Dex 11, Con 13, Int 8, Wis 10, Cha 8.

Skills and Feats: Appraise -1, Bluff -1, Climb +2, Concentration +1, Crafts -1, Diplomacy +1, Disguise -1, Forgery -1, Gather Information -1, Intimidate +3, Jump +2, Listen +2, Perform -1, Sense Motive +5, Spot +3, Swim +2; Alertness, Improved Initiative, Improved Unarmed Strike, Weapon Focus (club).

Customization: Bouncers in extremely tough areas, or in a gang clubhouse, are probably mercenaries who are Warriors through and through. In less extreme circumstances a few more levels of warrior might be appropriate. Bouncers generally aren't hired in high class establishments, where the bartender can talk down most confrontations, but some ale halls keep a stout bus-boy on staff just in case. These should be strong commoners, without warrior levels.

Courtesan

Courtesans are practitioners of the oldest profession. They ply their trade in cities and large towns, selling favours for gold and goods. Generally, in small towns, there will be few, if any, courtesans - a tightly-knit community tries to avoid the degradation of their own in this way. The



obvious exception would be a small town with a large seasonal influx of single men - during a grand festival, after the winter pack-ice breaks up and the ships come into harbour, or when the silk merchants make their annual pilgrimage over the mountains. In these exceptional cases the courtesans will probably have come from elsewhere as well, and because they are treated rather poorly by the community they tend to only frequent the docks, festival grounds, taverns and temporary markets where other outsiders are in the majority.

A high-class or courtly courtesan, by way of contrast, will usually be maintained by a single patron or exclusive group of patrons, either through a monthly stipend or by a combination of gifts and cash. These women live lavishly and enjoy all of the perks of upper-class life, except for those that a sterling reputation provides. In some cultures courtesans have official, political or religious functions in the rich or noble classes. In these cultures they are never as esteemed as a legal spouse, but they are tolerated and accepted as long as they are discrete and do not try to usurp the role or status of the legal spouse. In fact, they might even live within a noble palace or villa or be ensconced in a noble estate in the fashionable countryside.

A third role that courtesans might play is that of a fawning attendant. Their occupations are usually more sensual than sexual: massage, dancing, flirting, or even just being a pretty chess partner to the wealthy and powerful. Attendants might be a part of a larger retinue, or on occasion paid staff at exclusive clubs, where their job is to make the members feel special.

Male versions of the courtesan are certainly available in most large cities. The range of roles and status of the male courtesan is as broad as their female counterparts: low-level street hustlers provide furtive encounters for ready cash; a gigolo is more stylish and less obviously for hire; and then there is the "kept man", secreted away in a well-appointed villa across town, always at the ready to provide entertainment, diversion, conversation or other services for his patron. Male courtesans are usually less harassed by the constabulary and general society many upstanding citizens refuse to even acknowledge they exist, and this sort of anonymity provides a type of freedom. Moreso in the upper ranks, where marriages of convenience often favour the dotard old husbands over the vibrant younger women, few begrudge the young lady her pleasure, as long as she is discrete and respectful of her position.

Rules to Remember: Profession (Courtesan)? Don't ask, we aren't even going to open that can of worms. You will probably want to use Sense Motive checks if the "client" is actually an undercover member of the constabulary, or if the "client" is just looking for information. Courtesans are very chatty until they think that the money has left the table.

Courtesan: Female Human COM1; CR 0.5; Medium-size humanoid; HD 1d4; hp 3; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d6/X2, club); AL N; Fort +0, Ref +0, Will +0; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +1, Diplomacy +3, Perform +1, Profession (Courtesan) +6, Sense Motive +1; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy).

Courtesan: Female Human COM3; CR 2; Medium-size humanoid; HD 3d4; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d6/X2, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 11.

Skills and Feats: Appraise +1, Diplomacy +4, Perform +1, Profession (Courtesan) +8, Sense Motive +4; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Courtesan: Female Human COM5; CR 4; Medium-size humanoid; HD 5d4; hp 13; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d6/X2, club); AL N; Fort +1, Ref +1, Will +1; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +1, Diplomacy +5, Disguise +1, Gather Information +2, Intimidate +1, Perform +2, Profession (Courtesan) +10, Sense Motive +5; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy), Skill Focus (Sense Motive).

Courtesan: Female Human COM7; CR 6; Medium-size humanoid; HD 7d4; hp 18; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +3 (1d6/X2, club); AL N; Fort +2, Ref +2, Will +2; Str 10, Dex 10, Con 10, Int 10, Wis 10, Cha 12.

Skills and Feats: Appraise +1, Bluff +1, Diplomacy +6, Disguise +1, Gather Information +5, Intimidate +1, Perform +2, Profession (Courtesan) +12, Sense Motive +5; Skill Focus (Profession(Courtesan)), Skill Focus (Diplomacy), Skill Focus (Sense Motive), Skill Focus (Gather Information).

Customization: If you are constructing a courtesan who is in cahoots with other ruffians, acting as bait for their predations on unsuspecting pocket books, move the ranks from Diplomacy to Bluff. For a solo courtesan who actually provides the services promised, but who lifts extra payment from the client's pouch, drop a few ranks of Profession (Courtesan) and add them to Pick Pocket. You might also want to exchange Skill Focus (Diplomacy) for Skill Focus



(Pick Pocket).



A very high-class courtesan, either male or female, could use levels of aristocrat to broaden the skill base to make sure that the professional doesn't seem out of place at a state dinner, or courtly ball, and will have more scintillating and elegant conversation in the carriage on the way back to the love-nest, away from prying eyes.

Fence

In most large cities there are those who have a knack for buying and selling but for one reason or another are not moved to find employment in legitimate business. For some, they cannot abide the regular and sober hours of a store; others are convinced that they might get lucky and make that one big score that will allow them to retire. Still others find themselves in the profession by accident, being too cowardly to steal yet having the connections and knowledge to make theft profitable. In short, they specialize in buying and selling stolen goods.

A low-level fence is little more than a street hustler, selling cheap stolen jewelry on street corners and in back alleys. An experienced fence, however, has a network of contacts that allows him to sell items quickly and quietly, and the knowledge to tell quality goods from drek. His customers almost always get whatever they want or need with no questions asked.

Rules to Remember: Gather Information is the skill which governs finding contacts and the like. Finding a buyer for a particular item should be checked against a DC of 15 to 25 based on the rarity and value of the item. Only use Bluff or Diplomacy when in direct negotiations.

Fence: Male Human COM1; CR 1/2; Medium-size humanoid; HD 1d4+-1; hp 2; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +0 (1d4/19-20, dagger); AL N; Fort -1, Ref +0, Will +0; Str 10, Dex 10, Con 8, Int 12, Wis 11, Cha 12.

Skills and Feats: Appraise +3, Bluff +5, Concentration -1, Crafts +1, Diplomacy +1, Disguise +1, Forgery +1, Gather Information +1, Intimidate +3, Perform +1, Search +1, Sense Motive +1, Spot +2; Run, Skill Focus (Bluff).

Fence: Male Human COM3; CR 2; Medium-size humanoid; HD 3d4+-3; hp 5; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +1 (1d4/19-20, dagger); AL N; Fort +0, Ref +1, Will +1; Str 10, Dex 10, Con 8, Int 12, Wis 11, Cha 12.

Skills and Feats: Appraise +6, Bluff +6, Concentration -1, Crafts +1, Diplomacy +1, Disguise +1, Forgery +1, Gather Information +2, Intimidate +3, Perform +1, Search +1, Sense Motive +2, Spot +2; Run, Skill Focus (Bluff), Skill Focus (Appraise).

Fence: Male Human COM5; CR 4; Medium-size humanoid; HD 5d4+-5; hp 8; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +2 (1d4/19-20, dagger); AL N; Fort +0, Ref +1, Will +1; Str 10, Dex 10, Con 8, Int 13, Wis 11, Cha 12.

Skills and Feats: Appraise +7, Bluff +6, Concentration -1, Crafts +1, Diplomacy +2, Disguise +1, Forgery +1, Gather Information

+2, Intimidate +3, Perform +1, Search +2, Sense Motive +2, Spot +3; Run, Skill Focus (Bluff), Skill Focus (Appraise).

Fence: Male Human COM7; CR 6; Medium-size humanoid; HD 7d4+-7; hp 11; Init +0; Spd 30; AC 10 (touch 10, flat-footed 10); Atk +4 (1d4/19-20, dagger); AL N; Fort +1, Ref +2, Will +2; Str 10, Dex 10, Con 8, Int 13, Wis 11, Cha 12.

Skills and Feats: Appraise +8, Bluff +7, Concentration -1, Crafts +1, Diplomacy +3, Disguise +1, Forgery +1, Gather Information +2, Intimidate +3, Perform +1, Search +2, Sense Motive +2, Spot +4; Run, Skill Focus (Bluff), Skill Focus (Appraise), Weapon Focus (dagger).

Customization: For a less professional fence substitute Toughness for Run and Improved Initiative or Skill focus (Intimidate) for Skill focus (Appraise); also shift ranks from Diplomacy and Appraise to Forgery and Intimidate. For a more business-like middleman drop Run and Weapon focus (Dagger) and add Skill focus (Diplomacy) and Skill Focus (Gather Information). In communities where magic is common, Iron Will can be Substituted for Run by any fence.



Gambler

Gamblers are not necessarily members of a profession, more adherents of a vice or a calling. In cities where gambling is legal, gamblers are above ground and legit, even if they aren't respectable and their methods border on cheating. Few gamblers can make a living without running hustles - taking advantage of naïve or overconfident amateurs - and accumulating many enemies. The truly professional gambler rarely stays in the same town for more than a few weeks. In cities where gambling is illegal, professional gamblers often take on the role of the "House" in back alley games of chance, fronting the money and dealing the cards. These experienced gamblers assume a few small money-lending responsibilities as well.

Rules to remember: Use an opposed Bluff vs. Sense motive check to establish the winner of card games. Simple games of luck such as dice games should be Profession (Gambling) skill checks rolled against a DC20-25. In either case roll only once for each hour of gambling. Establish the stakes before any dice are rolled and multiply the stakes by half

