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CHARLATAN

Charlatans take advantage of the lack of learning in the Dark Ages to make their way in the world. Using their magical talents and superior cunning and wit, these tricksters awe the superstitious and easily-fooled masses. The charlatan might sell fake remedies to these folk, or he might use his spells to make the simple believe he is far more powerful than he really is. The charlatan might then demand payment under threat of calling down a horrible rain of fire on a town, or could even claim he is divine and begin his own religion.

Adventures: The charlatan always needs to stay one step ahead of both the law and his own lies. Even the simplest farmer will eventually see through the charlatan's tricks, so he must always stay on the move. To avoid his own reputation, the charlatan frequently uses his skill at magic and disguise to appear completely different than his normal appearance, perhaps taking on the guise of an innocent young girl or a defenseless old crone.

Characteristics: The charlatan is a master of illusions and enchantments. He also excels in several skills from the thief's repertoire; the two classes have different methods but share the same goal.

Nobility: Most charlatans care little for concepts such as honor or nobility and try to make a living with as little effort as possible. Occasionally a charlatan will be found with an odd sense of nobility—while he will still lie, steal and dissemble, he will target the rich for his deceptions. After relieving the wealthy of their coin, the charlatan then turns around and donates a portion of his ill-gotten gains to a truly honest man who will use it for the benefit of the poor.

Religion: Charlatans view religion as just another disguise, albeit more useful than most. They love

to pose as simple priests (who could never be accused of stealing). Sometimes a charlatan takes the disguise even further, posing as a god or prophet and attempting to found his own religion.

Background: Charlatans tend to learn their craft through apprenticeship. Young people with an aptitude for the profession occasionally draw the attention of a charlatan. Since an innocent is handy in many forms of deception, the child has the opportunity to learn his craft from the older charlatan while playing a role in the scam: posing as a lost boy crying for his mother, pretending to seek medicine for a sick father, etc.

Bloodline: Charlatans come from all backgrounds, from the lowest slave to the noblest lord.

Other Classes: Charlatans work well with other classes, so long as those classes are able to tolerate the charlatan's disdain for the truth. Members of the clergy (hermits, monks and priests) take an especially dim view of the charlatan's abuse of the church and also distrust the charlatan's use of magic that does not come from a higher source.

Role: The charlatan is an illusionist, trickster and thief. He is also a master of disguise and an expert at various con games.

Iconic Charlatans: All charlatans revere Simon Magus, who founded his own religion and was infamous for attempting to buy a high clerical appointment, as a master of their art.

GAME RULE INFORMATION

Charlatans have the following game statistics.

Abilities: Charisma is the most important ability of the charlatan since this ability is the basis for his magical abilities and many of his skills. Intelligence is



also important since it allows the charlatan access to a wider range of skills.

Nobility: The charlatan has no Nobility minimums or requirements.

Hit Die: 1d6

CLASS SKILLS

The charlatan's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Diplomacy (Cha), Disguise (Cha), Forgery (Int), Gather Information (Cha), Hide (Dex), Knowledge (local) (Int), Move Silently (Dex), Sense Motive (Wis), Spellcraft (Int), Use Magic Device (Cha), Use Rope (Dex).

Skill Points at 1st Level: (4 + Int modifier) x4.

Skill Points at Each Additional Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the charlatan.

Weapon and Armor Proficiency: Charlatans are proficient with the dagger, quarterstaff and sling. They are proficient with no armor or shields.

Arcane Spells: A charlatan casts arcane spells drawn from the charlatan spell list.

To cast a spell, a charlatan must have a minimum Charisma ability score equal to at least 10 + the spell's level (11 for a 1st-level spell to as high as 19 for a 9th-level spell).

Like other spellcasters, the charlatan receives only a limited number of spell points each day as detailed on Table 4-1: Spell Points. The charlatan gains bonus spell points equal to his Charisma modifier.

Silver Tongued: Charlatans are accomplished at deceiving others and gain the listed bonus on all Charisma and Dexterity based class skills.

Snake Oil: The charlatan excels at creating fake potions that he can sell to the masses. At 2nd level the

TABLE 2-1: THE CHARLATAN

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1 st	+0	+0	+0	+2	Arcane Spells
2 nd	+1	+0	+0	+3	Silver Tongued +2; Snake Oil
3 rd	+1	+1	+1	+3	Banter
4 th	+2	+1	+1	+4	Trickster +1
5 th	+2	+1	+1	+4	Bonus Feat
6 th	+3	+2	+2	+5	Silver Tongued +4
7 th	+3	+2	+2	+5	
8 th	+4	+2	+2	+6	Trickster +2
9 th	+4	+3	+3	+6	
10 th	+5	+3	+3	+7	Bonus Feat
11 th	+5	+3	+3	+7	
12 th	+6/+1	+4	+4	+8	Silver Tongued +6; Trickster +3
13 th	+6/+1	+4	+4	+8	
14 th	+7/+2	+4	+4	+9	A Thousand Faces
15 th	+7/+2	+5	+5	+9	Bonus Feat
16 th	+8/+3	+5	+5	+10	Trickster +4
17 th	+8/+3	+5	+5	+10	
18 th	+9/+4	+6	+6	+11	Silver Tongued +8
19 th	+9/+4	+6	+6	+11	Timeless Body
20 th	+10/+5	+6	+6	+12	Trickster +5

charlatan can create a vial of snake oil at a cost of one shilling. On a successful Bluff check (DC 15), the charlatan can sell the vial for 10 shillings. The more educated the charlatan's target, the more difficult this check is. A target that is literate raises the DC of this Bluff check to 20. Every rank the target possesses in a Knowledge skill or in the Spellcraft skill raises the DC by one.

Banter: At 3rd level the charlatan gains a competence bonus to his Armor Class equal to his Charisma modifier.

Trickster: The charlatan possesses knowledge of the human mind and eye and is skilled at tricking both. The saving throw DC of all enchantment and illusion spells cast by the charlatan is increased by the amount listed on the class table.

Bonus Feats: At 5th, 10th and 15th level, the charlatan gains a bonus feat. This bonus feat can be any item creation feat or metamagic feat for which the charlatan meets the prerequisite.

A Thousand Faces: At 14th level, the charlatan is such an accomplished liar that he can assume any appearance at will as if using the *alter self* spell.

Timeless Body: At 19th level, the charlatan no longer suffers penalties to his ability scores from age. Any penalties already incurred remain, as do all ability score bonuses due to age. The charlatan continues to accrue bonuses as he ages, and dies after exceeding the maximum age for his race.

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