

Student

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	0	2	1	Library Card level 1
02	0	3	0	3	1	
03	1	3	1	3	2	Cheat Sheet 1
04	1	4	1	4	2	Library Card level 2
05	1	4	1	4	3	Rope Climb/Pop Quiz
06	2	5	2	5	3	Cheat Sheet 2
07	2	5	2	5	3	
08	2	6	2	6	4	Library Card level 3
09	3	6	3	6	4	Cheat Sheet 3
10	3	7	3	7	5	Chin Up/ Debate Team
11	3	7	3	7	5	
12	4	8	4	8	5	Library Card level 4, Cheat Sheet 4
13	4	8	4	8	6	
14	4	9	4	9	6	
15	5	9	5	9	7	Take a Lap/Cram Session, Cheat Sheet 5
16	5	10	5	10	7	Library Card level 5
17	5	10	5	10	7	
18	6/1	11	6	11	8	Cheat Sheet 6
19	6/1	11	6	11	8	
20	6/1	12	6	12	9	Library Assistant, Dodge ball

The student is a weakling at first but has adaptability unlike any other class on hand. Students have access to open up locked skills for the class, boost stats, and even copy over other class's abilities to use as their own.

Library Card – at first level and ever 4th level afterwards the player can use this ability and make one non-class skill a class skill and gain 10 skill points in it. If a player instead chooses to not use it for a new skill in turn they can gain 20 skill points in general to disperse where they want provided they do not exceed the levels skill limit.

Cheat Sheet – at 3rd level the student can copy one other class's ability of level 1 or 2, at 6th level they can take a ability up to level 4, 9th up to level 7, 12th up to level 10, 15th up to level 13, and 18th up to level 15. The ability they take cannot be switched out or changed after the choice is made, cannot exceed level 15 abilities (if the character goes on beyond 20th level in the class) and the abilities must be chosen at the point they are gained in leveling (i.e. a new character created at level 15 cannot take all 13th level abilities they must treat the ability as if they leveled each time) Taking abilities that increase over time based on a certain class, such as Sneak attack does not increase unless it's taken again thru another level of cheat sheet and taking the 13th level of such abilities does not work it is counted as you take the abilities 1st appearance in the other class.

Rope Climb/Pop Quiz – The player gains a choice of one of these two abilities Rope Climb adds a +1 to their Strength Score while Pop Quiz adds a +1 to their Intelligence score

Chin up/ Debate Team – The player gains a choice of one of these two abilities Chin Up increases the players Endurance Score by +1 or Debate Team which raises their Charisma Score by +1

Take a Lap/ Cram Session – The player gains a choice of one of these two abilities Take a Lap increases Dexterity by 1 while Cram Session increase Wisdom by 1

Dodge ball – The player rolls two d6, results of each die increases a stat by 1 with the choices being 1 – Strength, 2 – Dexterity, 3 –Endurance, 4 – Intelligence, 5 – Wisdom, 6 – Charisma

Weapon Proficiencies:

Simple Weapons

Armor Proficiencies:

Light Armor

Hit Die: 1d6

Skills: Skills: (points per level 50 + INT Mod), Acrobatics, Animal Empathy, Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Forgery, Gather Info, Intimidate, Knowledge (all skills), Medical, Navigate, Notice, Perform, Profession, Ride, Search, Seduction, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device, Use Tech

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