

Wanderer

Level	Base Attack	Resist Save	Reflex Save	Will Save	Defense Bonus	Special Ability
01	0	2	0	2	1	Select Knowledge 1
02	0	3	0	3	1	Bonus Feat
03	1	3	1	3	2	+10 Skill Points
04	1	4	1	4	2	Road Stories, Bonus Feat
05	1	4	1	4	2	Select Knowledge 2
06	2	5	2	5	3	Bonus Feat, +10 Skill Points
07	2	5	2	5	3	
08	2	6	2	6	3	Able Survivalist, Bonus Feat
09	3	6	3	6	4	+10 Skill Points
10	3	7	3	7	4	Bonus Feat, Select Knowledge 3
11	3	7	3	7	4	
12	4	8	4	8	5	World Traveler, Bonus Feat, +10 Skill Points
13	4	8	4	8	5	
14	4	9	4	9	5	Bonus Feat
15	5	9	5	9	6	+10 Skill Points, Select Knowledge 4
16	5	10	5	10	6	Stories of Legend, Bonus Feat
17	5	10	5	10	6	
18	6/1	11	6	11	7	Bonus Feat, +10 Skill Points
19	6/1	11	6	11	7	
20	6/1	12	6	12	7	Survivor-man , Bonus Feat, Select Knowledge 5

A Wanderer is the most general terms for a person who travels the world in search of adventure. They tend to be educated individuals in both the world around them and the basics of survival. Although not a strong fighter they gain key insight that aids them to finding out the best places to strike.

Select Knowledge – A wanderer gains a +2 bonus in one weapon of their choice with damage and to hit. At 5th level they gain another bonus that can either be added to the weapon they already have knowledge for double the bonus or a new weapon at +2. The weapon chosen is always that exact type, such as if the wander took Chain whip if they had a whip they would not gain the bonus unless it's a chain whip. It doesn't have to be the same weapon all the time just the same exact type. If the player chooses to increase the weapon bonus each time they acquire this ability the bonus increases by 2 every time thus at 5 it would be +4, 10 +6, 15 +8, and 20 +10. This is not a magical bonus it's a class based bonus.

Bonus Feat – At 2nd level and every 2 levels there after the Wanderer can choose any feat as long as they meet the requirements for them, unlike other classes they are not limited in their choice or selection of bonus feats.

+10 Skill Points – Starting at 3rd level and every 3rd level after that a Wanderer being well traveled is far more skilled then others thus they gain 10 extra skill points to spend on any skill. They still are limited by the max for that given level. This makes the wanderer a far more diverse character in multiple tasks that may come up in their travels.

Road Stories – At 4th Level or higher a Wanderer has sat in at many stories and has a bonus to dealing with that story. It plays out granting a Bonus in +2 combat and +4 skill checks against People with a Reputation score matching their level or lower.

Able Survivalist – At 8th level or higher a Wanderer has the ability 1/per day gain +2d8+Wanderer level

in healing and remove (Blindness, Deafness, Sickness, and exhaustion) from a meal.

World Traveler – At 12th level or higher a Wanderer has the ability to study a target for 1d4 rounds, after the time they mimic the following based on how long they could wait without being disrupted (concentration check) [1 round – Mimic damage of a weapon, 2 rounds – Mimic to hit of melee weapon, 3 rounds – Mimic Ability of target such as Rage or Sneak Attack, 4 rounds – Mimic Ninja / Martial Artist Technique of choice without chi] this ability can be performed as long as the battle but the Wanderer does not retain the ability at the end of battle. This ability can be used at ¼ the Wanders Level in uses per day.

Stories of Legend – At 16th level or higher a Wanderer has learned of a legendary subject (see below for the listing) they gain a bonus towards +4 combat and +8 skills that involve such legendary subjects. Or if the GM allows the Wanderer may hold a key to a great power (such as a powerful Technique [A or S class] or a legendary weapon / item)

Survivor-man - At 20th level a Wanderer can gain back 6d8 + Wanderer Level in healing and remove all status effects with a single meal.

Weapon Proficiencies: Simple, Martial

Armor Proficiencies: Light

Hit Die: 1d8

Skills: (points per level 50 + INT MOD) Bluff, Climb, Concentration, Craft, Decipher Script, Diplomacy, Disguise, Drive, Escape Artist, Gather Info, Jump, Knowledge Area, Knowledge Astrology, Knowledge Foreign Culture, Knowledge Geography, Knowledge History, Knowledge Law, Knowledge Mechanics, Knowledge Nature, Knowledge Religion, Navigate, Notice, Perform, Profession, Repair, Ride, Stealth, Streetwise, Swim, Taunt, Use Rope, Use Magic Device, Use Tech