

Dabbler

Vitality: 2

Skills: 4+1

Good Saves: Choose any two appropriate to the Theme.

Base Attack and To-Hit Bonuses by Level		
Level	BAB	To-Hit
1	1	+5
2	2	+6
3	3	+7
4	3	+7
5	4	+9
6	5	+10
7	6	+11
8	6	+11
9	7	+13
10	8	+14
11	9	+15
12	9	+15
13	10	+17
14	11	+18
15	12	+19
16	12	+19
17	13	+21
18	14	+22
19	15	+23
20	15	+23

Bards are dabblers in the *Perform Skill* [in whichever form the Bard in question uses. Most often this is in the form of music, but some Bards might be Speakers or Actors or Dancers] who have *Soulbending Performance* as a Skill Art, using it to bring forth powerful effects in the Souls of those who witness the performance.

Alchemists are dabblers founded in *Alchemy* who have *Mutagen or Bomb* as a Skill Art, taking the basic principles of Alchemy and using it to do some crazy awesome shit.

Artificers are Dabblers founded in a more mechanical *Craft* who have *Extraction* as a Skill Art, amplifying their ability to convert monsters into magical equipment.

Druids are Dabblers in *Nature* who have *Wildshape* as a Skill Art, enabling them to transform into beasts of the Earth.

Clerics are Dabblers in *Religion* who have *Domains* as a Skill Art, granting them the gifts of their god.

Binders are Dabblers in *Spellcraft* who have *Binding* as a Skill Art, enabling them to Bind the souls of legends long gone to their own in order to borrow the powers of the past.

Medics are Dabblers in *Heal* who have *Triage* as a Skill Art, enabling them to sense changes in the condition of their companions and react with restorative magic accordingly.

Dabblers typically have access to [Midgrade spellcasting](#), but in some cases they may have no spellcasting at all, such as the Binder. Or in even rarer cases have a *very* weak form of Full Spellcasting, such as the Medic.