THE DILETTANTE

(PLAY ANYTHING)

The Dilettante Base Class

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Dilettante

A New Base Class for the Pathfinder Roleplaying Game

(Sung to the tune of "If You Are Happy And You Know It")
"If you get distracted and you know it play this class!
If you multiclass and you know it play this class!!
If you get bored with one class and you really want to show it, play this class!"

Hit Dice: D8.

Role:

Yes, the dilettante is designed for you to multiclass into and out of. Some characters will only need to take a level or two in this class but others will stick it out for the long term. If a character does decide that they want to be a professional dilettante they will have a lot of class features to track.

Alignment: Any

Starting Wealth: 5D6 x 10 GP

(average 175 gp.) In addition, each character begins play with an outfit worth 10 gp or less.

Class Skills

The dilettante treats all skills as class skills.
Skill Ranks per Level: 4 + Int modifier.

Class Features:

The following are the class features of the dilettante.

Weapon and Armor Proficiency:

The dilettante is proficient with all simple and martial weapons and with all armor (heavy, light, and medium) and shields (including tower shields).

Table 1-1: The Dilettante

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+0	Amateur, build
2nd	+1	+0	+0	+0	Amateur, saves
3rd	+2	+1	+1	+1	Amateur
4th	+3	+1	+1	+1	Amateur, rookie
5th	+3	+1	+1	+1	Amateur, prestigious
6th	+4	+2	+2	+2	Amateur
7th	+5	+2	+2	+2	Amateur
8th	+6/+1	+2	+2	+2	Amateur
9th	+6/+1	+3	+3	+3	Amateur, prestigious
10th	+7/+2	+3	+3	+3	Amateur, eternal student
11th	+8/+3	+3	+3	+3	Amateur
12th	+9/+4	+4	+4	+4	Amateur
13th	+9/+4	+4	+4	+4	Amateur, prestigious
14th	+10/+5	+4	+4	+4	Amateur
15th	+11/+6/+1	+5	+5	+5	Amateur, cross-training
16th	+12/+7/+2	+5	+5	+5	Amateur
17th	+12/+7/+2	+5	+5	+5	Amateur, prestigious
18th	+13/+8/+3	+6	+6	+6	Amateur
19th	+14/+9/+4	+6	+6	+6	Amateur
20th	+15/+10/+5	+6	+6	+6	Amateur, master amateur

Amateur (Ex):

At each level, a dilettante gains one 1st level class feature of a base class of their choosing. This excludes spellcasting abilities. This does not grant them any other aspect of the class (HD, skill points, class skills, spell lists, spells per day, etc). The dilettante does not inherit any of the codes of conducts of this class and may ignore any alignment restrictions for entry (as they are not actually taking a level in the class). For the purpose of class features gained in this fashion, they always count as a 1st level member of that class. A given class may be selected more than once, but each time it applies to a new class feature. A class's proficiency may be selected as a "class feature" (including interactions between arcane spellcasting and armor). Class features with the same name or effect do not stack, even when they normally would (such as sneak attack damage dice).
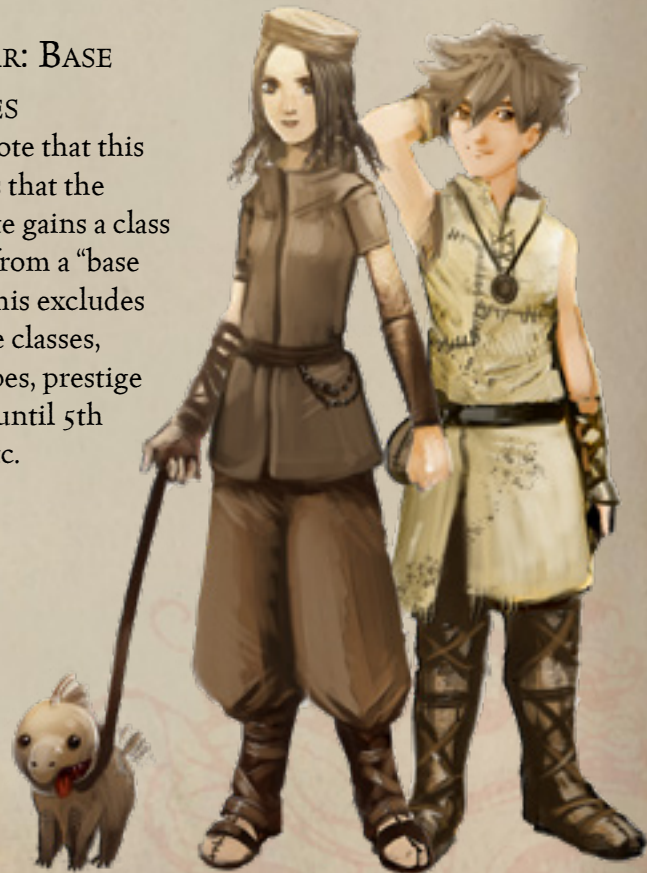
Build:

At 1st level, the dilettante selected one benefit that alters the way in which this class functions for them. Once this choice has been made, it cannot be changed.

- **Warrior:** Treat the dilettante class as though it had the BAB progression of a fighter (+20 at 20th level) and d10 hit dice.
- **Magic-User:** When a new dilettante level is gained, they gain new spells per day as if he had also gained a level in the class they selected for their 1st level amatur class feature. He does not, however, gain other benefits a character of that class would have gained (including things like bloodlines, domains, arcane schools, or even the bonus spells associated with those). This essentially means that he adds the level of dilettante to the level of whatever other arcane spellcasting class and divine spellcasting class the character has, then determines spells per day, spells known, and caster level. If the class they have selected has access to 0th level spells, the dilettante gains this ability as well. A magic user casting in this fashion cannot cast beyond 6th level spells. Unlike a normal caster, a dilettante with the magic user-build does not gain bonus spells per day for having high ability scores.

Saves:

At 2nd level, select one of the following options. Once this choice has been made, it cannot be changed:

- **Supernatural Saves (Su):** The dilettante gains a bonus on all Saving Throws equal to the bonus (if any) of one mental ability score (Charisma, Intelligence, or Wisdom) of his choosing to a maximum of +1/4th their level (minimum +1). The dilettante cannot add a given ability score to a save more than once. Once this choice has been made, it cannot change.
- **Acrobatic Saves (Ex):** Treat the dilettante class as though it had the Reflex save progression of a rogue (+12 at 20th level). In addition the dilettante gains the evasion class feature of the rogue at 2nd level, the uncanny dodge class feature of the rogue at 4th level, the improved uncanny dodge class feature of the rogue at 8th level, and the improved evasion class feature of the monk at 9th level.
- **Trained Saves (Ex):** Select 2 saves. The dilettante treats those saves as if they had the monk's save progression on them (being +12 at 20th level).

Rookie:

At 4th level, the dilettante can select 2nd level class features with the amature class feature that you have taken at least one 1st level class feature from.

Prestigious:

At 5th level, the amateur class feature extends to a single prestige class of the dilettante's choice. Within the context of the amateur class feature they can, however, only bypass feat requirements. A skill requirement for a prestige class, within this context, can be bypassed so long as they have a number of dilettante levels equal to the number of ranks in that skill required. (A 5th level dilettante could bypass a class that requires 5 ranks in Stealth for example). Use the highest skill rank requirement to determine this.

At 9th level and every 4 levels thereafter they may add another prestige class to the list the dilettante can take class features from with amature.

Eternal Student:

At 10th level, for the purposes of the amature class feature the dilettante's effective character is equal to 1/4th their total character level.

Cross-Training:

Starting at 15th level if a class feature gained from the amature class feature has a component based on an ability score, the dilettante can cause that ability to be based on another ability score. Only physical ability scores (Strength, Dexterity, Constitution) can replace physical ability scores and only mental ability scores (Intelligence, Wisdom, Charisma) can replace mental ability scores. A dilettante selects what ability scores are associated with what class features at the start of each day.

Examples:

If a dilettante had smite evil from a paladin they normally add their Charisma modifier to their attack roll. Using this ability they can chose to have it add their Intelligence modifier instead. If a dilettante had rage from a barbarian they normally use their Constitution modifier to determine how many rounds per day they can rage for. Using this ability they could chose to have it be based on their Dexterity modifier.

Master Amature:

At 20th level, for the purposes of the amature class feature the dilettante's effective character is equal to their 1/2 dilettante level.

Sidebar: How to Run a Dilettante

A dilettante can be a very powerful character depending on what the GM allows it access to. We can not possibly future-proof every combination of class features possible in the game so we strongly recommend that the dilettante's player check with the GM when considering what class features to select from other classes. This class can also require a bit of book keeping (particularly the spellcaster build) so be ready for that.

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