

Skill Points, Armor and Weapons Usable by Class

Character Class	Initial Skill Points	Skill Points/Level	HD	Armor
Adept	(2 + Int Modifier) x 4	2 + Int Modifier	d6	None
Ardent	(2 + Int Modifier) x 4	2 + Int Modifier	d6	All Armor, Shields
Aristocrat	(4+ Int Modifier) x 4	4+ Int Modifier	d8	All Armor and Shields
Barbarian	(4+ Int Modifier) x 4	4 + Int Modifier	d12	Light, Medium, Shields
Bard	(6 + Int Modifier) x 4	6 + Int Modifier	d6	Light, Shields
Begulier	(6+Int Modifier) x 4	6 + Int Modifier	d6	Light Armor, not shields
Cleric	(2 + Int Modifier) x 4	2 + Int Modifier	d8	Light, Medium, Heavy, Shields
Commoner	(2 + Int Modifier) x 4	2 + Int Modifier	d4	None
Courtier	(8 + Int Modifier) x4	(8 + Int Modifier)	d6	None
Divine Mind	(2 + Int Modifier) x 4	2 + Int Modifier	d10	All Armor, Shields
Dragon Shaman	(2 + Int Modifier) x 4	2 + Int Modifier	d10	Light, Medium, shields
Druid	(4 + Int Modifier) x 4	4 + Int Modifier	d8	Light*, Medium*, Shields*
Duskblade	(2 + Int Modifier) x 4	2 + Int Modifier	d8	All armor and Shields
Factorm	(6 + Int Modifier) x 4	6 + Int Modifier	d8	Light armor and Shields
Favored Soul	(2 + Int Modifier) x 4	2 + Int Modifier	d8	Light, Medium Armor, Shields
Favored Soul	(2 + Int Modifier) x 4	2 + Int Modifier	d8	Light, Medium Armor, Shields
Fighter	(2 + Int Modifier) x 4	2 + Int Modifier	d10	All, Shields, Tower Shield
Expert	(6 + Int Modifier) x 4	6 + Int Modifier	d6	Light Armor, but not shields
Healer	(4 + Int Modifier) x 4	4 + Int Modifier	d8	Light Armor, severally
Hexblade	(2 + Int Modifier) x 4	2 + Int Modifier	d10	hampered if use a shield or metal armor Light Armor only (can cast spells in Light Armor with no chance of failure)
Inkyo-El. Monk	(4 + Int Modifier) x 4	4 + Int Modifier	d8	Light Armor
Knight	(2 + Int Modifier) x 4	2 + Int Modifier	d12	All Armor, Shields
Lurk	(4 + Int Modifier) x 4	4 + Int Modifier	d6	Light Armor, Shields
Monk	(4 + Int Modifier) x 4	4 + Int Modifier	d8	None
Ninja	(6 + Int Modider) x 4	6 + Int Modifier	d6	None
Ninja	(4 + Int Modifier) x 4	4 + Int Modifier	d6	None
Paladin	(2 + Int Modifier) x 4	2 + Int Modifier	d10	All, Shields
Psion	(2 + Int Modifier) x 4	2 + Int Modifier	d4	None
Psychic Warrior	(2 + Int Modifier) x 4	2 + Int Modifier	d8	All, Shields
Ranger	(6 + Int Modifier) x 4	6 + Int Modifier	d8	Light, Shields
Rogue	(8+ Int Modifier) x 4	8 + Int Modifier	d6	Light Armor
Samurai	(2 + Int Modifier) x 4	2 + Int Modifier	d10	All Armor, no Shields
Samurai	(4 + Int Modifier) x 4	4 + Int Modifier	d10	Light and Medium Armor and Great Armor, no Shields
Scout	(8 + Int Modifer) x 4	8 + Int Modifier	d8	Light Armor, Shields
Shungenja	(4 + Int Modifier) x 4	4 + Int Modifier	d6	None
Shungenja	(2 + Int Modifier) x 4	2 + Int Modifier	d6	None
Sorcerer	(2 + Int Modifier) x 4	2 + Int Modifier	d4	None
Soul Knife	(4 + Int Modifier) x 4	4 + Int Modifier	d10	Light Armor, Shields
Spellthief	(6 + Int Modifier) x 4	6 + Int Modifier	d6	Light Armor only
Spirit Shaman	(4 + Int Modifier) x 4	4 + Int Modifier	d8	Light Armor and Shields only
Swashbuckler	(4 + Int Modifier) x 4	4 + Int Modifier	d10	Light Armor
Warlock	(2 + Int Modifier) x 4	2 + Int Modifier	d6	Light Armor only
Warmage	(2 + Int Modifier) x 4	2 + Int Modifier	d6	Light Armor, Light Shields, Medium at 8th level

Character Class	Initial Skill Points	Skill Points/Level	HD	Armor
Warmage	(2 + Int Modifier) x 4	2 + Int Modifier	d6	Light Armor, Light Shields, Medium at 8th level
Warrior	(2 + Int Modifier) x 4	2 + Int Modifier	d8	Simple and Martial Weapons
Wilder	(4 + Int Modifier) x 4	4 + Int Modifier	d6	Light Armor, Shields
Wizard	(2 + Int Modifier) x 4	2 + Int Modifier	d4	None
Wu Jen	(2 + Int Modifier) x 4	2 + Int Modifier	d4	None
Prestige Classes	Given in Prestige Class write up.			

Note:

Humans start with 4 extra skill points and get one additional skill point per level

Shields does not include Tower Shields

* May not use metal armor

Character Class	Weapons and Weapon Classes (Simple, Martial and Exotic)
Adept	Simple Weapons
Ardent	All Simple Weapons
Aristocrat	Simple and Martial Weapons
Barbarian	Simple and Martial Weapons
Bard	Simple, Long Sword, Rapier, Sap, Short Sword, Shortbow, Whip
Begulier	Simple Weapons, hand crossbow
Cleric	Simple only
Courtier	Simple Weapons and Short Sword (Wakizashi)
Divine Mind	Simple and Martial
Dragonfire Adept	Simple Weapons
Dragon Shaman	Simple
Druid	Club, Dagger, Dart, Quarterstaff, Scimitar, Sickle, Shortspear, Sling, Spear
Duskblade	Martial
Expert	Simple Weapons
Factotum	Simple and Martial
Favored Soul	Their deity's favored weapon
Favored Soul	Simple Weapons and Deity's favored Weapon
Fighter	Simple and Martial Weapons
Healer	Simple Weapons
Hexblade	Simple and Martial Weapons
Inkyo-Elight. Monk	Simple Weapons
Knight	Simple and Martial Weapons
Lurk	Simple and Martial Weapons
Marshal	Simple and Martial Weapons
Monk	Club, Crossbow, Handaxe, Javelin, Kama, Nunchaku, Quarterstaff, Sai, Shuriken, Slangham, Sling
Ninja (S. Adv.)	Simple, Hand Crossbow, Kama, Kukri, Nunchaku, Sai, Shortbow, Short Sword, Shuriken and Siangham
Ninja	Dagger, Dart, Shuriken, Katana, Ninja-to, Chain, Kusari-gama, Blowgun and weapons designated as Ninja Weapons
Paladin	Simple and Martial
Psion	Club, Dagger, Crossbow, Quarterstaff, Shortspear
Psychic Warrior	Simple and Martial
Ranger	Simple and Martial

Rogue	Simple Weapons, Rapier, Shortbow, Short Sword
Samurai	Simple and Martial Weapons
Character Class	Weapons and Weapon Classes (Simple, Martial and Exotic)
Samurai	Simple and Martial Weapons
Scout	Simple Weapons, handaxe, throwing axe, short sword and short bow
Shungenja	Simple Weapons and Short Sword (Wakizashi)
Shungenja	Simple Weapons and Short Sword (Wakizashi)
Sorcerer	Simple Weapons
Soul Knife	Mind Blade, Simple Weapons
Spellthief	Simple Weapons
Swashbuckler	Simple and Martial Weapons
Warlock	Simple
Warrior	Simple and Martial Weapons
Wilder	Simple Weapons
Wizard	Club, Dagger, Crossbow, Quarterstaff
Wu Jen	Simple Weapons
Prestige Classes	Given in the Prestige Class Write up

Note:

Learning to use an additional weapon class is a Feat.
 Trying to use a weapon that you are not skilled with has a -4 to hit penalty.

