

0.1 Increased Skill Points v1.0

Increases skills for classes with 2+Int skill points that aren't Intelligence-oriented, and expands the Fighter list of class skills.

0.1.1 More skill points for 2+int classes that don't use Int to cast

The following classes now receive 4+Int skill points per level instead of 2+int:

- Antipaladin
- Cleric
- Fighter
- Paladin
- Sorcerer
- Summoner

0.1.2 Fighter class skill expansion

Fighters gain the following new class feature:¹

Professional: A 1st level fighter may choose 2—5 additional skills to be class skills, to represent their varied training both in and out of formal military institutions. He may choose only 2 skills if both of them are contained on the 'restricted' list below, or 3 skills if only one of them is. Otherwise, he may choose 4 skills. If he chooses only Knowledge skills, he may instead select a total of 5 skills.

The list of restricted skills is as follows: Acrobatics (Dex), Disable Device (Dex), Perception (Wis), Spellcraft (Int), Stealth (Dex), and Use Magic Device (Cha).

0.1.3 Explanation

Skills are an important part of the game outside of combat, and some 3.x classes start with woefully few of them. Sorcerers lack the skill points to be both reasonably knowledgeable about magic, and to have some other (face) skills as well. Fighters in particular need to have more out of combat roles, therefore they also gain some flexibility in selecting class skills. It is now doable to make a Face fighter, for example a professional officer.

0.1.4 Version history and future

This is the first version. Future versions are likely, with the arrival of new classes in the Advanced Class Guide. Also, it may turn out some prestige classes should also benefit from this widget.

¹Credit: this idea is based on [rainzax](http://paizo.com/threads/rzs2qlpd?Professional) at <http://paizo.com/threads/rzs2qlpd?Professional>