

Swindler

People don't see you as a threat, but they should. You have a dangerous way with words where you can convince even the most stubborn of men to do you a favor. Though you are not much of a fighter, the reason you are still alive is because you're extraordinarily lucky. Things in combat just seem to go your way sometimes.

Proficiencies:

- Skills: Barter, Speech, +1 Choice
- Weapons: Pistols, Sub-Machine Guns
- Armor: None

Starting HP: 6 + Endurance Modifier

HP per Level: 2d8 + Endurance Modifier

Level	Class Perk	Level 1 Perk	Level 3 Perk	Level 5 Perk	Proficiency Bonus
1	Docile Nature	+1	+0	+0	+2
2	Lucky Bastard	+1	+0	+0	+2
3	Scratch My Back	+0	+1	+0	+3
4	None	+0	+1	+0	+3
5	Let's Try Again	+0	+0	+1	+4

