

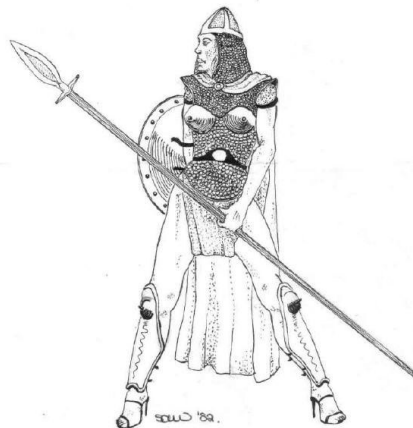


netbook of classes

by simon washbourne

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Crowner

The crowner is usually a minor noble or at the very least comes from a wealthy background and is a person of a reasonable social standing. He is appointed by the king as a recorder of serious crimes, murders and deaths and has the dubious honour of investigating them and pronouncing a verdict once he has made his enquiries. His role is therefore one of an investigator, coroner and judge all in one. Because of this he wields considerable power in the city where he holds office.

Abilities

Find Truth (Wisdom): The crowner is very skilled in distinguishing truth from untruth. When he asks a question and receives a reply, he can tell, with an appropriate Wisdom check, whether that person has lied to him or not.

Case suspect (Wisdom): Using this ability, the crowner is able to find information about a specific person, by detailed observation, and deductive reasoning. A crowner must spend 1d3x10 minutes observing his suspect before a check is allowed. A successful check results in knowledge of the approximate level of the person, distinguishing habits and mannerisms, approximate wealth, whether he seems nervous or is acting suspiciously and other details that the CK might see fit to provide.

Search (Wisdom): The crowner is very good at finding clues and evidence from a thorough search of a body or an area, like a room or the crime scene. Whenever the crowner is actively searching, he gains an additional +2 bonus. This bonus goes up to +3 at 4th level and, +4 at 8th level and +5 at 12th level.

Brow-Beat: Crowners can use their power and station to intimidate peasants and other lower classes. 0-level characters will be uneasy in the presence of the crowner who uses this ability, shuffling from foot to foot, wringing their hands nervously and generally being submissive. They feel compelled to do as the crowner says, within reason, will answer his questions and undertake to assist where they are able to, even if it means taking time off their own work to do so. It affects one 0-level character per level of the crowner and can be used once per day. At 4th level the ability can be used twice per day, at 8th level it can be used three times, and at 12th level it can be used four times per day. Also, it can be used on higher level npc's at higher levels, so by 5th level it can be used on up to 1st level npc's, and thereafter on npc's of at least 4 levels below that of the crowner.

Hue & Cry: At 4th level, a crowner is able to raise the hue & cry. What this means is that the crowner can declare anyone as being a murderer, thief or traitor call upon the local population to form a posse to help to seek the accused and restrain him or her when caught. Once the cry goes out, within an hour, the crowner will have a mob of 3d6 + the crowner's charisma bonus (if any) 0-level characters, bearing staffs, pitchforks, cudgels and

similar 'weapons'. In each of the next three hours 1d6 further 0-level characters will join the posse each hour. After 5 hours from the start of the hue & cry, if the accused hasn't been found, the mob will begin to dissipate, losing 2d6 of their number per hour until they have all returned to their homes. The Hue & Cry can only be raised once in a day.

Dispense justice: The crowner is an appointed legal representative. At 6th level, the character is authorised to administer justice, arbitrate disputes, perform legal functions and so on. The crowner's decisions are legally binding on all but members of the clergy or paladins and knights of a higher level.

Hunch: At 8th level, the crowner is so skilled at his investigations that he gains an almost psychic insight into what happened. Once per day, the player can ask the CK for a clue or a lead that will aid his investigation in some way, if he is stuck. He can ask two such questions at 12th level.

Prime Attribute: Wisdom

Typical races: Any

Starting Gold: 50-300gp

Hit Die: d8

Alignment: Lawful

Weapons: Broadsword, bows, club, dagger, hand axe, hammer, long sword, mace, rapier, short sword, scimitar, staff.

Armour: Leather armour, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail, shields (any).

Abilities: Find truth, Case suspect, Search, Brow Beat, Hue & Cry, Dispense Justice, Hunch

Level	HD	BtH	EPP
1	D8	0	0
2	D8	+1	1501
3	D8	+1	3250
4	D8	+2	7501
5	D8	+2	15001
6	D8	+3	30001
7	D8	+3	60001
8	D8	+4	120001
9	D8	+4	240001
10	D8	+5	450001
11	+3	+5	625001
12	+3	+6	800001

Dervish

The dervish of C&C is a desert warrior-mystic, who specializes in stylized dances designed to invoke spiritual guidance and divine blessing. These dance movements have become a part of the dervishes fighting style and whilst still referred to as dances, they are essentially highly effective combat maneuvers, but still seem to inspire some divine intervention. The dervish is primarily nomadic fighting-man but also a spiritual leader of his people and therefore has some clerical powers too.

The dervish wears no armor for it interferes with the complex movements that he must make in order to draw upon the spiritual powers at his disposal. He uses only a limited selection of weapons, preferring weapons that have a sharp edge that he can use to deftly slice his enemies up.

Abilities

Dances: The dervish has a selection of different 'dance' moves that can improve his capabilities in combat. Every dance lasts 10 combat rounds. The dervish must continue for a full 10 rounds, even if the combat has finished. He doesn't necessarily go on attacking, but he must complete the full dance. At the end of the dance, the dervish falls prone and defenseless for one complete round (1minute), physically, emotionally and spiritually drained. At the end of one round of recovery, he is fine and ready to carry on doing stuff. Except where noted, dances can each be used once per day at 1st level, rising to twice at 4th level, three times at 8th level and four times at 12th level.

Dances can be combined. At 4th level, a dervish can combine two dances. At 8th level, he can combine three and at 12th level he can combine four dances. They still last 10 combat rounds. However, he is exhausted for one round per dance in the combination at the end (so if combining 3 dances, he must rest for 3 minutes afterwards).

Weaving Dance: This dance makes the dervish very difficult to hit adding +1 to his armor class at every 'odd' level he has attained. So, at 3rd level his armor class will improve by +2, for the full 10 combat rounds of the dance.

Dance of the Cutting Blade: This can only be used with an edged weapon, preferably a scimitar. It adds a bonus of +1 to attacks at every odd level the dervish has attained (so +2 at 3rd level).

Dance of the Nimble Feet: This allows the dervish to move at twice his normal rate for as long as the dance lasts.

Dance of the Whirling Blade: This dance enables the dervish to attack twice in a round. He can attack the same target twice or two different targets. At 12th level he can attack three times in a round.

Dance of Death: This dance is gained at 4th level. The dervish can carry on dancing after falling to 0 hit points or less, even if sustaining more damage whilst dancing. He has to decide to perform this dance immediately upon

sustaining the damage that drops him to zero or below. This dance can only be used once per day, whatever the dervishes level. At the end of the 10 combat rounds, he falls to the ground and suffers exhaustion as well as the wound effects of whatever damage he has suffered.

Dance of the Maiming Stroke: This dance enables the dervish to put much more power into the blow. At 1st level it doubles the damage caused. At 8th level it trebles the damage caused. At 12th level it quadruples the damage caused. Of course, the dervish still has to hit his target. This dance can only be used once per day.

Turn Undead: At 3rd level, as cleric

Divine spells: As cleric but fewer spells per level. They do get bonus spells for a high wisdom.

Prime Attribute: Constitution

Typical races: Human, Half-Elf, Half-Orc

Starting Gold: 20-80gp

Hit Die: d12

Alignment: Chaotic/Good

Weapons: Dagger, spear, short sword, scimitar, long sword, short bow, composite short bow, dart, javelin.

Armour: None

Abilities: Dances, turn undead as cleric, cleric spells

Dervish levels and spells per day

Level	HD	BtH	EPP	0	1	2	3	4
1	D12	0	0	2				
2	D12	+1	2251	2	1			
3	D12	+2	4501	3	1			
4	D12	+3	9001	3	2			
5	D12	+4	18001	3	2	1		
6	D12	+5	40001	4	3	1		
7	D12	+6	75001	4	3	2		
8	D12	+7	180001	4	3	2	1	
9	D12	+8	275001	5	4	3	1	
10	D12	+9	500001	5	4	3	2	
11	+5	+10	750001	5	4	3	2	1
12	+5	+11	1000001	5	4	4	3	1

Executioner

The Executioner is a part of the castle's paid staff just as the guards, cooks, maids and stable-boys are. The Executioner may not be seen around as often as the others and may fill a role that the rest of the inhabitants would rather not think about, but nevertheless many castles cannot do without him. The Executioner is a gaoler, a torturer, an interrogator and a headsman all in one. He looks after the prisoners, makes sure they stay locked up, questions those that might have information, comes up with ingenious new methods to get answers where they are not forthcoming and dispatches criminals when they have been sentenced to death. Most Executioners prefer the headsman's axe, but others use the hangman's noose, the guillotine or other unsavoury methods.

Because of the task he performs, the Executioner tends to be a bit of a loner, preferring the depths of the dungeon to the light of day. This often means that his social skills are not particularly good and his personal hygiene is sadly lacking. Other folk will tend to avoid the Executioner when he comes up to the castle proper, as if his glance means they are next for the chop. Most Executioners love this little bit of power that they have.

He gathers his information by any means possible. Sometimes prisoners talk in their sleep, especially in the delirium brought about by the executioner's cruellest tortures. Sometimes prisoners talk to one another – perhaps just out of a sense of comradeship or even to plot their escape. Because of this, the most experienced executioners train themselves to be adept at lurking around the prison cells, hiding quietly in the shadows, listening out for a whispered word here and there or a muttered bit of dream induced information that might prove useful. In this way, the executioner might also gain some personal knowledge that can be used against his victims or even scotch any escape plans. His skill with locks comes from all of the items and devices that he uses in the course of his daily work.

Abilities

Weapon Specialization: As fighter, only the weapon is either a two handed axe or a two-handed sword.

Intimidate: This ability can be used once per day and lasts for a number of rounds equal to the Executioners level. Any person (or humanoid) that the Executioner stares at is subject to a penalty to hit of -1 per three levels of the Executioner. The number of persons that can be affected also increases as the Executioner gains levels, starting at 1 and rising by 1 for each level gained.

Interrogation: The Executioner can ask the GM one yes/no question once per day per level and if the victim knows the answer he will give it to him as long as the victim is of a lower level/HD than the Executioner. This only works if the victim is restrained in some way.

Torture: The Executioner knows lots of vile and painful ways to extract information from unwilling victims who have not given in to the first round of interrogation. Each

day that the Executioner gets to spend on his victim he can strip one level/HD from his victim (representing degeneration, loss of blood, loss of mind and so on, as per the level drain ability of some of the undead). At the end of the day's torture, he can interrogate his victim (as above) and if his victim has been reduced to below the HD of the Executioner, then he gets his answer (if the victim has the answer). The Executioner must state which of his victim's attributes he is attacking with his tortures, (Strength, Dexterity and so on) and the victim gets an appropriate attribute check to resist the torture with a penalty based on the level of the Executioner. He can change the attribute he is working on if the torture goes over to the next day, until he has found his victims weakness. The Executioner only has all options available if he is in his dungeon. If he is 'on adventure' then he will only have portable devices with him (thumbscrews and the like), which will only be useful against certain attributes (thumbscrews would work against Dexterity, for example). If the Executioner is using improvised devices, then the CK might reduce the effective level of the Executioner.

Beheading: This works in the same way as the Assassin's death attack, but can only be carried out with the Executioner's specialist weapon. However, not only does the Executioner have to study his victim for 3 rounds, but the target must also be prone and defenceless at the time of the attack.

Listen (Wisdom): By 3rd level, executioners have trained themselves to listen carefully both for prisoners who might be escaping or planning to escape, or for extra bits of information that their interrogation didn't get. Generally a success check indicates that the character has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the CK. It takes one round to listen and an executioner can retry any time. Penalties might apply, for example -10 through a stone wall.

Open locks (Dexterity): Gained at 3rd level, an executioner can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates that it has been opened. A merchant can only make one attempt per lock. If that attempt fails the merchant cannot try to open the same lock again until the next level of experience is gained. Lock pick tools of some sort are required to use this ability.

Move silently (Dexterity): Gained at 3rd level, this ability allows the executioner to move so quietly that others cannot hear the movement. The executioner can perform this ability indoors at no penalty, but outdoors at -5. The executioner can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

Hide (Dexterity): Executioners gain this ability at 3rd level and use it to lurk in the shadows of their gloomy dungeon passages, listening out for tit-bits of information. Outdoors, they are not good at hiding (-5).

A successful check means the executioner is so well hidden as to be almost invisible. The executioner can move up to half-speed and remain hidden, but over this suffers a penalty of -5. If running or charging, it is practically impossible to remain hidden (-20). If a character is being observed, he can't normally hide. If an observer is distracted though, the character can attempt to slip into the shadows. This is at -10 however. An executioner cannot hide unless there is something (deep shadows for example) to conceal the character.

Prime Ability: Strength

Typical Races: Dwarf, Half-Elf, Half-Orc, Human

Starting Gold: 30-120gp

HD: D10

Alignment: Not good

Weapons: Any

Armour: Padded, Leather, Leather Coat, Hide, Studded Leather.

Abilities: Weapon specialization, intimidate, interrogation, torture, beheading, open locks, move silently, hide and listen.

Level	HD	BtH	EPP
1	D10	0	0
2	D10	+1	2251
3	D10	+2	4501
4	D10	+3	9001
5	D10	+4	18001
6	D10	+5	40001
7	D10	+6	75001
8	D10	+7	150001
9	D10	+8	250001
10	D10	+9	500001
11	+4	+10	725001
12	+4	+11	950001

Freebooter

Freebooters are warriors and rogues of the sea. They plunder and pillage their way across the oceans, attacking merchant vessels and making raids on coastal towns. They live for loot and will rarely refuse an adventure, preferably at sea but if treasure is involved the land is as good as anywhere. At low levels a freebooter will sign on board a pirate (or privateer) ship for a share of the prizes they take, but at higher levels might own a ship of their own.

The life of a freebooter is not easy, for they live in cramped conditions and are often hunted by the authorities as criminals, pirates, murderers and outlaws. With their stinking attire, scarred weather-worn faces, coarse language and rough manners, freebooters are always recognized for what they are. Their lives could just as easily end at the end of a rope or in a dank prison cell as it could on the point of a sword. However, it is the freedom of the seas and the promise of treasure that they might win that keeps them going when others might give up. Freebooters reject the authority and order of civilization and therefore they rarely abide by any code of conduct or law, other than the hierarchy of ship-board life. Even then, they constantly test the structure of rank, by constant fights for booty or position. Freebooters rarely adhere to any organized religion but might occasionally mutter an oath or curse to an appropriate god of the sea. They tend to get on ok with other fighters and rogues but most other classes bear the stink of authority and are therefore to be avoided or robbed. This is a useful class where sea travel will feature highly in the campaign.

Abilities

Patois: Pirates and freebooters have their own language, similar to the Rogues Cant.

Sea Lore (Wisdom): This covers all aspects of a typical seaman's knowledge and training, such as ship-handling, basic navigation skills, knowledge of the tides, the creatures that live in the sea and so on. This ability also provides a +1 bonus to hit and damage any time they are fighting in ship-board actions.

Carouse (Constitution): Freebooter cannot resist a bit of drinking, wenching, gambling and generally enjoying themselves when they get home to port. This is a double-edged sword, because sometimes when they should be doing something else, the pull of the tavern is far too much for them. Have them make a Wisdom check when they go within sight of a tavern with a penalty of -1 for every day they have been without a drink. The good news is that they have a +2 tolerance to alcohol (rising to +4 at 6th level and +6 at 12th level). They are also excellent tavern brawlers, gaining +1 to attack rolls during tavern brawls, where only fists, daggers and improvised weapons are being used.

Climb (Dexterity): Daily life at sea requires lots of clambering around in the rigging and so on, often in all weathers. This gives freebooters superb climbing skills as

well as an excellent sense of balance. They can literally run along slippery narrow beams almost as if their feet were firmly upon the deck. Penalties will apply where the freebooter is wearing heavier armor than armor class 12, like a rogue.

Swim (Strength): Most sailors can't swim because they are landlubbers who have been press-ganged into it. Freebooters are professional seamen and so learn very quickly how to keep their heads above water. Penalties apply to swim checks for wearing armor heavier than armor class 12 (as per a rogue).

Gold Lust: When a Freebooter knows that he is fighting for treasure or a share of the booty, he gains a bonus on his attack rolls. It adds +1 to attack and damage and any saving rolls vs magic that is designed to prevent the Freebooter reaching the treasure. At 6th level it adds +2 and at 12th level it adds +3.

Prime Attribute: Constitution

Typical Races: Any

Starting Gold: 20-200gp.

Hit Die: d12

Alignment: Chaotic

Weapons: Any

Armour: Leather, leather coat, padded, studded leather. (Special, see rogue)

Abilities: Patois, sea lore, carouse, climb, swim, gold lust.

Level	HD	BtH	EPP
1	D12	0	0
2	D12	+1	2251
3	D12	+2	4501
4	D12	+3	9001
5	D12	+4	18001
6	D12	+5	36001
7	D12	+6	72001
8	D12	+7	150001
9	D12	+8	300001
10	D12	+9	600001
11	+5	+10	725001
12	+5	+11	900001

Friar

Friars are Clerics who are committed to a life of poverty and are 'mendicant' in nature that is to say that they rely on the charity of others to support them. They are very worldly and travel around the countryside spreading their teachings and bringing succor to ordinary people. This means they often find themselves in the company of other travelers on the road, such as goliards, merchants, adventurers, harlequins, knaves and rogues.

Friars often beg for the food they need, but are not above using the skills that they might pick up along the way from their traveling companions. Good aligned Friars often seek to right injustices that they come up against and are not above 'robbing from the rich to give to the poor' – Friar Tuck being a very good example of this type of Cleric.

Abilities

Friars are more limited than rogues in their skills. They gain the following rogue skills at first level.

Listen (Wis)

Hide (Dex)

Move Silently (Dex)

Open lock (Dex)

Pick Pocket (Dex)

Special: Friars favor light armor as a rogue does.

Spells: Friars acquire bonus spells in the same way as a standard cleric does, based on their wisdom, that is to say they gain an extra 1st level spell with a wisdom of 13-15, a 2nd level spell with a wisdom of 16-17 and a 3rd level spell with a wisdom of 18.

Turn Undead: At 3rd level, friars gain this clerical ability, as if they were a cleric of 2 levels below their actual level (like a paladin does).

Back attack: At 4th level, a friar gains this rogue ability. However, it is as if he is only first level, needing to get to 8th level before he deals out triple damage and 12th level before he deals out quadruple damage from a successful back attack.

Prime Attribute: Wisdom

Typical Races: Any

Starting Gold: 20-80gp

Hit Die: D8

Alignment: Any

Weapons: Club, dagger, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

Armour: Leather armor, leather coat and padded (see special rule).

Abilities: Open lock, hide, move silently, listen, pick pocket, back attack, turn undead and cleric spells as below.

Friar levels and spells per day

Level	HD	BtH	EPP	0	1	2	3	4
1	D8	0	0	2				
2	D8	+1	2251	2	1			
3	D8	+1	5001	3	1			
4	D8	+2	9001	3	2			
5	D8	+2	18001	3	2	1		
6	D8	+2	35001	4	3	1		
7	D8	+3	70001	4	3	2		
8	D8	+3	140001	4	3	2	1	
9	D8	+4	300001	5	4	3	1	
10	D8	+4	425001	5	4	3	2	
11	+3	+4	650001	5	4	3	2	1
12	+3	+5	900001	5	4	4	3	1

Goliard

Wandering students and clerics in medieval England, France, and Germany, remembered for their satirical verses and poems in praise of drinking and debauchery. The goliards described themselves as followers of the legendary Bishop Goliard: renegade clerics of no fixed abode who had more interest in rioting and gambling than in the life of a responsible clergyman.

Goliards like to lead a life on the road, often joining up with other entertainers or adventurers of a like mind. They are often despised by other Clerics, who do not approve of their antics or, more particularly being the butt of their bawdy songs and rhymes. However, as Clerics they often demand the hospitality of the monasteries, churches and castles that they travel by, paying for their stay with songs and poems about wine, women, nature, pious hymns of enthusiasm for crusades or coarse lampoons on the clergy.

Goliards don't tend to be as strong fighters as bards but, by the same token, are less learned than clerics because of their lifestyle.

Abilities

Spells: Goliards cast divine spells. The spells available are listed on the cleric spell list in the PHB. A goliard is limited to a certain number of spells of each spell level per day. The table shows the number of spells per day the character may cast. Goliards must prepare spells each day through prayer to their deity or deities, followed by contemplation and study. Goliards do get bonus cleric spells for a high wisdom, that is with a wisdom of 13-15, +1 1st level spell, 16-17, +1 2nd level spell and wisdom 18, +1 3rd level spell.

Decipher script (Int): Goliards are actually learned men, scholars and students. Accordingly they often need to decipher and interpret legends and secret writings to acquire more knowledge of their subjects, their lands, their people and so on. This ability allows the goliard to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of the piece of writing. It takes ten turns to decipher each page of script. A goliard can use this ability to decipher and then use an arcane or a divine scroll as a wizard, cleric or illusionist would, if a successful check is made at a penalty of -10.

Exalt (Cha): Gained at 1st level, as the bard ability.

Legend Lore (Cha): Gained at 1st level, as the bard ability.

Satire (Cha): At 6th level, goliards can create a satire as a sort of curse. This takes an hour to compose and then will take 5 minutes to perform. These satires basically mock an individual causing one of three selected effects

Curse of shame: At 6th level, goliards can demoralize a target. The goliard aims his satire at the target and makes a charisma check (with a modifier based on the level of the target). If the satire succeeds the target suffers -2 to all of his

attribute checks, attack rolls and saves for d4 hours.

Enduring nickname: At 9th level, the goliard can give a target a derisive nickname, which will stick. The satire is aimed at the target and a successful charisma check (with a modifier based on the target's level) means that the target receives a -4 charisma modifier to all checks with people aware of the nickname. It also has the effect of irritating the person whenever his nickname is muttered in earshot. The social life of the victim will be affected as if cursed from that point on and it will require a remove curse spell to dispel the effects.

Killing insult: At 12th level, goliards can, once per week, kill another person with satire. The goliard aims this powerful satire at his target forcing the unfortunate to die, shamed by the power of the parody of himself. Of course, this requires a charisma check, with a modifier based on the target's level.

Turn Undead: At 3rd level, goliards gain this clerical ability, as if they were a cleric of 2 levels below their actual level (like a paladin does).

Prime: Charisma

Typical races: Dwarf, Gnome, Halfling, Half-Elf, Half-Orc and Human.

HD: D8

Alignment: Not Lawful

Weapons: Club, dagger, light hammer, light or heavy mace, morningstar, quarterstaff, war hammer

Armour: Leather armour, leather coat, padded, ring mail, studded leather, chain shirts

Special: Decipher Script, Exalt, Legend lore and Satire Cleric spells (see below), Turn undead

Level	HD	BtH	EPP	0	1	2	3	4
1	D8	0	0	2				
2	D8	+1	2251	2	1			
3	D8	+1	5001	3	1			
4	D8	+2	9001	3	2			
5	D8	+2	18001	3	2	1		
6	D8	+2	35001	4	3	1		
7	D8	+3	70001	4	3	2		
8	D8	+3	140001	4	3	2	1	
9	D8	+4	300001	5	4	3	1	
10	D8	+4	425001	5	4	3	2	
11	+3	+4	650001	5	4	3	2	1
12	+3	+5	900001	5	4	4	3	1

(Note: The 'Satire' ability is borrowed from ideas by Dominique Crouzet)

Harlequin

Harlequins are two-faced masters of deception, subterfuge, trickery, lies and malicious gossip. Wherever they go, their snake-tongues spread spiteful rumors and blatant innuendo designed to divide their victims and spread fear and discord across the land. Their purposes are usually their own, but in times of war often they will seek the employment of knights, lords, kings and war leaders, who will use their services to create friction and internal squabbles designed to weaken the resolve of the enemy, especially in city sieges, where the harlequin can get at both the city populace as well as its defending soldiers.

Harlequins actually appear quite inoffensive or even happy-go-lucky, often wearing their multi-colored garb as they travel the roads from village to town or castle to city, spreading their particular brand of spiteful gossip wherever they go. Because of their jester-like facades, they are usually taken for wandering entertainers, poets, troubadours and minstrels. Others dress more conservatively, like merchants, aides or envoys. However, these guises are deliberate and intended to win over their audiences and specific individuals. It serves their purposes to appear as innocuous wandering players or peddlers as this way they can insinuate their way into the confidence of their victims. Sometimes the harlequin will seek a wide audience and at other times he has just one victim in mind, but either way the harlequin is usually confident of his ability to bend and manipulate people to his will.

The harlequin is not much of a warrior and usually wears none, or little in the way of armor. His weapons of choice tend to be smaller easily concealed ones so as not to appear too threatening to his victims.

Abilities

Sharp Senses (Wisdom): A harlequin's innate ability to perceive the real from unreal imparts a +1 bonus to all illusion saving throws. The bonus increases to +2 at 4th level, +3 at 7th level and +4 at 10th level.

Case target (Wisdom): Using this ability, the harlequin is able to find information about a specific person, by detailed observation, and deductive reasoning. A harlequin must spend 1d3x10 minutes observing his victim before a check is allowed. A successful check results in knowledge of the approximate level of the person, distinguishing habits and mannerisms, approximate wealth and other details that the CK might see fit to provide.

Disguise (Charisma): The harlequin is an expert at impersonating other individuals or characteristics of general types of people, pretty much as an assassin is able to do. This effort usually requires a few props, a little make up and 1d3x10 minutes of preparation for a general impersonation, if the harlequin is to pass inspection from reasonably close. From a distance, a harlequin can simply alter his gait, his general stance and pull up a hood to appear pretty much someone else, to all

intentions and purposes. Where specific individuals are being impersonated, at least 1 month's preparation time must occur to avoid being detected. A disguise can include an apparent change of height and weight of no more than one-tenth of the original build and size of the harlequin. The following penalties are applied to a disguise check, where appropriate: sex difference -2, race difference -2, age difference (per ten years) -2. The CK makes the check secretly, so the harlequin is uncertain of his success.

Hide (Dexterity): Harlequin's use this ability to lurk in the shadows watching their victims and listening out for tit-bits of information. Outdoors, they are not so good at hiding (-5). A successful check means the harlequin is so well hidden as to be almost invisible. The character can move up to half-speed and remain hidden, but over this suffers a penalty of -5. If running or charging, it is practically impossible to remain hidden (-20). If a character is being observed, he can't normally hide. If an observer is distracted though, the character can attempt to slip into the shadows. This is at -10 however. A harlequin cannot hide unless there is something (deep shadows for example) to conceal the character.

Listen (Wisdom): Harlequin's are the masters of the spoken word and therefore it is as important for them to listen as well as to speak. Generally a success check indicates that the character has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the CK. It takes one round to listen and a harlequin can retry any time. Penalties might apply, for example -10 through a stone wall.

Move Silently (Dexterity): This ability allows the harlequin to move so quietly that others cannot hear the movement. The harlequin can perform this ability indoors at no penalty, but outdoors at -5. The harlequin can move up to one-half normal speed at no penalty. At more than half-speed there is a -5 penalty. It is practically impossible (-20) to move silently whilst running or charging.

Decipher Script (Intelligence): Harlequins often need to decipher and interpret legends and secret writings to acquire more knowledge of their subjects, their lands, their people and so on. This ability allows the harlequin to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of the piece of writing. It takes ten turns to decipher each page of script. A harlequin can use this ability to decipher and then use an arcane scroll as a wizard or illusionist would, if a successful check is made at a penalty of -10. This ability may not be used by the harlequin to decipher and use divine scrolls.

Legend Lore: As per the bard ability

Silvertongue (Charisma): The harlequin can lie to anybody in a highly convincing manner. Even if the subject of an interrogation by an Executioner, as long as the Harlequin succeeds has roll, he can give a lie as an

answer to the question. At 4th level and higher, discern lies spells never work against a harlequin who has succeeded his silvertongue roll.

Disharmony: The anti-thesis of the knight's inspire ability, this alters the mood of entire cities or armies and can change the tide of an entire battle. This ability affects up to 12 creatures at 1st level, 25 at 3rd, 50 at 5th, 250 at 7th, 1,000 at 9th and up to 5,000 at 12th level. The persons so affected have a penalty to hit equaling the harlequin's charisma modifier. This ability can be used once per day and lasts a number of rounds equal to the harlequin's level.

Disaffect: Gained at 10th level, this is the anti-thesis of the knight's Call-to-arms. This ability causes soldiers to lose their morale and leave their army or citizens to leave their homes. Every month, 2d10 soldiers will leave the enemy army or 3d10 townsfolk will flee a city or alternatively (characters choice) form mobs and go out onto the streets burning, looting and causing general mayhem, whilst making impossible demands of the city authorities.

Dominance: gained at 12th level, if the harlequin has contact for at least a minute or two each day, he can begin to dominate the life of that person and begin to bend him or her completely to his own will. That person will begin to become listless and lifeless, only perking up in the presence of the harlequin (whom he will defend to his last breath, unless somehow the dominance is broken). After one week, the harlequin becomes that persons very best friend and will be granted a position at his right hand (even if he is the king for example) and after a month the harlequin could even command that person to kill himself with every chance of success.

Prime Ability: Charisma

Typical Races: Elf, Gnome, Halfling, Half-Elf, Half-Orc, Human

Starting Gold: 30-120gp

Hit Die: D6

Weapons: Dagger, knife, dart, staff, club, light mace, sap, short sword, sling

Armour: Padded, leather or leather coat.

Abilities: Disguise, sharp senses, case target, decipher script, hide, listen, move silently, legend lore, silver-tongue, disharmony, disaffect, dominance

Level	HD	BtH	EPP
1	D6	0	0
2	D6	+1	1501
3	D6	+1	3250
4	D6	+1	7501
5	D6	+2	15001
6	D6	+2	30001
7	D6	+2	60001
8	D6	+3	120001
9	D6	+3	240001
10	D6	+3	450001
11	+2	+4	625001
12	+2	+4	800001

Herald

The College of Herald is closely associated with the Nobility. Most young nobles learn the fundamentals of heraldry, and those unlikely to inherit form the majority of college entrants. Most young heralds are employed by noble households, where they are responsible for keeping family genealogies and heraldic arms, and teaching clan history. Herald also play an important role as ambassadors, skilled in the etiquette of diplomacy and war. They are given a high degree of political neutrality. When a battle is to be joined, heralds from the opposing camps generally meet to exchange formalities, conduct last-minute negotiations, discuss terms of surrender, etc. If they cannot resolve a dispute by negotiation, rival heralds often watch the battle from the same hill, free of harm. The class of a Herald involves players in the halls of power, acting as councilors and diplomats for kings and feudal lords. The opportunities for intrigue and high adventure are obvious. Herald undergo much of the same training as knights, although they do not have the same opportunities to improve weapon skills. Most of their time and energies are focused on politics, diplomacy, and intrigue.

Abilities

Intrigue (Cha): The Herald has a knowledge of current events, gossip, rumour and politics, which gives him some advantage in any situation that involves talking, negotiation, bargaining, haggling, etiquette, acquiring information and even to determine the motives of those with whom he is talking. Make an attribute check in any of these situations with a +2 additional bonus to his charisma check, rising to +3 at 6th level and +4 at 12th level .

Aura of peace (Cha): In a situation where two opposing forces have requested the Herald to parlay, the Herald can increase the chances of friendly parlay using his skills of diplomacy. If a successful attribute check is made, the Herald's Aura of Peace has spell-like effects. Effectively, the leaders and individuals involved in the parlay are all under the effect of a sanctuary spell requiring charisma checks to take any aggressive action against one another once parlay has been engaged. A saving throw can be made by either side if any provocation requires it (CK discretion). This is a non-magical compulsion created by the Herald's experience mediating discussions.

Leadership (Cha): At second level, the Herald is able to begin to get the best out of soldiers and warriors. In a combat situation, provided the Herald himself is not engaged in fighting, soldiers who are on the side of the Herald will gain a bonus to their attacks equal to the charisma of the Herald. The number of soldiers so affected is two per level and the effect will last for one round per level. This ability can be used once per day at 2nd level, twice at 5th level, three times at 8th level and four times at 12th level.

Soothing Voice (Cha): At 3rd level the Herald is able to avert violence by calming heated and tense situations that have erupted to the point of violence. The Herald gets three attempts; each successive attempt reduces his bonus. When using Soothing Voice, the Herald receives a +4 bonus to his attribute check for the first attempt, a +2 bonus for the second attempt, and no bonus for the third attempt. This ability can only be used when all other options have failed.

Trusted (Cha): At 5th level the Herald can attempt to finagle secret information by using flattery, charm, and deception. The Herald makes an attribute check in order to obtain intelligence that would normally be unavailable, with a challenge rating equal to the level of the target. If the Herald is successful, the individual will, by means direct or indirect, provide heretofore unavailable information, or confirm or deny information.

Friendship (Cha): At 10th level the Herald can attempt to win trust and favour by using flattery and charm. To do so, the Herald makes an attribute check, with a challenge rating based on the level of the target. If the check succeeds, the target regards the Herald as a trusted ally or friend and will heed most suggestions made by the Herald. The ability to make suggestions to the target will fade after a week's time, although the target's opinion of the Herald will remain high. If the Herald wishes to make other suggestions after this time has elapsed, he must make another attribute check.

Peace Bond: At 12th level the Herald may enter a combative situation where all the combatants are humanoid and, as long as he remains unthreatening, will not be engaged by any combatant. Traditionally, Herald will act as a neutral party during the battle and this allows them to do so without the threat of injury.

Prime Attribute: Charisma

Hit Die: D8

Alignment: Lawful

Weapons: Broadsword, bows, club, dagger, hand axe, hammer, long sword, mace, rapier, short sword, scimitar, staff.

Armour: Leather armour, leather coat, padded, ring mail, studded leather, chain shirt, scale mail, chainmail, shields (any).

Abilities: Intrigue, Aura of Peace, Soothing Voice, Trusted, Friendship, Peace Bond

Level	HD	BtH	EPP
1	D8	0	0
2	D8	+1	1501
3	D8	+1	3250
4	D8	+2	7501
5	+2	+2	15001
6	+2	+3	30001
7	+2	+3	60001
8	+2	+4	120001
9	+1	+4	240001
10	+2	+5	450001
11	+2	+5	625001
12	+2	+6	800001

Gallowglass

Every respectable Lord or important merchant is in need of a specialized bodyguard - one that puts the lord's well being before their own. The gallowglass is that person. The gallowglass are members of an elite band or order of mercenaries, gone beyond their original roots of mercenary-for-hire, to form a brotherhood of bodyguards of the highest order. As such they are held in great esteem for their services, which are not cheap.

The Gallowglass is an elite mercenary and bodyguard, skilled in the use of heavy two-handed weapons. He uses a huge 2-handed sword or 2 handed axe as his main weapon, although as a fighter he can use all weapons. The main distinction about a Gallowglass is that he is very loyal to his companions and particularly so to his employer and so the Gallowglass is a highly sought after warrior indeed, held in great esteem by lords, chieftains, kings and anyone else whose body needs guarding. A Gallowglass will always endeavour to protect his employer to the best of his ability, or his travelling companions when not engaged at the time. This protection extends to testing his employers food and drink for poisons or even throwing his own body in the way of potentially killing blows aimed at his employer. Basically, once employed the Gallowglass would never be able to show his face again to another Gallowglass if his charge were killed. The gallowglass will sometimes take up quests for his lord, no matter what the difficulty.

Sometimes a gallowglass will lose his master. If this is simply because the master has ceased to employ the gallowglass then he will seek alternative employment - often by wandering from town to town or if nearby, seeking a house of his order where they often post positions in the great hall. If, for whatever reason they were directly responsible for the death of his master then the gallowglass is summoned before his brotherhood for trial. Gallowglass would often prefer to die defending his employer than face a tribunal. However most are of Lawful alignments. Either way they are bound by honor no matter what alignment they are.

The gallowglass feels most at home with the other warrior-based classes. He feels he shares a common bond when travelling with them. He is especially curious of the Paladins code of honor. The Gallowglass is a close combat-fighting machine. They have a strict code of honour which they must uphold or risk losing their elite status as a gallowglass and the money that comes with being the best. They aren't therefore bothered by things like challenges to combat or some of the things that knights get involved in. They are always covering the backs of their friends and will. If a sworn comrade of the gallowglass were to fall in battle the gallowglass will feel responsible and avenge his friend, where possible, without putting his employer in danger. This must all be taken into account while running a Gallowglass character.

Abilities

Weapon specialisation: At 1st level the Gallowglass can choose any two-handed melee weapon in which to specialize (usually the two-handed sword or axe, but they could choose a pole-arm). Once chosen, the weapon cannot be changed. For a Gallowglass between 1st and 6th level, this specialisation imparts a bonus of +1 to hit and +1 to damage when using that weapon. At 7th level and the bonus is +2 to hit and damage and at 12th level and above the attack and damage bonus are +3.

Protector: The gallowglass gains an attack bonus of +1 and a bonus to all saves of +1 whenever he is fighting to defend his employer from specific harm. This could be from other warriors, an assassin or whatever but must be because the attacker is trying to kill or harm the gallowglass employer or sworn comrade, not the gallowglass himself or anyone else. The CK is the final arbiter on this ability.

Poison resistance (Constitution): At 1st level a Gallowglass receives a +2 bonus to all saving throws against the effects of poisons. At 5th level, this bonus goes up to +4. At 10th level, this bonus goes up to +6. This is because they have built up a resistance to the effects of poison because of their practice of testing food and drink that might contain poison.

Defender: At 6th level, the gallowglass becomes more skilled at protecting those around him. This might be by making wide sweeps with his sword (or other specialised weapon) or by positioning himself in such a way that it puts the enemy off its intended target. This effectively confers a +1 bonus to the armour class of any friendly (to the Gallowglass) person currently within 5' of the Gallowglass. At 12th level, this bonus goes up to +2.

Selfless sacrifice: Once per day a Gallowglass can throw himself bodily into the path of a blow or ranged weapon that has struck his employer (or a trusted companion). The player has to decide to do it before the damage has been rolled and in effect he got in the way - taking the damage himself. He has to be within his own move distance of his companion but it doesn't matter if the Gallowglass has already had his action in that round.

Shrug off damage: At 8th level the gallowglass can ignore or shrug off some of the effect of wounds that he has received in combat. Effectively, he cushioned the shots or lets the adrenaline take over and it is as if he took less damage than he actually did. This ability means that whenever he takes physical damage, he can ignore 1 hit point of the damage taken. At 12th level, this rises to 2 hit points

Sense Danger: Becoming more in tune with his senses by 12th level, the gallowglass can detect danger to his person. He can no longer be subject to a thief or assassins sneak attack or back attack damage and is never caught surprised.

Prime Attribute: Strength

Typical Races: Dwarf, Elf, Half-Elf, Half-Orc, Human

Starting Gold: 60-240gp

Hit Die: d10

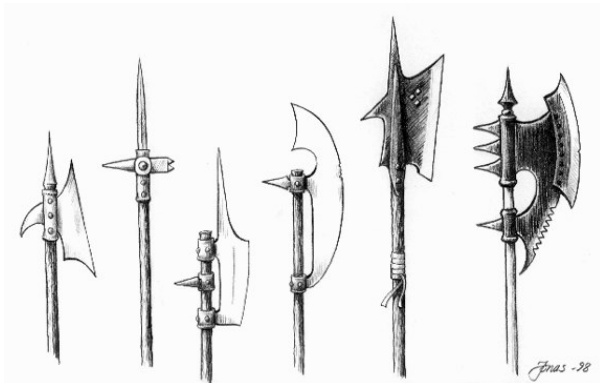
Alignment: Any

Weapons: Any melee

Armour: Any

Abilities: Weapon specialization, protector, poison resistance, defender, selfless sacrifice, shrug off damage and sense danger.

Level	HD	BtH	EPP
1	D10	0	0
2	D10	+1	2251
3	D10	+2	4501
4	D10	+3	9001
5	D10	+4	18001
6	D10	+5	36001
7	D10	+6	72001
8	D10	+7	150001
9	D10	+8	300001
10	D10	+9	600001
11	+4	+10	725001
12	+4	+11	900001



Houri

The houri is a temple maiden, from the same sort of desert regions that the dervish is from. She has a strange place in society. She is a young girl of ravishing beauty whose role is to provide comfort and succor to those who might visit her temple. Her abilities come from divine and spiritual sources and, similar to the dervish she can perform dances whose moves create a mystical, almost spell-like power. In addition to this, she has kisses, which can bestow blessings upon the recipient and massage, which can heal, in a similar way to the lay on hands ability of a paladin.

The houri is not a martial class at all and does not wear armor as it would interfere with her dance movements, which require extremely subtle and suggestive movements that just couldn't work in cumbersome clothing, let alone heavy armor. Similarly, weapons are very restricted. The houri will probably use only daggers and maybe darts and slings for self-defense that can be easily concealed.



Abilities

Move Silently: The houri's supple body and graceful movements enable her to move so that she is undetected in the same way as a thief does.

Hide: The houri is also adept at keeping to shadows and concealing herself in a similar way to a thief.

Graceful movement: Because of her skill over her own body movement, the houri gets a +2 on saving throws against spells and spell-like effects designed to inhibit her freedom of movement. This rises to +4 at 6th level and +6 at 10th level.

Decipher Script: The houri can read arcane or divine scrolls.

Massages

Massage 1: At 1st level, the Houri can lay on her hands to heal wounds. This works in much the same way as the paladin ability except that it can heal 3 hit points per level of the houri per day and it can be divided amongst recipients. However, massaging isn't immediate and requires at least 1 full round of massage on the individual to be healed.

Massage 2: At 2nd level the houri can perform a massage that will remove paralyzing effects upon a person. This requires two full rounds to take effect and can be done once per day.

Massage 3: At 3rd level, this requires three full rounds. It removes any diseases on the person it is performed on. This ability can be used once per day.

Massage 4: At 7th level, the massage restores drained level and attribute reducing effects. Again it can only be used once per day and has to be performed for four full rounds before it is effective.

Massage 5: At 10th level the houri can massage life back into the limbs of a recently dead body. This takes five full rounds and works like the cleric's 'raise dead' spell.

Dances: The houri has a selection of different 'dance' moves that can have spell-like effects. Every dance lasts up to 10 combat rounds. At the end of the dance, the houri falls prone and defenseless for one complete round (1 minute), physically, emotionally and spiritually drained. At the end of one round of recovery, she is fine and ready to carry on doing stuff. Except where noted, dances can each be used once per day at 1st level, rising to twice at 3rd level, three times at 6th level and four times at 10th level.

Dance of Fascination: A houri can cause a single individual to become fascinated with her. The person must be able to see the houri clearly and be capable of paying attention. Distractions (such as nearby fighting) may prevent this dance from working. The fascinated character will just stare at her unable to do anything else in the meantime.

Dance of Inspiration: A houri can help her friends in battle. While maintaining the dance, her allies gain +1 morale bonus to their attack rolls.

Dance of Sanctuary: While maintaining this dance, the houri and one designated person within 5' of her are protected as if a sanctuary spell has been cast.

Dance of Nimble Feet: Like the dervish dance, this dance enables the houri to move at double her normal move rate for the duration of the dance.

Dance of the Damned: Gained at 5th level. The Houri must dance for the full 10 combat rounds uninterrupted. At the end of the dance, she must then stop within 5' of her victim and point her finger at him. Once the accusation has been made, all humans and demi-humans within 40' who witness the whole thing must make saves vs charm opposed by the houri's charisma check or immediately attack the victim, with intent to kill. The effects last 3 combat rounds plus one round per point of the houri's charisma bonus.

Dance of Passion: Gained at 3rd level, this dance makes one person her thrall through the sensual use of her body and sexual attraction. The houri must complete a full dance and then beckon the victim to her embrace. At this point the houri makes a charisma check to succeed and the victim gets to make a will save. Once in her thrall, the victim will follow the houri around like a puppy and do exactly as he is told. He is also at -4 on any saves against her other abilities where saves are required. The thrall will defend her if she is in danger and gets +2 to his attacks and damage rolls whilst doing so. The houri can hold one person in thrall per three levels.

Kisses: Gained at 1st level, kisses are spells that are cast with the somantic component of a kiss. They affect only the sigle recipient of the kiss but otherwise act as the spell (drawn from all spell lists in the PHB). No other ingredients are needed and they are divine (like a cleric)

rather than arcane. A houri has bonus kisses based upon charisma (13-15 +1 1st level, , 16-17 +1 2nd level and 18 +1 3rd level kiss). At higher levels, the houri can blow her kisses, giving them a range of 30,. These are marked with an asterisk on the table below.

Houri Kisses (Divine)

0-Level Houri kisses

Influence, Luck (+1 on next action only), Cure/Cause Minor Wound (cures 1 hit point)

1st level Houri kisses

Bless/Curse, Command, Cure/Cause Light Wounds, Remove Fear, Charm Person, Sleep, Daze.

2nd Level Houri kisses

Aid, Hold Person, Lesser Restoration, Remove Paralysis, Detect Thoughts, Enfeeblement, Scare

3rd level Houri kisses

Remove Blindness/Deafness, Remove Curse, Remove Disease, Haste, Suggestion, Tongues

4th level Houri kisses

Discern Lies, Neutralize Poison, Restoration, Cure Serious Wounds, Freedom of Movement, Confusion, Emotion

5th level Houri kisses

Atonement, Death Ward, Feeblemind, Dream, Nightmare

6th Level Houri Kisses

Geas, Cure Critical Wounds, Raise Dead.

Prime ability: Charisma

Typical Races: Half-Elf, Human

Starting Gold: 20-80gp

Hit dice: d4

Alignment: any

Typical race: Human, Half elf

Weapons: Daggers, darts, slings

Armor: none

Abilities: Move silently, hide, graceful movement, decipher script, massage, dances, kisses.

Houri levels and kisses per day

Level	HD	BtH	EPP	0	1	2	3	4	5	6
1	D4	0	0	3	1					
2	D4	+1	1501	4	2					
3	D4	+1	3250	4*	2	1				
4	D4	+1	7501	4*	3	2				
5	D4	+1	15001	4*	3	2	1			
6	D4	+2	30001	5*	3	3	2			
7	D4	+2	60001	5*	4	3	2	1		
8	D4	+2	120001	5*	4*	3	3	2		
9	D4	+2	240001	5*	4*	4	3	2	1	
10	D4	+3	450001	5*	4*	4*	3	3	2	
11	+1	+3	625001	6*	5*	4*	4	3	2	1
12	+1	+3	800001	6*	5*	4*	4*	3	3	2

Horse Warrior

The horse warrior represents nomadic tribal horseman, that live in clans on the plains or steppes of the world. At times, these clans might merge into tribes or small nations, brought about by a variety of causes. Sometimes a chief or warlord would be instrumental in gathering together a number of clans. Sometimes one strong clan would absorb several smaller clans. The horse warriors are 'born to the saddle', so are expert riders and they live in easily transported camps, moving from one site to another as seasons and hunting grounds change. As hunters, their horses tend to be small, fast and agile, enabling the horse warrior to make swift in-and-out attacks, rather than getting too heavily engrossed in a slugging match, in the way a Knight would. They usually ride lightly armoured into battle, hurling spears and firing their bows from the backs of their horse. The men at all times are ready for war. Each warrior makes sure his weapons are repaired and ready for immediate use. His bow-strings must be taut and his quivers full of good straight arrows. The chieftains, in periods of peace, organise hunts for further training, for their men had to be prepared at all times to take their weapons and horses and ride off to battle.



To release the men for war, the women are responsible for everything the family owns. In addition to this, the women have to make sure their husband's war equipment is ready. They have to see that his cloak and his riding boots are always ready for use. The women also have to make sure the warrior's saddle bags are filled with dried foodstuffs with which a horse warrior could travel for days without taking time from his military objective to seek food. Having said that, some clans allow their unmarried women to go to war too and these women tend to fight just as tenaciously as their male counterparts. Horse Warriors share some similarities with barbarian cultures and certainly more civilised types tend to look down upon them. They fashion most of their armour and weapons from stuff that is readily available to them, so leather, bone, stone and wood is used a lot. They value traded (or looted) metal weapons highly.

Whist they are warlike, they are also very spiritual peoples and tend to live at one with nature, rather than plunder nature, like civilized peoples do.

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Whist they are warlike, they are also very spiritual peoples and tend to live at one with nature, rather than plunder nature, like civilized peoples do.

Abilities

Born-to-the-saddle: Similar to the knight, in addition to their starting money, horse warriors begin play with a fully outfitted riding horse, with saddle (if the culture uses them – often horse warriors ride bare back), saddle blankets, saddlebags, bit & bridle, harness. The mounts are faster than most moving at 70'. The mounts are used

to being used at the fringes of combat, so there are no penalties to the horse warrior for firing bows or hurling weapons from them.

Horsemanship (Dexterity): As per the knight ability

Survival (Wisdom): As per the ranger ability

Track (Wisdom): The horse warrior can successfully track any creature that leaves a discernable trace and determine characteristics about that creature as well. With a successful wisdom check a horse warrior can find and follow a creature's tracks or trail for 5 hours. The horse warrior can also hide tracks at the same level of ability. The Ck may apply bonuses or penalties for varying conditions, such as the length of time elapsed since the tracks were made, weather conditions, the number of creatures tracked and so on.

Weapon Specialization: Like a fighter, a horse warrior can specialize in one weapon at first level. This weapon must be a ranged or hurled weapon (spear, javelin, throwing axe, short bow etc), but the ability is otherwise exactly the same as the fighter ability.

Simple weapon/armour making (Dexterity): Horse Warriors can fashion perfectly serviceable weaponry and armour from the hides and bones of creatures that they hunt. Obviously, they need to have killed the right type of creature or have the right materials (wood, stone, feathers, leather, sinew and so on) available to them in the first place and they need the time to do it too. About a day is needed to fashion a serviceable bow and a dozen arrows. Maybe half a day for a good spear or hand axe, or a couple of hours for a solid club. With a failed roll, the weapon could be at -1 to attacks and damage, or will break in combat on a roll of 1 (as a CK you get to choose).

Prime Attribute: Dexterity

Typical Races: Half-Elf, Half-Orc, Human

Starting Gold: 20-80gp

Hit Die: d10

Alignment: Any

Weapons: Hand axe, throwing axe, club, dagger, light lance, light mace, spear, short sword, scimitar, long sword, blowpipe, bolas, short bow, composite short bow, dart, javelin, sling

Armour: Leather, leather coat, padded, studded leather, hide, small shield

Abilities: Borne-to-the-saddle, survival, track, weapon specialization, simple weapon/armour making.

Level	HD	BtH	EPP
1	D10	0	0
2	D10	+1	2251
3	D10	+2	4501
4	D10	+3	9001
5	D10	+4	18001
6	D10	+5	36001
7	D10	+6	72001
8	D10	+7	150001
9	D10	+8	300001
10	D10	+9	600001
11	+4	+10	725001
12	+4	+11	900001

Knave

The Knave is a rascal or a varlet of a similar sort to the rogue. Whilst knaves tend to be found in the same sort of haunts as a rogue, they also look upon themselves as slightly higher in status than their more common brethren. They consider themselves as slightly superior, as reflected in their weapon selection. This is by virtue of the fact that Knaves have come from more educated backgrounds and in all cases started out as Wizards (or at least students) but couldn't stand the course, slipping into slightly easier ways. However, they have clung on to their early training and whilst not as diligent as Wizards, they nevertheless use some of what they have learned to make their thievery a bit less difficult. Knaves, as Wizards are lazy and as Rogues are less skilled, but still make a useful combination of the two. Knaves acquire bonus spells due to high Intelligence as a Wizard does.

Abilities

Rogue skills:

Knaves are more limited than rogues in their skills. At first level, knaves can choose any four of the following rogue abilities and will use those exactly the same as a rogue. At 2nd level, knaves can choose another ability from the list and so on at each level until they have selected all of the rogue abilities. Each time a new ability is selected, that ability is treated as if the knave is 1st level, rather than at the level he is at when he selected it.

Climb (Dexterity)

Hide (Dexterity)

Listen (Wisdom): Hide (Dexterity)

Move Silently (Dexterity)

Open lock (Dexterity)

Pick Pocket (Dexterity)

Traps (Dexterity)

Special: Knaves favor light armor as a rogue does. In addition, a knave cannot cast spells at all if wearing heavier armor than a leather coat as this interferes with the intricate arm movements required for casting spells.

Back attack: At 4th level, a knave gains this rogue ability. However, it is as if he is only first level, needing to get to 8th level before he deals out triple damage and 12th level before he deals out quadruple damage from a successful back attack.

Thieves cant: Knaves tend to have difficulty in being accepted into the 'underworld' community and therefore cannot learn thieves cant until 5th level.

Prime Attribute: Intelligence

Typical Races: Any

Starting Gold: 30-120gp

Hit Die: d6

Alignment: Any

Weapons: Dagger, hand crossbow, knife, long sword, rapier, short bow, short sword.

Armour: Leather armor, leather coat and padded (see special rule).

Abilities: Climb, open lock, hide, move silently, listen, pick pocket, traps, thieves cant, back attack, wizard or illusionist spells.

Knave levels and spells per day

Level	HD	BtH	EPP	0	1	2	3	4
1	D6	0	0	2				
2	D6	+1	2001	2	1			
3	D6	+1	4251	3	1			
4	D6	+1	8501	3	2			
5	D6	+2	17001	3	2	1		
6	D6	+2	35001	4	3	1		
7	D6	+2	70001	4	3	2		
8	D6	+3	180001	4	3	2	1	
9	D6	+3	275001	5	4	3	1	
10	D6	+3	400001	5	4	3	2	
11	+2	+4	525001	5	4	3	2	1
12	+2	+4	650001	5	4	4	3	1

Lore Warden

Lore Wardens are Clerics who also dabble in the arcane arts as a result of their particular penchant for old tomes, scrolls, books and grimoires. They often bury themselves in libraries, researching old knowledge and as a result Lore Wardens learn a large amount about history, legends, faraway lands and so on. They will often go on long quests in order to uncover more esoteric knowledge. Lore Wardens are often attached to the Church who find their researches invaluable, but many clerical orders despise them because of their affinity with magic. Lore Wardens consider that in order to learn more about the ‘enemy’ it is valuable to be able to use their arts to defend against it.

Lore Wardens spend so much of their time in their books and looking after the church library that they tend to neglect some of their other skills and so are less capable as fighters than regular clerics. They also have fewer clerical spells, but this is made up for by the fact that they also have access to wizard spells. Lore Wardens get bonus cleric spells based upon their wisdom and bonus wizard spells based upon their intelligence. The table shows how many of each type of spell a Lore Warden can cast, which must be kept separate from each other and follow the rules for each different type of spell – arcane and divine. So for example, a first level Lore Warden will have access to 2 ‘0’ level cleric spells each day and 2 ‘0’ level wizard spells each day, making 4 in all.

Lore Warden levels and spells per day

Level	HD	BtH	EPP	0	1	2	3	4
1	D6	0	0	2				
2	D6	+1	2601	2	1			
3	D6	+1	5201	3	1			
4	D6	+2	10401	3	2			
5	D6	+2	20801	3	2	1		
6	D6	+2	42501	3	2	1		
7	D6	+3	85001	4	3	2		
8	D6	+3	170001	4	3	2	1	
9	D6	+4	340001	4	3	2	1	
10	D6	+4	500001	4	3	3	2	
11	+2	+4	750001	4	4	3	2	1
12	+2	+5	1000001	5	4	3	2	1

Abilities

Decipher script: As a bard of equal level

Legend Lore: As a bard of equal level

Turn Undead: As a cleric of equal level

Languages: At 3rd level and then at 6th, 9th and 12th level, the Lore Warden can learn an additional language (spoken and written).

Prime Attribute: Wisdom

Typical race: Elf, Half-Elf, Human

Starting gold: 30-120gp

Hit Die: D6

Alignment: Any

Weapons: As cleric

Armour: Leather armor, leather coat, studded leather, ring mail, padded and shields

Abilities: Decipher script, legend lore, turn undead, cleric spells and wizard spells

Marksman

The marksman is a fighting man who specializes in missile weapons to the detriment of his close combat training. More specifically, he will choose one weapon in which to specialize almost at the cost of all the other weapons.

Most marksmen will choose some sort of bow but some will choose a crossbow or sling (the latter is especially true of halflings). Others might even select a thrown weapon.

Marksmen are highly trained from the very earliest age in their weapon of choice. Virtually as soon as they can walk, they have a weapon placed in their hands. In some cases this is enforced by some local military statute and in others by parents or by necessity. Only occasionally does a child elect to go into the rigorous regime that is required of this highly specialized class. Every single day, often for hours a day, the child has to practice, practice, practice, loading and reloading on the move or still, prone or kneeling in wind, rain, sun or storm. He is taught how to look after his weapon and even, if needed, to repair it or fashion a new one. It is this dedication that ultimately produces a fighting man that is highly sought after by warlords and kings to fill a specialist role in their armies. With this comes high rewards.

The marksman doesn't wear heavy armour. He doesn't tend to get too involved in melee combat if he can help it and heavy armour tends to hamper his precision with the bow and slow him down, making him useless as a skirmisher or sniper. Likewise his melee weapon choice is more restricted than for a regular fighter. He tends to stick to lighter one-handed weapons and at best a buckler if necessary.

Abilities

Combat: Marksmen are as skilled as fighters with their weapon of choice and so use the same BtH as fighters. However, with other weapons they are far less skilled and so use the same BtH as clerics.

Weapon proficiency: With their weapon of choice and only a missile weapon, the marksman can gain a +1 bonus on attacks and damage. This bonus increases to +2 to hit and damage at 5th level and +3 to hit and damage at 10th level.

Aimed Shot: If the Marksman aims at his target for two combat rounds and doesn't move or do anything else in that time and then shoots at and successfully hits his target, he can double the damage caused. This is before modifiers are added. He must take the shot at the end of the three rounds or lose concentration and would have to start again after at least a round of rest. This ability can be combined with extra attack. At 6th level, he needs aim only for one combat round and at 12th level the damage is tripled.

Conceal (Dexterity): Marksmen are by nature snipers and skirmishers. They can conceal themselves extremely well in wilderness areas, like rangers.

Trick shot: Once per day (twice at 3rd level, three times at 6th level, four times at 12th level) the marksman can pull out a stunt with his specialized weapon. It is a non-combat stunt and would normally require aiming for up to two combat rounds beforehand. What it does is something like break an apple on a little boys' head, split an arrow that is already stuck in the center of the target or shear the executioner's noose from around a friend's neck. This ability requires a little intervention from the CK to ensure that the trick tried is in keeping with the above and may require a dexterity check or saving throws as applicable. It is not meant to be used in combat at all as any distraction is likely to put the marksman off and it is not designed as an attack – use aimed shot for that. More of a device to 'show-off', earn some money or get friends out of trouble and so on.

Extra attack: At 8th level the marksman gains one additional attack each round with his chosen missile weapon. He can attack the same target or a different target.

Shot-on-the-run: At 10th level an marksman can make a full move and attack, with his chosen weapon only. He cannot combine this with extra attack.

Prime Attribute: Dexterity

Typical races: Any

Starting Gold: 40-160gp

Hit Die: d10

Alignment: Any

Weapons: Any ranged weapon, hand axe, club, dagger, light hammer, war hammer, light mace, heavy mace, broad sword, falchion, long sword, rapier, scimitar, short sword

Armour: Leather armour, padded, studded leather, ring mail, chain shirt, buckler

Abilities: Weapon proficiency, aimed shot, conceal, trick shot, extra attack, shot-on-the-run.

Level	HD	BtH(1)	BTH(2)	EPP
1	D10	+1	+0	0
2	D10	+2	+1	2001
3	D10	+3	+1	4001
4	D10	+4	+2	8501
5	D10	+5	+2	17001
6	D10	+6	+3	34001
7	D10	+7	+3	68001
8	D10	+8	+4	136001
9	D10	+9	+4	272001
10	D10	+10	+5	500001
11	+4	+11	+5	750001
12	+4	+12	+6	1000001

Merchant

Merchants (or more properly Merchant-Adventurers) are not shopkeepers, market traders or peddlers. They have far loftier aims and although they might settle down a bit later in life to one of these positions it is more likely that they'll end up knighted and/or very rich with lands and estates of their own. Merchants are generally wealthy gentlemen with the means and ability to raise money to fund expeditions to distant places, with a view to establishing viable trade and trade routes. This might be by way of an overland trek with wagons and pack mules or it could be by sea and all that entails. Because of this merchants often need to hire and associate with sea captains, guards, guides and so on. In their travels, they often join up with other adventurous individuals on the road, from goliards and friars making their way from town to town to earn their keep, to knights and paladins out questing. Merchants tend to get on with most adventurers, but have a keener eye out when rogues are about and when at sea are ever anxious not to cross the path of a freebooter ship.

Merchants are quite capable at defending themselves given their adventurous tendencies but often seek the presence of a fighter or two in their entourage and the wealthier ones will pay for the services of a gallowglass. Their primary skill is in negotiation and trade, though they are explorers and, to a degree rogues and fighters as well. As such they have some skills from several other classes and a fair range of weapons and armour to choose from.

Abilities

Bargain (Charisma): This is the skill of negotiation for a price – whether that is by barter (exchange of goods) or simply haggling on a price to lower (or increase if selling) it. With a successful roll, at 1st level they can reduce the price of standard equipment and weapons from the list by 3/4 of the listed price. At 4th level, they can buy equipment for 2/3 of the listed price and by 8th level they can bargain the costs down to 1/2 the listed price of goods. Finally at 12th level, merchants can get standard goods for a third of the list price. For other items like rare and magical items and artifacts, the CK will have to make his own judgment as to what would seem reasonable.

Decipher Script (Intelligence): Merchants often need to decipher and interpret legends and secret writings to acquire more knowledge of the lands and potential trade partners and so on. This ability allows the merchant to decipher writing in an unfamiliar language, a message written in an incomplete or archaic form or a message written in code. If the check succeeds, the character understands the general content of the piece of writing. It takes ten turns to decipher each page of script. A merchant can use this ability to decipher and then use an arcane scroll as a wizard or illusionist would, if a successful check is made at a penalty of -10. This ability

may not be used by the merchant to decipher and use divine scrolls.

Fellowship (Charisma): The skill of the merchant to strike up friendships with almost anyone, even if they do not speak the same language – tribal chieftains, bandit leaders, lowly farmers or high ranking nobles. They are all susceptible to the Merchant's silver tongue and easy attitude. If the merchant has some cheap gems, jewelry, ale, wine, clothing or some other items of little value, he can add up to +2 to his roll, with the CK's approval. The merchant always has such items available to him when going to distant parts for purposes of trade. With a successful roll, fellowship works exactly like a charm person spell and can be used against one person or humanoid at 1st level and one extra person or humanoid for each additional level.

Map Lore (Wisdom): Merchant adventurers are, in part, explorers as they often tread ground that few civilized people have been. They therefore study maps very closely and try to gather as much information about the world (especially the places they are traveling through and to). This ability allows merchants to recall some local knowledge, myths and legends about places. It also provides information about the best roads or trails to use, where towns, cities and ports are, places to avoid and so on. The Merchant is also a skilled cartographer and is able to make maps from places he has been, or even places described to him (the latter might need a more difficult roll though, but that is up to the CK).

Money Wise (Wisdom): You cannot fool a canny merchant. They can spot shaved coins, forged notes (if your campaign has notes), separate real silver and gold coins from fake metals and can also tell how many coins are in a purse without needing to open it and sometimes even just by looking at it.

Open lock (Dexterity): A merchant likes to know about locks, because he tends to be a bit insecure about his money. He always has chests here and there and understands the locking mechanisms very well. He can use this ability to open any sort of mechanical lock that would normally require a key to open. A successful check indicates that it has been opened. A merchant can only make one attempt per lock. If that attempt fails the merchant cannot try to open the same lock again until the next level of experience is gained. Lock pick tools of some sort are required to use this ability.

Listen (Wisdom): Merchants train themselves to listen carefully both for thieves trying to get at their goods and to pick up on subtle nuances when striking a deal. Generally a success check indicates that the merchant has heard some sort of noise. This could be soft sounds like a whisper or a thief sneaking up within 30 feet or in the open or behind a door. Exactly what is heard is generally up to the CK. It takes one round to listen and a merchant can retry any time. Penalties might apply, for example – 10 through a stone wall.

Prime Attribute: Charisma

Typical race: Any

Starting Gold: 50-300gp

Hit Die: d8

Alignment: Any

Weapons: Broadsword, bow, club, dagger, dart, hand axe, hammer, long sword, rapier, scimitar, short sword, sling, spear and staff.

Armour: Leather armour, leather coat, padded, ring mail, studded leather, chain shirt.

Abilities: Decipher script, open lock, listen, bargain, fellowship, money-wise and map lore.

Level	HD	BtH	EPP
1	D8	0	0
2	D8	+1	1501
3	D8	+1	3250
4	D8	+2	7501
5	D8	+2	15001
6	D8	+3	30001
7	D8	+3	60001
8	D8	+4	120001
9	D8	+4	240001
10	D8	+5	450001
11	+3	+5	625001
12	+3	+6	800001

Spellsword

Any ex-soldier or trained fighting man can grab himself a sword, helmet and shield and go out and sell his sword-arm to the highest bidder when there is a war on. Such mercenaries are ten-a-penny. Specialist mercenaries like marksmen, the gallowglass and spellwords are always harder to find. Kings, lords and war leaders are prepared to offer a premium when they do find them.

Spellwords are usually fighting men who realize that here is a niche on the battlefield for a warrior who can also cast spells. Whereas wizards tend to stand behind the fighting men (usually far behind, mainly due to their lack of weapons and armor) on the battlefield, the spellword is able to get right in there where the fighting is at. This enables him to react to battlefield situations and use his magic where necessary far more quickly than wizards can from their rear positions. He can also create an element of surprise, because whilst the enemy wizards are often trying their best to negate the effects of the magic of the opposing wizards, the spellword goes unnoticed amongst the fighting men (that is, until he has done the damage and it's too late).

Spellwords then are a unique mixture of a wizard and a warrior and this mix makes them very fine adventurers too, often sought by parties of treasure hunters and so forth. Spellwords are individuals. There is no specialist school of spellwords, like there might be colleges for wizards. So they usually become soldiers and learn their trade in battle and then join a wizards college to learn the basics of magic. Sometimes it is the other way around, but less often. Once they have learned what they can, they practice using magic in their armor. This takes hours of daily training and many give up this exacting regime, going back to being just a fighter or just a wizard. But some dedicated types manage to combine the two disciplines reasonably successfully.

Wearing the heaviest type of armor has always proved too much for even the most capable spellword and because of the need to maintain their regime of combat training they never gain access to the most potent spells. However, somewhere in there is a balance and spellwords make the most of this.

Abilities

Weapon specialization: Spellwords do have a favored weapon, pretty much as fighters, in which they receive a +1 bonus to attack and to damage. At 7th level this increases to +2 attack and damage.

Wizard spells: Spellwords can choose from the wizard spell list (illusionist for gnomes). They get a bonus 1st level spell if Intelligence is 13-15, and a 2nd level spell with intelligence of 16-17 and 3rd level with intelligence 18.

Prime Attribute: Intelligence

Typical race: Elf, Gnome (illusionist rather than wizard), Half-Elf, Human

Starting Gold: 30-120gp

Hit Die: d8

Alignment: Any

Weapons: Any

Armour: Leather, leather coat, padded, studded leather, buckler, small shield

Abilities: Weapon specialisation as fighter. Wizard spells as below

Spellword levels and spells per day

Level	HD	BtH	EPP	0	1	2	3	4
1	D8	0	0	2				
2	D8	+1	2601	2	1			
3	D8	+2	5201	3	1			
4	D8	+2	10401	3	2			
5	D8	+3	20801	3	2	1		
6	D8	+4	42501	4	3	1		
7	D8	+4	85001	4	3	2		
8	D8	+5	170001	4	3	2	1	
9	D8	+6	340001	5	4	3	1	
10	D8	+6	500001	5	4	3	2	
11	+3	+7	750001	5	4	3	2	1
12	+3	+8	1000001	5	4	4	3	1

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