



The Player's Guide to Adventurers

CS Barnhart with Scott Morgan

For use with For Gold & Glory or other compatible games.

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CS Barnhart
with Scott Morgan

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Chapter 1: Introduction

Templates

Sometimes it's just not enough to be a Fighter, Thief, Cleric or Wizard. Each of those classes can be fun, but even these four archetypes can vary from culture to culture and campaign to campaign. Even in fantasy literature no two fighters are the same, even if they have similar characteristics and backgrounds. Lancelot is different from Arthur, yet both are undeniably paladins. Robin Hood is different than Ivanhoe though both are warriors.

The differences between these characters are not just in their rolled ability scores and the skills they select. Their differences are based on their actual backgrounds, their special features and the unique abilities and motivations they bring to the table. The use of Templates attempts to add variety to characters to allow players to explore the depths of their characters and what makes them tick and how that ticking is represented in game mechanics.

Each special character described in this book is defined as a Template. A Template consists of the following factors:

XP Mod: The XP Mod is a penalty a character must pay to advance in experience level. See Templates and Level Progression.

Requirements: What ability scores are needed to adopt the template as well as any other special rules such as alignment restrictions or social status/cultural limitations (for example only nobles or only peasants).

Race: What races are permitted to take the template.

Class: What classes are permitted to take the template

Combat skills: The common weapons and fighting styles employed by the template. Some are bonus skills while others are required and many are just recommended. This may also list weapons that are added to the permitted weapons of the different classes in the game.

Non-combat skills: The common non-combat skills used by the template. Some are bonus skills while others are required and many are just recommended. Occasionally forbidden skills are listed.

Special Benefits: Most Templates have some special benefits that others don't.

Special Hindrances: Likewise, each Template has certain disadvantages which hinder them.

Special Notes: Any special note that does not fit into the above categories.

In order to best use this book, you should use the Combat and Non-Combat Skill rules from the *For Gold & Glory*. If you're not yet familiar with them, you should read them before continuing in this rulebook.

For those of you who are using this book with other games instead of *For Gold & Glory*: You may not have a skill system or may not want to use a skill system in your game. This will severely reduce the usefulness of this book. We recommend that if you don't use a skill system that you still allow players to pick templates for their characters and to remember that any skill they would normally have required or as a bonus from their template is something they should be reasonably capable of performing.

Reaction Modifiers

Many Templates get reaction modifiers as part of their Special Benefits and Special Hindrances. An explanation on their use is needed to ensure they are properly reflected as a benefit or hindrance.

In the *FG&G* game, when a character is charming they get a "reaction modifier" (See table 1.6). When a character receives a bonus, it is shown as a plus (for example +2). As a

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penalty it is listed as a minus (for example -3).
On *FG&G* Table 10.9 these modifiers are applied in reverse, a penalty increases the result, a bonus reduces the result. A character with a Charisma of 16 has a +5 reaction modifier and therefore subtracts 5 from the 2d10 die roll.

Templates and Race

There are five templates dedicated to modifying a character's race. These are Amazon, Barbarian, Noble, Peasant and Savage. These are referred to as Cultural Templates.

Templates and Classes

In general, each Template can be used with multiple classes. A character can, for instance, be a Cavalier Fighter, an Outlaw Wizard, or a Gladiator Ranger.
While not all options will make sense it is possible based on the type of campaign will permit unusual combinations. For example, a band of plucky and freedom loving outlaws fighting a corrupt nobleman who has usurped the king's authority while the king is away on a quest could very well have outlaw paladins. Or a high magic setting set amongst the daring and dashing time of the Three Musketeers may have swashbuckling wizards and clerics. When one class cannot choose a specific Template, the exceptions will be noted.

Templates and Level Progression

As with the normal classes, characters with a template must acquire experience points to progress in levels. The experience

point progression for a character with a template is equal to a combination of the base experience point progressions at each level plus the additional experience points based on Experience Point Modifier (XP Mod), as listed below. When a character has a cultural and class template, add their XP Mods together for the XP Mod value.

For example: A fighter with a type 1 kit advancing to 2nd level must acquire 2,100 experience points. At this point, the character acquires the benefits of a 2nd level fighter and any 2nd second level template benefits (if any).

Templates and Character Creation

You can normally only take one Cultural Template for your character.
You can normally only take one Class Template for your character.
You can normally only take a Template for your character when that character is first created.
There is one exception for the second rule: Cavaliers can have more than one template, but the second template can only be picked from a limited selection of "cavalier templates".
There are two exceptions to that third rule: 1) Existing campaigns adopting these rules can let players pick templates that fit the character. 2) Dual classed characters can pick up a kit when they start a new class.
Once a Template is selected, it is hard to change it; see "Abandoning Templates" and "Assuming New Templates" later in this chapter.

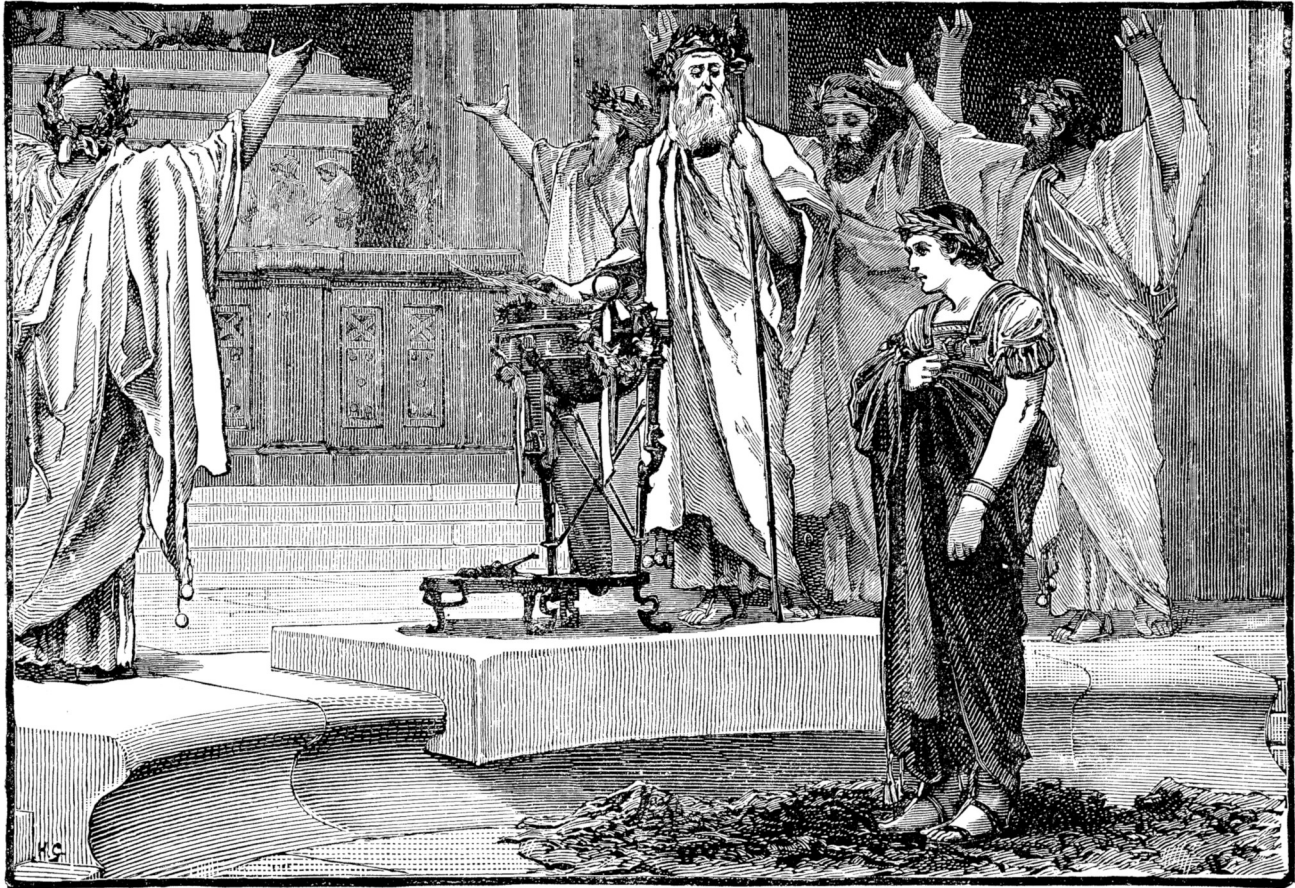
The Templates

Before allowing Templates for the players to choose, the GM should review all templates and make notes.
For each Template, the GM has to choose:

1. If the template is permitted.
2. Any new information for the template.
3. Any changes to the template.

Table 1.1: Experience Point Modifiers

Level	XP Mod 1	XP Mod 2	XP Mod 3	XP Mod 4	XP Mod 5
2 nd	100	200	300	400	500
3 rd	200	400	600	800	1000
4 th	400	800	1200	1600	2000
5 th	750	1500	2250	3000	3750
6 th	1500	3000	4500	6000	7500
7 th	3000	6000	9000	12000	15000
8 th	6000	12000	18000	24000	30000
9 th	12500	25000	37500	50000	62500
10 th +	25000	50000	75000	100000	125000



Recording Templates on the Character Sheet

The character record sheet presented in the Character Creation chapter has blanks for all of the benefits, hindrances, and other notes generated when a character takes a Template.

Abandoning Templates

A character can abandon their template. All they have to do is declare they are doing so. It is also possible they may fall out of favor with their template and therefore lose the template just the same.

Once the template is abandoned all the special benefits and hindrances are removed. If these benefits included free Non-combat skills or Combat skills they are not lost, but must be selected again with their next free skill points (combat or non-combat, in this circumstance they can be used in either way).

The character may not take another Template to replace

the one they abandoned for at least one level (see below). Once they give up the Template, they are an ordinary member of their class.

Existing bonuses are not lost (the extra experience points have already been spent on them) but are frozen at the last level of ability the character had before abandoning the template. Reaction modifiers may still apply and can be twisted against a character. For example, a former Templar will still suffer a penalty with the enemies of his or her or her faith, but may also suffer a reaction penalty with their former brethren they have abandoned. These new reaction penalties are usually -1 or -2 , but are left at the GM's discretion.

Lastly, the character must still pay the extra experience point cost to gain their next level.

Character cannot generally change cultural templates. Though a character may go from noble to peasant or vice versa, there would be not actual ability changes.

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Assuming New Templates

As characters gain experience and explore the campaign world their views and goals will only naturally change. Normally this has no real affect on the character's template. However, a character that abandons a template following the rules above may adopt another template if they meet some requirements.

1. They must possess all bonus or required combat and non-combat skills (they do not gain these skills for free).
2. They must meet all other requirements, including race and class.
3. They must spend at least one full level with no template and "role play" the acquisition of the new template.
4. Any new special ability that is based on level is treated as if the character were 1st level. This level ability increases by 1 level every time the character gains a new level.

Table 1.2: Template Thief Skills

Level	Hide in Shadows*	Find/Remove Traps*	Move Stealthily*	Climb Walls*
1	10%	10%	15%	60%
2	15%	20%	21%	63%
3	20%	30%	27%	66%
4	25%	40%	33%	69%
5	31%	45%	40%	72%
6	37%	50%	47%	75%
7	43%	55%	55%	78%
8	49%	60%	62%	80%
9	56%	65%	70%	83%
10	63%	70%	78%	86%
11	70%	75%	86%	89%
12	77%	80%	94%	92%
13	85%	85%	99%	95%
14	93%	90%	99%	98%
15	99%	93%	99%	99%
16	99%	95%	99%	99%
17	99%	96%	99%	99%
18	99%	97%	99%	99%
19	99%	98%	99%	99%
20	99%	99%	99%	99%

*See thief's description for abilities. Abilities modified by race, armor, dexterity, and template as a thief.

Modifying Templates

To more accurately represent their campaign the Game Master can, and should, modify the Templates as they wish.

For example, if there are no dragons in the world, then the wyrmslayer should be disallowed. If berserkers are all chosen from the ranks of savages then the GM should add the requirement of being a savage to the template.

Template Thief Skills

Some Templates give characters thief skills. Use the table below to determine the base chance of the character's skill in these specific abilities. Unlike normal thieves these characters do not have a pool of points to divide amongst these skills and their chances of success are based upon their level of experience.

New Combat Skills

Shield Specialization

When it comes to shields all the non-skilled users gain one point of armor class no matter what shield they used (the exception to this being the buckler; which gives the untrained user a 1 point armor class bonus every other round).

The armor-class column shows how much protection each shield provides if the user is sufficiently proficient. The "to hit" column gives penalties to hit for all attack rolls that are suffered by a non-skilled user of a shield. Warriors reduce this penalty by 1.

Characters that put a Combat Skill in shield in know how to properly use a shield. When a single Combat Skill is taken in shield, the character has basic knowledge and training in the use of all shields.

This allows the shield-user to:

1. disregard the "to hit" penalties given in Table 1.3;
2. Use a buckler properly (reducing armor class by one point);
3. Reduce armor class by two points.

Warriors and Priests can specialize in shields by placing further Combat Skills and gain further advantage using dif-

Table 1.3: Shields

Type	AC Modifier	"To-hit" Penalty
Buckler	1	0
Small	2	-1
Medium	3	-2
Large	4	-3

ferent shield types. Priests are limited to one extra Combat Skill in shields, while Warriors can go the full three.

Each additional Combat Skill provides reduces armor class by another point until the maximum bonus allowed for the shield is reached (see Table 1.3). Thus, after three Combat Skills have be placed in shield, the character can use all shields to their maximum bonus.

Consult Table 1.3 for modifiers when using shields a character is skilled or specialized in.

Weapon Specialization

It is quite possible, between templates, racial modifiers, or other specialties, that a non-Warrior (Fighter, Paladin, Ranger) may wind up with a weapon specialization combat skill. If this happens the character gets all the standard attack roll and damage roll bonuses. However, unless it is otherwise stated, they do not benefit from the extra attacks for melee weapons (they do benefit from additional ranged attacks as with standard missile weapon specialization). The reason is quite simple. Warriors who are specialized skip ahead to the next level bracket of attacks. Non-warriors do not have any extra level brackets of attacks (they always have 1 attack).

New Non-Combat Skills

The following section deals with new Non-Combat Skills available for *FG&G*. It also covers some new rules governing skills and includes some rules missing in regards to how skills are selected (skill categories).

Skill Categories

The number of points allotted depends on the character's class. Skill points are used to purchase skills that belong to the category available the character's class. Each skill has a



corresponding number of skill points it costs to purchase the skill for a character. In order for a character to purchase a skill that is not in their available class groups, they must spend one extra point in addition to the base cost. Finally, there is a special group of General Skills. These can be purchased by any other character no matter what their class is, regardless of cost.

Table 1.4: Skill Categories

Class	Categories
Priest	General, Priest
Rogue*	General, Rogue
Warrior†	General, Warrior
Wizard	General, Wizard

*Bards may also pick from Wizard skills

†Paladins may also pick from Priest skills

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Contested Skills

Sometimes characters might find themselves in opposition to one another. When this happens, each character may attempt a skill check. The degree of success becomes important here: the character who succeeds by a greater margin wins the contest of skills.

Example: Eap the bard is going to fast talk Ernie the guard, so they each make a skill check against their corresponding skill. Ernie uses his or her wisdom of 12, but the Eap has a Fast Talk skill of 14). Ernie rolls a 3 (a 9 point margin of success), and Eap rolls a 3 (an 11 point margin of success). After a short explanation as to why he or she is in the princess' private quarters Eap has convinced Ernie that everything is good and the guard lets him go on his or her way.

Calculating Skill Values

Each skill has a value that is determined by a relevant characteristic (strength, dexterity, constitution, intelligence, wisdom or charisma) plus a listed modifier. To determine the skill value, you take the relevant stat and add the skill modifier listed. For example, Riding is a dexterity based skill with a +3 modifier, so a fighter with dexterity 15 would be a base of 18.

Untrained Skills

Most skills can be performed untrained if pressed. To determine an untrained skill value, take the base trained value

of the skill and subtract 10. This is the untrained value for that character. If the value is 0, then that character cannot attempt the skill untrained. Characters can only attempt untrained skills that belong to their available skill categories.

Untrained Observational Skills

Optionally, GMs could allow all characters to have untrained observational skills (alertness, listening, and search) at base values equal to the trained value minus 5. These are adventurers, after all, and they should have some reasonable chance of noticing unusual and dangerous events.

New Skills

Alertness

(General, $\frac{1}{2}$ Wisdom + $\frac{1}{2}$ Intelligence, 1 skill point, Untrained)

Alertness is a useful skill for adventurers. It reflects active and situational awareness. Characters with alertness may notice something unusual or odd out of the corner of their eye seconds before an ambush, or may spot the loose stone slab that triggers a trap as their ally steps on it. Alertness cannot detect a thief hidden in the shadows who has made a successful hide roll without beating an extremely hard success (–5 penalty) unless the lighting is not in the hidden thief's favor, and the alert character must actively state he or she is looking for the thief in question.



As an optional rule all characters should have a base alertness score of $(\frac{1}{2} \text{ wisdom} + \frac{1}{2} \text{ intelligence}) - 5$; adding a slot to the skill removes the -5 penalty.

Boating

(General, Wisdom + 1, 1 skill point, Untrained)

Boating is similar to seamanship but applies to small river and lake ships only.

Fast Talk

(Rogue, Charisma, 1 skill point)

Fast talk is the art of bluffing or otherwise convincing another that you are truthful when in fact you're blowing hot air up their chain skirt. It can be useful when convincing city guards you did not, in fact, just descend from the second story window of the mayor's house, or when trying to convince your kobold captors that they had better let you go or you'll incinerate them all with your magic. If at all possible the player should try to role play this skill and not default to a die roll. However, a player is not necessarily going to be as charismatic and quick witted as their character and should not be punished on these criteria. That is why the skill exists. This is usually a contested skill against a foe's wisdom.

Information Gathering

(Rogue, Intelligence, 1 skill point, Untrained)

Information Gathering is a social proficiency that equates to the skillful mining for information using bluffs, persuasion or intimidation. It does not replace roleplaying. It provides clues and insight into how the proficient character should approach the task of uncovering vital information.

The complexity of an Information Gathering check relates to the subject group and the information sought. A check at no modifier is generally sufficient when dealing with friendly or indifferent targets and when seeking information that is not considered taboo or unlawful. Higher checks might be required if the subject group fears disclosure or if the subject matter is too obscure or specialized for the average folk to know.

Any reaction modifier the character normally has applies

to the check and a penalty of -3 applies if the character does not play a fee of 1d10 gold (representing bribes, favors, expended tools and fees).

Intimidation

(General, Charisma or Strength, 1 skill point, Untrained)

Intimidation is a contested skill used against the target's wisdom (or strength, see below). It can only be used against NPCs and those of similar races of the skill user. This is the art of scaring your target to do what you want. Victims of a successful intimidation are likely to do what they are told. They will also usually hold grudge, which they will usually hide until a chance for revenge is presented.

A character may use their charisma or strength as the base for their intimidation check. If strength is used the target may resist with strength is it is higher than their wisdom. The duration and full extent of the intimidation is up to the GM, but it should never be as powerful as the Charm spell.

Listening

(General, Wisdom (special), 1 skill point, Untrained)

Having a good "ear" for subtle noises is a sure way to stay alive in a dark, damp dungeon. Even if the character has poor sight, his or her hearing can often make up for it. Unlike other skills, Listening is made as a percentile skill check, and works like "Detect Noise." Thieves who pick this skill gain an immediate synergy bonus with their class trait, adding their Listening skill to their Detect Noise base chance of success (modified by race and other factors as normal).

GMs who don't like the idea of letting other character types buy this skill can forbid it, leaving keen hearing in the domain of thieves alone.

Locksmithing

(General, Dexterity, 1 skill point)

Locksmithing is a craft skill having to do with building and fixing locks. Because they are intimately familiar with locks rogues with this skill have add +10% to their Open Locks ability. Additionally non-rogue characters can use their score in locksmithing as their chance to open locks as

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if they were thieves (modified by race, dexterity and other factors as normal).

Looting

(Rogue, Intelligence, 1 skill point)

Looting is a knowledge skill dealing with knowing what is worth the most and what to grab when in a rush. Looting is similar to appraising but used primarily during burglaries and other roguish actions. A successful check allows the character to grab the most valuable items present before they escape.

Streetwise

(Rogue, Wisdom, 1 skill point)

The skill of streetwise is one of familiarity with the city at large, and how to maneuver and get along therein. A streetwise character knows the nice areas of town (or can quickly identify them) as easily as the seedy areas, and is quick to locate specific persons or information about a given region. It is a sort of local knowledge skill, but applied to the city at large. If the character has a particular home town in which he or she grew up then he or she always has a +2 bonus to this skill when visiting that locale.

Trailing

(Rogue, Dexterity, 1 skill point)

Trailing is an advanced form of stealth. With a successful check, the character is able to trail someone in urban settings, staying just enough out of view to remain unnoticed. One check is usually sufficient to trail long enough to pick up some valuable information. Circumstances may arise when additional checks are required.

Performer: Animal Noise

(General, Wisdom + 2, 1 skill point)

This is a variation of the disguise skill but only useable to mimic animals. See disguise in *FG&G*. It is a contested skill against the target's intelligence.

Performer: Begging

(Rogue, Charisma, 1 skill point, Untrained)

Begging is the art of raising money asking for handouts. For game purposes it functions the same as the survival skill but allows the character to raise enough money for simple food and shelter (not fine wine and fancy inns). See Survival in *FG&G*.

Performer: Fortune Telling

(Rogue, Charisma, 1 skill point)

This is the fake art of predicting the future, from reading palms to tarot cards and crystal balls. A successful check results in the character fooling their customer. If they fail the customer doesn't buy the story. On a natural 20 the customer discovers the sham and is enraged. On a natural 1 the GM may determine that not only did the customer buy the prediction that it will also come true (merely by coincidence).

Performer: Voice Mimicry

(General, Charisma + 2, 1 skill point)

This is a variation of the disguise skill but only useable to mimic voices. See disguise in *FG&G*. It is a contested skill against the target's intelligence.

Table 1.5: Crude Weaponsmithing Construction Time

Weapon	Construction Time
Arrows	7/day
Axe, Battle	4 days
Axe, Hand	1 day
Axe, Throwing	6 days
Bow, Long*	15 days
Bow, Short	12 days
Dagger	2 days
Dart	3/day
Javelin	1 day
Knife	2 days
Quarterstaff	1 day
Spear	2 days
Staff Sling	3 days
Warhammer	5 days

*Seasoning the wood takes 1 year

Weaponsmithing (Crude)

(General, Intelligence – 4, 1 skill point)

Weaponsmithing (crude) works like the normal weaponsmithing skills, but uses stones, wood, and other naturally available materials, so these weapons are made at no cost.

This proficiency can't be improved.

Demi-humans and Non-Combat Skills

Each demi-human race has its own culture and crafts, and these may be quantified by Non-Combat Skills below. A demi-human always treats these non-combat skills as if they were in skill groups the character has access to from their class, and therefore do not cost an extra skill point to purchase. Furthermore, they get a bonus of +1 on any non-combat skill check they may be required to make with these non-combat skills.

Dwarves

Appraise, Blind-fighting, Endurance, Fire-Building, Intimidation, Knowledge: Ancient History, Knowledge: Engineering, Locksmithing, Mountaineering, Rope Use, Sense Direction, Set Snares and Traps, Survival (Hills, Mountains), Trade: Armorer, Trade: Artist, Trade: Blacksmithing, Trade: Brewing, Trade: Gem Cutting, Trade: Mining, Trade: Pottery, Trade: Stonemason, Trade: Weaponsmith,



Elves and Half-Elves

Alertness, Ancient Languages, Animal Handling, Etiquette, Healing, Hunting, Jumping, Knowledge: Ancient History, Knowledge: Animal Lore, Knowledge: Astrology, Knowledge: Herbalism, Knowledge: Local History, Perform: Instrument, Perform: Dance, Perform: Singing, Performer: Animal Noise, Reading/Writing, Rope Use, Sense Direction, Set Snares and Traps Spellcraft, Survival: Woodland, Tightrope Walking, Tracking, Trade: Artist, Trade: Bowyer/Fletcher, Trade: Seamstress/Tailor, Trade: Tanner, Trade: Weaving, Tumbling, Weather Sense.

Gnomes

Ancient Languages, Appraise, Disguise, Forgery, Knowledge: Ancient History, Knowledge: Engineering, Knowledge: Herbalism, Knowledge: Local History, Locksmithing, Perform: Juggling, Performer: Animal Noise, Rope Use, Set Snares and Traps Spellcraft, Survival: hills, Survival: woodlands, Trade: Artist, Trade: Blacksmithing, Trade: Brewing, Trade: Carpentry, Trade: Cobbler, Trade: Gem Cutting, Trade: Mining, Trade: Pottery, Trade: Stonemasonry.

Half-Orcs

Alertness, Blind Fighting, Endurance, Hunting, Intimidation, Knowledge: Religion, Looting, Mountaineering, Set Snares and Traps, Spellcraft, Survival: Underground, Tracking, Trade: Armorer, Trade: Blacksmithing, Trade: Bowyer/Fletcher, Trade: Carpentry, Trade: Weaponsmithing (Crude).

Halflings

Alertness, Fast-Talking, Forgery, Healing, Hunting, Knowledge: Herbalism, Knowledge: Local History, Perform: Instrument, Perform: Juggling, Performer: Animal Noise, Performer: Begging, Performer: Fortune Telling, Set Snares and Traps Trade: Agriculture, Trade: Bowyer/Fletcher, Trade: Brewing, Trade: Carpentry, Trade: Cobbler, Trade: Cooking, Trade: Pottery, Trade: Seamstress/Tailor, Trade: Tanner, Trade: Weaving, Trailing, Tumbling.



Chapter 2: Cultural Backgrounds

Amazon

An Amazon is a member of a matriarchal society; meaning women hold all the positions of power that in patriarchal societies would be reserved for men. This can mean several things; they could be somewhat savage and backwards, or they could be highly advanced. They might live in cooperation with males, or they may keep them as slaves, or they may even banish males from their society when they reach a certain age, only allowing males around in order to mate and breed. There are numerous ways to interpret an Amazon culture into your campaign. Like the Barbarian, an Amazon is an outsider; her mode of dress, her speech patterns, her beliefs and attitudes, and her approach to life should all stand in contrast to her peers, and the society she finds herself in. It is a role playing opportunity that should not be squandered.

It is perhaps important to note that the Amazon culture works best in a world where the opposite, a patriarchal society, is dominant. In this way the character who adopts an Amazon Template will stand apart from the rest of the society in which she finds herself, and of course, has an opportunity to take advantage of her surprise bonus. In a society where women are viewed as equal to men, the contrast of an Amazon may hold less meaning, and the surprise bonus would not be valid.

XP Mod: 1.

Requirements: Amazons prize intelligence, charisma and dexterity over strength and constitution.

Combat Skills:

Required Combat Skills: Spear, Bow (Long) (Amazon fighters can Specialize only in these two weapons).

An Amazon can use one of these two weapons regardless of class but must spend the combat skill points as normal.

Recommended Combat Skills: Various axes, swords.



Non-Combat Skills:

Bonus Non-Combat Skills: Riding (Land-Based), Animal Training.

Recommended Non-Combat Skills: Animal Handling, Animal Lore, Armorer, Bowyer/Fletcher, Hunting, Running, Survival, Tracking.

Special Benefits: Males in civilizations where females are underestimated and who are not familiar with Amazons in

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general will grant the Amazon a bonus of +3 to attack rolls and +3 to damage on the first attack only. This is because the opponent's guard is down.

This ability doesn't work on the following:

- A wary NPC, that makes a successful Intelligence check, sees the attack coming and denies the bonus
- Warrior of 5th level or higher
- A monster of 4 or more hit dice
- Any other character of 8th level or higher
- Any player-characters (unless the player willingly accepts the bonus)
- Anyone who previously has been a victim of such an attack bonus (successfully)*
- Anyone who has seen such an attack bonus used (successfully)*

* If the Amazon misses this attack, then the target will continue to underestimate them and they can use this bonus again, until they do hit successfully.

In addition this bonus could be applied to other skills or abilities with the same ratio of bonus (+3 on a d20, +15% on percentile and so forth) if it is being applied in a similar manner.

Special Hindrances: An Amazon has a -3 reaction roll adjustment in patriarchal societies. This penalty does not apply to those who know the character well.

At creation an Amazon must buy their armor and weapons from the following options: Battle Axe, Bow (Any), Club, Dagger, Hand/Throwing Axe, Javelin, Knife, Lance, Spear, Sword (any); Armor—Shield, Leather, Padded, Studded Leather, Brigandine, Scale Mail, Hide, Banded Mail, Bronze Plate Mail. Once the Amazon has adventured elsewhere in the world, they may purchase equipment as normal.

Special Notes: Amazons cannot be necromancers and rarely use illusion magic.

Amazon priestesses usually worship the following kind of deities: Community, Competition, Elemental Forces, Good, Hunting, Light, Mischief/Trickery, Moon, Oracles/Prophecy, Race (Human), Sky/Weather, Sun, War, Wind, Wisdom. An Amazon priestess worshipping another type of deity suffers a -1 reaction modifier with NPCs within her own culture. This penalty is a -2 if the gods in question are of disease or peace.

Barbarian

Barbarians are tribal members that grew up in places far off from civilization. Not spoiled by the comfort of city life, barbarians are survivalists and fierce warriors. Barbarians are a force for chaos in many fantasy worlds. They are the dangerous "other", misunderstood and feared by the so-called civilized races. Soft city-dwellers must always fear the day a charismatic Barbarian chieftain will call the clans together and come to their city seeking their gold and their women.

The barbarian is a frontiersman, a survivalist fueled by strength, endurance and insight. While the so-called civilized folk live sheltered from the dangers and elements of the wilderness, the barbarian prefers to embrace them.

Clans and tribes of barbarians form villages where the strongest rule and a constant war is waged against the wicked side of nature and the hordes of evil that populate the fringe-lands.

Barbarians are not complex people. They require little material wealth, complex engineering or intricate social structures to survive. Consummate hunters and gatherers, they are the masters of their home terrain. As fierce warriors, they train tirelessly on the tools of war, preferring to wield terrible, head-cleaving weapons. Sustenance and defense of the tribe and homeland are two central concerns to the existence of a barbarian settlement at the edge of civilization.

The vast majority of barbarians are uneducated and illiterate. As such the default barbarian cannot read or write.

Outsiders may view barbarians as simple savages, but the barbarian culture is firm, sound and steeped in religious tradition. Most barbarian tribes have at least one spiritual leader, a shaman, who works to strengthen the bond between the living tribesmen and the dead ancestors that empower them. Tribes and clans tend to also worship the gods of battle and nature, drawing upon the strength of the divine in times of great need.

XP Mod: 1.

Requirements: Barbarians cannot start off as any Lawful alignment. Barbarians usually have a high strength and constitution score and lower wisdom and charisma scores.

Combat Skills:

Required Combat Skills: Battle Axe, Bastard Sword. (These are the classical weapons used by fantasy-barbarians;

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these may vary from setting to setting, check with the GM.)

Fighters who are barbarians can specialize in any weapon, but are unlikely to use weapons from outside their culture (for example lances, quarter-staves, flails, pole-arms). If the class of the character prevents the use of these weapons, then that character is permitted to use Hand Axe and Broad Sword in their place (even if normally not permitted by class).

Recommended Non-Combat Skills: Bow (any), Sling, Sword (any), War Hammer.

Non-Combat Skills:

Bonus Non-Combat Skills: Endurance.

Recommended Non-Combat Skills: Animal Handling, Animal Training, Blind-Fighting, Direction Sense, Fire-Building, Herbalism, Hunting, Jumping, Mountaineering, Riding (Land-Based), Running, Set Snares, Survival, Tracking, Weather Sense.

The Game Master may require the Barbarian take a skill in a tribal specialty (such as Fishing or Agriculture).

Special Benefits: Because of a barbarian's sheer strength, intensity, and animal magnetism; they have a +3 reaction adjustment modifier during certain situations.

Whenever a reaction roll is 8 or less (after Charisma and other modifiers), this modifier of 3 is subtracted from the result. Basically positive reactions become even more positive than normal.

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Table 2.1: Barbarian Superstition

Level	Lifted Restriction
2	Cooperation with clerics*
3	Use magic potions
4	Use magic weapons
5	Use Magic armor
6	Cooperation with mages†
7	Use offensive magic items
9	Use protection scrolls
10	Use magic items in general

*May cooperate with their own priests without restriction.

†PC mages/wizards of less than 6th level of experience are banished from the tribe until they prove themselves.

Special Hindrances: Because of the barbarians savage and uncivilized nature they also have a -3 reaction adjustment modifier during certain situations. Whenever a reaction roll is 14 or more (after Charisma and other modifiers), this modifier of 3 is added to the result. Basically negative reactions become even more negative than normal. Regardless a barbarian priest has a $+3$ reaction modifier within their own culture.

Whenever the barbarian character achieves a reaction roll of 14 or more, he or she takes an additional -3 modifier.

Barbarians are suspicious of magic and those who employ it. Low-level barbarians will not use magic items willingly and only reluctantly cooperate with mages. A barbarian who destroys a magic item gains experience equal to that item's value. Barbarians accept clerics, shamans and other users of divine magic, but will remain skeptical of high-level clerics. Over time, some of these restrictions are lifted (see Table 2.1).

Barbarians must spend all their starting money (before starting play) but 3 gold or less.

Special Notes: When a barbarian spends their starting gold, they may not buy armor heavier than splint mail, banded mail, or bronze plate mail. Furthermore they must limit themselves to weapons that are appropriate for their tribe—this usually includes battle axe, bows (any), club, dagger or dirk, footman's flail, mace, or pick, hand or throwing axe, sling, spear, or sword (any).

Barbarians do not produce specialist wizards in the area of enchantment/charm and abjuration.

Barbarians tend to worship small pantheons of one or two patron gods, and most of priests serve those gods. These

gods tend to be of primordial forces (Agriculture, Animals, Darkness, Earth, Elements, Fertility, Hunting, Lightning, Metal, Nature, Night, Sky, Thunder, Weather) or other barbarian qualities (Strength, War).

Noble

The Nobles are the political and social elite of fantasy societies. These privileged few live on great estates and sometimes command larger armies than kings. While a player character noble starts out with much more modest means, they do carry the training to command men and some material advantages other classes do not.

A noble is a titled aristocrat of a noble house, whether a lesser branch or perhaps the high seat of the family line. A noble might also be a member of a royal family, probably not in line for the throne, but still with a high position in society. Whether baroness, countess, duchess, or marquis, a noble is proficient in all of the courtly arts (including with a fine blade) and is well acquainted with news, rumors, fashion, and etiquette in her lands and those that surround it. Nobles may serve as diplomats, high courtiers, appointed castellans or seneschals of royal castles, or even spies.

XP Mod: 1.

Requirements: Nobles are generally lawful in alignment, as they live a very structure lifestyle where their very power comes from the rules and laws of the land. They tend to have high charisma scores but are not known for their dexterity. Noble warriors have high strength and constitution scores, and physical strength is a sign of great respect.

Combat Skills: None.

Non-Combat Skills:

Bonus Non-Combat Skills: Etiquette, Heraldry, Riding (Land-Based).

Recommended Non-Combat Skills: Animal Training, Blind-Fighting, Dancing, Gaming, Hunting, Local History, Musical Instrument, Reading/Writing, Tracking.

Special Benefits: The Noble starts with more gold; they receive a bonus of 225 gold plus the standard starting gold of their class.

In their culture the Noble has a $+3$ reaction modifier.



A noble can demand shelter from anyone in their own culture that is of lower social status. People of the same status or higher will offer shelter when the noble is travelling—and for up to two extra people per level of the noble.

A noble can administer justice upon people of lower status—acting as judge, jury and executioner for minor crimes he or she comes across.

Special Hindrances: The character has sworn an oath of fealty to a greater noble (a squire to a knight, a knight to his or her king, and so forth). They are expected to live up to

these oaths occasionally. They may have to join their lord in battle, donate money to the cause, house the lord and his or her or her family, provide troops, raise taxes or even undertake missions and adventures on behalf of the lord.

After character creation, a noble must pay +10% to the base cost of all goods, equipment, and services—per level of experience. The noble is actually buying higher-quality goods.

The noble can settle for lesser goods, but they receive a reaction modifier of -1 per such incident, (to a minimum of 0), until they purchase higher quality items.

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If a noble gains a bad reputation, the +3 reaction becomes a -6 for those aware of the reputation.

Nobles are expected to extend shelter to other nobles travelling through their domain—or camp.

Special Notes: Nobles normally do not become necromancers. Those that do hide this fact from everyone and if it is ever discovered they lose all benefits of this template, except the bad reputation penalty which becomes permanent (for those who know).

The Noble may spend their gold pretty much as they choose—but there is minimum standard they cannot violate. The following must be purchased.

- They must buy a suit of armor (cannot be less protective than brigandine or scale mail)*
- A shield*
- At least one weapon larger than a dagger*
- A horse (at least a riding horse with a riding saddle, bit & bridle, horseshoes and shoeing, halter and saddle blanket)

* If class permits the use of such items. For each item the character cannot use, reduce their bonus gold by 25 gold.



Peasant

Peasants are the poorest class of people. In historical Earth, a peasant would most likely have been a farmer, and often leased his or her land rather than owned it. In your campaign, a peasant can also live in cities or outlying areas. What is common to all peasants is that they are all poor financially, poorly educated, and under the dominion of some ruling body. They are also the largest population in a given area, outnumbering the higher classes by as much as ten to one.

Peasants are the backbone of any economy, producing the foodstuffs and livestock for the world. A typical peasant is fair-minded, sensible, and trustworthy, but suspicious of outsiders. A peasant can be a good source of local gossip, and knows the area around his or her farm like the back of his or her hand.

Peasants in particularly dangerous areas might have a shabby suit of leather armor to don in times of trouble, and often have an old spear or crossbow somewhere in the house, left over from militia training. A retired veteran peasant, or one who has had to defend their lands too many times from

the creatures of the wilds, could be a fighter, while a trickier peasant could be a thief. Peasant priest are not unheard of, but peasant mages are indeed rare. Such peasants have the same skills and abilities as the standard class.

Peasants are usually found in families of two to six.

XP Mod: 1.

Requirements: Peasants are known for their resilience to a harsh life and are often quick witted. Worker peasants have high strengths while the elderly are known for wisdom. Most peasants have a lower than average charisma. Unless restricted by class choice, peasants must start off as some form of neutral (though they can be chaotic or lawful, good or evil, or even true neutral).

Combat Skills: When a peasant is first created players may choose the combat skills of their character, but may not choose any that unusual for the campaign-world's peasants. Very appropriate weapons include short sword, spear, bow, footman's weapons and the like. Usually unacceptable weapons include horseman's weapons, exotic pole arms, lances, long swords, tridents and so forth.

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Non-Combat Skills:

Bonus Non-Combat Skills: Agriculture or Fishing (player choice), Weather Sense or Animal Lore (player choice).

Recommended Non-Combat Skills: Any of the General skills.

Special Benefits: When they are in their own community the peasant always has shelter and often has other help, no matter what they have done or what anyone thinks of them. Unless they have hurt people from their own community, they'll always find people to hide them and companions from the law, put them up, supply them with food and drink and what little equipment can be gathered, and sometimes provide them with helpers.

+2 reaction modifier with all poor and peasant NPCs.

Special Hindrances: Since the peasant is looked upon as a patron and hero by the people from their home, they will frequently come to them for help. Whenever the village is losing people to nocturnal predators, whenever a village overlord turns out to be a dangerous tyrant, whenever a local citizen is jailed and tried for something they didn't do, the citizens turn to the peasant for help. And if they turn them away, they lose their respect and suffer a -2 reaction from all of the peasants in the land until they are once again in their home community's good graces.

-2 reaction modifier with all rich and noble NPCs.

A peasant must spend all their starting money (before starting play) but 3 gold or less.

Savage

Savages are members of primal tribes, usually on the fringes of the world where survival is their greatest concern. They are technologically primitive, even more so than the Barbarian, and preternaturally attuned to the natural world. Savages also tend to be superstitious, putting a lot of faith into omens and portents.

To members of the civilized world, Savages may seem frightening, curious, mesmerizing, or repulsive. They can be honorable and principled, shifty and prying, or loud, lewd and violent. They will always move to their own drumbeat, regardless of the circumstances they find themselves in.

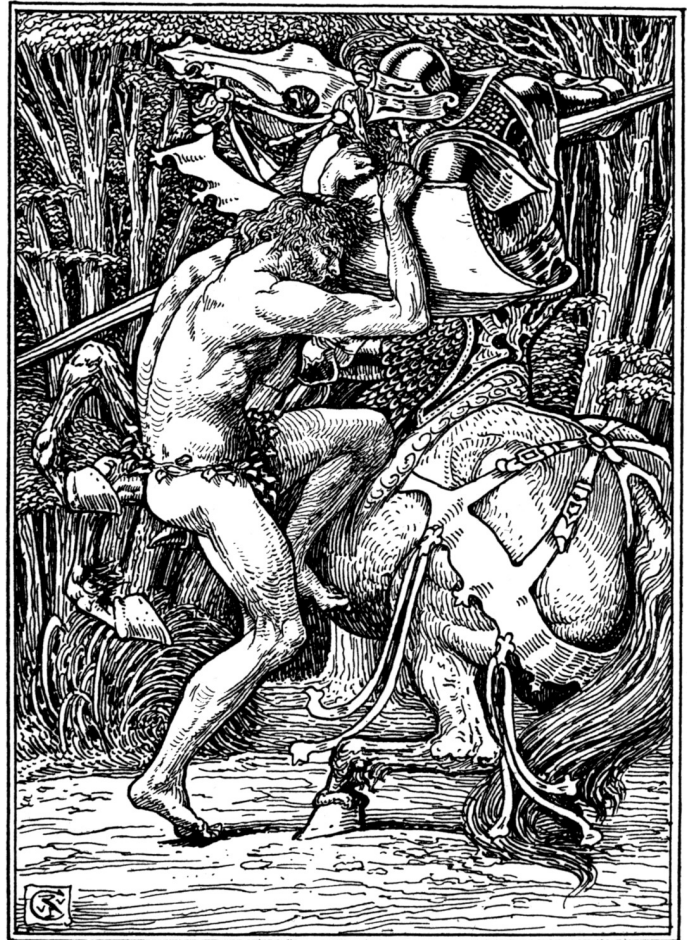
Savage tribes often have priests, called Shamans. A shaman is the spiritual leader of their tribe, much as any

priest is. They may also lead the tribe in all other matters as well, depending on the strength of their personality. Shamans frequently consult the "spirits" or gods for omens and portents so they can advise their tribe on how to live properly, or discern which actions will achieve a desired result.

Wizards in a Savage tribe are called Anagakoks; while they may overlap the Shaman in some functions, the Anagakok is not a spiritual leader. They use their magic to aid the tribe, often in its bid to survive the elements.

XP Mod: 2.

Requirements: Savages often have great strength and high constitution, they also often have high dexterity. Their lack of formal education and social structure limit them in intelligence and charisma. Savages must begin as some form of chaotic alignment.



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Combat Skills: The savage may only be skilled in weapons from the "Savage Weapons" category at character generation. Any combat skill points earned at later levels can be spent to learn any weapon the savage has become exposed to.

Non-Combat Skills:

Bonus Non-Combat Skills: Direction Sense, Endurance, Survival, Weather Sense.

NOTE: With the GM's permission any of the four bonus Non-Combat skills can be replaced with Fire Building.

Recommended Non-Combat Skills: Animal Handling, Animal Lore, Animal Training, Bowyer/Fletcher, Fire-Building, Fishing, Healing, Herbalism, Hunting, Jumping, Local History, Mountaineering, Religion, Riding (Land-based), Rope Use, Running, Set Snares, Swimming, Tightrope Walking, Tracking, Tumbling.

Equipment: The Savage may pick up to four of the weapons from the "Savage Weapons" category. The savage also has 1d4+6 other items that they have made or scavenged, subject to the GM's approval; these items must be what the tribe could have made (pouches, clothing, food, rope, fishing gear—not mirrors, lanterns, iron pots.) The GM may allow a horse or a canoe.

Special Benefits: Savages have a special spell-like ability.

This ability is picked from the following:

1. Alarm (Wizard 1st Level)
2. Detect Magic (Wizard 1st Level)
3. Animal Friendship (Priest 1st Level)
4. Detect Evil (Priest 1st Level)
5. Talisman*
6. Magic Doll*
7. Omen*
8. Anagakok*
9. Tattoos†
10. Feralman

* These abilities are available only to those of the Wizard class.

† These abilities are available only to those of the Cleric (or Druid, Ranger or Paladin) class.

- Priests usually select (2) Detect Magic or (9) Tattoos.

The ability is chosen when the character is created, and cannot be changed. The special ability never requires spell

components. These abilities are not true magic and do not register as magic by spells like detect magic and cannot be dispelled or otherwise neutralized by magic or magic resistance.

Talisman: Once per week the savage can create a protective talisman. The talisman is worn around a person's neck. The wearer benefits from protection from evil (1st-level wizard spell) for a full day or until Dispel magic or a similar spell cancels the magic of that particular talisman. It takes at least one hour to make the talisman.

Magic Doll: Once per week the savage can create a small doll representing of any single victim of choice. The doll must crudely appear like the victim and contain a personal belonging of the victim, such as hair, skin, jewelry, etc. It takes at least one hour to make the doll.

When the wizard harms the Magic Doll the victim suffers 1d4 points of damage. If the act destroys the doll then the effect ends. Therefore if a single attack on the doll does more than 4 points of damage, the victim still can only suffer up to 4 points of damage. There is no range limitation of the doll's power (but cannot cross planes of existence).

The doll ceases to functions in the following situations.

- The victim (or doll) suffers 10+ points of damage.
- Dispel magic or a similar spell is cast on the doll.
- A week passes since the doll's creation.

Omen: Once per week the savage can consult the bones, dice, rocks, gods, clouds, or other divining device to "predict" the future. Roll on Table 2.2.

Table 2.2: Savage Omen Results

d10 Roll	Result
1-2	Ill: The party suffers a -1 penalty on "to hit" and saving throw and a -3 reaction modifier for 24 hours, chance of encounters double.
3-4	Great Danger: The party suffers a -1 penalty on Armor Class and a -3 reaction modifier for 24 hours, chance of encounters double.
5-7	Neutral: No effect.
8-9	Favorable Omen: +1 bonus to AC and movement rate increased 50% for the next 24 hours.
10	Auspicious Omen: +1 bonus to AC and on all saving throws and movement rate increased 50% for the next 24 hours.

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Anagakok: Once per week the savage wizard can use this ability to give good fortune to themselves and up to one other person per level of the wizard. The effects last for one turn per level of the wizard. The subjects of good fortune improve their AC by 1. The savage wizard with this ability also takes no damage and suffers no penalties caused by one type of extreme environment (cold and heat are the most common) but are not immune to attacks based on these extremes (such as fireball or cone of cold), however they suffer a -1 penalty in the opposite environment (to AC, attacks and saves). Lastly the wizard with this ability can find an adequate amount of food for a number of people equal to their level $+1$ every day in this extreme environment. NOTE: A wizard with this ability does not get the bonus non-combat skill of Direction Sense.

Tattoos: The savage's body is covered in tattoos, brands and ceremonial scars that empower their faith in their ancestors and gods. These tattoos are treated as a holy symbol for the purpose of spell casting and turning undead.

Feralman: A feralman is a savage that has been raised by animals, usually wolves or apes or some other social animal. This animal is their familial animal. They grow up as one of these creatures until they encounter their own kind once again.

A feralman can only have followers of the same species as their familial animal and gain a $+5$ reaction modifier with their familial animal.

Feralmen do not wear armor or use shields (ever) but do gain a 2 point Armor Class modifier as long as they are permitted any normal dexterity modifiers (no bonus while surprised and so forth).

Table 2.3: Feralman Thief Skills

PP	OL	FRT	MS	HS	DN	CW	RL
-5%	-10%	-5%	$+10\%$	$+10\%$	$+10\%$	$+10\%$	-20%

Feralman can speak with animals but only with their familial animal and can summon them with a bestial call if they are within 20 miles of their homeland. This summoning has

a chance of success equal to the feralman's wisdom $+ \text{level}$ and if successful summons $1d4$ animals that arrive within $1d4$ rounds and act as followers for $1d4$ hours before leaving. This can be done once per day and takes $1d6$ rounds to complete ($1d6$ rounds to perform the call and a further $1d4$ rounds until they arrive).

Special Hindrances: The Savage suffers a -2 reaction modifier with all NPCs not from their tribe.

The Savage uncomfortable in civilized clothes and armor—in wearing clothing more cumbersome and concealing than their normal tribal dress, they suffer a -1 to all attack, damage and non-combat skill rolls.

They can wear any type of armor, but the penalty becomes -3 to all attack, damage, and Non-Combat Skill rolls while wearing any sort of armor at all. If the player decides to ignore the cultural dislike for armor the GM is encouraged to increase the penalty by 1 each game session.

The Savage begins play with no money.

Special Notes: Savages rarely worship gods of the following areas: Disease, Divinity of Mankind, Evil, Good.

Savages usually follow gods of the following areas: Animals, Earth, Elemental Forces, Fire, Hunting, Nature, Sky, Vegetation, Weather.





Chapter 3: Class Templates

Academician (Scholar)

An academician is a sage of the first order. Both a polyglot and polymath, an academician can be consulted to answer any number of questions by anyone wealthy enough to afford their considerable fees.

Academicians study the nature of the world, the mysteries of theology, and the nuances of the law. They are most at home among books, or disputing with one another over obscure points of philosophical interpretation, but their knowl-

edge sometimes has a wider application, and they find themselves involved in great affairs of state.

While all characters can, in theory, study, none match the scholar for depth and breadth of knowledge. The scholar is always learning, and forgets little of what he or she knows. Most academicians avoid physical adventures, preferring to ask others to gather their information, and communicating with distant colleagues by letter. If they do find themselves in a dangerous situation, most, quite sensibly, find something to hide behind.



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Academicians are bookish and often lacking in people skills, physical skills, and artistic skills. These lacks are not universal, but the academician needs none of these abilities, so those without them prosper almost as much as those with. People skills are useful for academicians who seek good positions, but many are content with support and access to books and writing materials.

Most academicians are rather indifferent to money, once they have enough to avoid starvation while studying. However, almost all are extremely jealous of their reputations, and are careful to claim credit for their own work. Disputes over priority and plagiarism spark the bitterest academic conflicts.

XP Mod: 2.

Requirements: Intelligence 13, Wisdom 11.

Races: Elf, Gnome, Half Elf, Human.

Classes: Any.

Combat Skills: Standard.

Non-Combat Skills:

Bonus Non-Combat Skills: Reading/Writing.

Recommended Non-Combat Skills: Ancient History, Artistic Ability, Astrology, Etiquette, Heraldry, Herbalism, Languages (Ancient), Languages (Modern), Local History, Spellcraft.

Table 3.1: Academician Thief Skill Adjustments

PP	OL	FRT	MS	HS	DN	CW	RL
−10%	+5%	+5%	−5%	−5%	+5%	−15%	+20%

Special Benefits: Academicians receive a +3 reaction modifier with other scholars and those in the academic world. Anyone who is familiar with the academician's reputation that is part of a similar vocation (author, researcher, professor or a correspondent of the academician) gains the same modifier.

Academicians can spend Combat-Skill Points on Non-Combat Skills.

Academicians benefit from a bonus to Intelligence Checks and Wisdom Checks (to include skills based on those abilities). Consult the table 3.2.

Table 3.2: Ability Check Bonuses for Academicians

Age	Intelligence Check Bonus	Wisdom Check Bonus
Adult	+1	0
Middle Age	+2 (Human max)	+1
Old Age	+3 (Half Elf, Gnome max)	+2 (Human, Half Elf, Gnome max)
Venerable	+4 (Elf max)	+3 (Elf max)

Special Hindrances: Lack of training, skill and interest in combat leave the academician with a −1 to the first attack roll against an enemy in melee combat. If their opponent changes in that combat, the penalty returns for the first attack roll against the new enemy. If they are fighting an opponent they have faced before, the penalty still applies.

Just as an academician can be respected for their knowledge, their knowledge can also be annoying. They suffer a −1 reaction modifier with NPCs of non intellectual occupations.

Special Notes: Academicians prefer the magic schools of alteration, illusion, and invocation/evocation, but are not barred from any school.

Acrobat

The acrobat is a unique type of adventurer. While they possess the agility of a thief, they do not necessarily apply it to nefarious ends. Instead they apply their extraordinary physical abilities to reach the hidden perches and unassailable places where adventurers often find themselves. By scouting otherwise inaccessible places they offer their companions vital information. Physical combat is not their area of proficiency, but their amazing reflexes often allows them to avoid otherwise deadly attacks from both sword and spell. Acrobat often go from traveling performers to adventurers because they are thrill-seekers looking for the next great danger, though some less than scrupulous acrobats are often fleeing from a darker past.

Agility and daring are both excellent rogue traits, and their confluence can create spectacular feats of acrobatics. Whether they are daring thieves, infiltrating assassins, or intrepid spies, proper training in acrobatics is a valuable boon for rogues.

While many thieves rely on manual dexterity to get into



places they aren't supposed to be, some thieves specialize in "second story" work, using their agility to get up high and enter structures from above, where security is often lighter or non-existent. Second story work isn't easy and these thieves have to stronger than those who work on ground level to accomplish the many feats of acrobatics their chosen method of entry requires.

XP Mod: 2.

Requirements: Strength 12, Dexterity 14.

Races: Any.

Classes: Bard, Thief.

Combat Skills: Acrobats may use any weapon normally permitted to thieves. Note, however, that they will usually avoid those that are heavy and cumbersome.

Non-Combat Skills:

Bonus Non-Combat Skills: Jumping, Tumbling, and Tightrope Walking.

Recommended Non-Combat Skills: Alertness, Disguise, Fast-Talking, Juggling, Musical Instrument, Riding, Rope Use, Ventriloquism.

Special Benefits: Acrobats have a +2 to jumping, tumbling, and tightrope walking. This is reduced to +1 if wearing any armor and +0 if more than lightly encumbered.

Table 3.3: Acrobat Thief Skill Adjustments

PP	OL	FRT	MS	HS	DN	CW	RL
+5%	-5%	-5%	+5%	-	-	+5%	-

Special Hindrances: Acrobats are limited to a maximum of 70% in the following thief abilities: Open Locks, Find/Remove Traps, Read Languages. This does not count racial or ability score modifiers, which may lower or increase this base maximum.

Assassin

Assassins are stealthy killers, trained by their shadowy guilds in the arts of spying, disguise, poison, and murder. Although assassins of lower level are little more than well-trained thugs, the eminences of this reprehensible profession are so feared as to be spoken of only in whispers. High-level assassins are artists of murder, and their experience with hunting highly placed targets, coupled with extensive education and training, often gives the sinister nobility of this class a silken, refined veneer over their true, murderous natures.

This veneer, like many things pertaining to the assassins, is deceptive; survival in the higher echelons of an assassins' guild requires animal cunning and a complete absence of mercy. Assassin characters must begin with an evil alignment.

Virtually all cities (and many towns) will have a guild of assassins operating within the city walls and in the surrounding region, made up of 6–24 assassins of varying level. Player character assassins, if they are identified by the local guild, will be invited to join (such invitations ranging from polite to violent).

Joining a guild places the assassin under the command of the local guild master, which may be inconvenient (and will require the assassin to pay a share of his or her take to the guild), but assassins' guilds take a very dim view of freelancers working in their territory. Freelance assassins—and their companions—do not ordinarily live to enjoy old age. There are, of course, benefits to joining such a guild; training costs may be reduced, and the guild may be a good source of information about potential missions or nearby enemies.

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Assassins' guilds are controlled by a guild master of 14th level—an assassin of lower level might take control, but would be unable to inspire the fear necessary to keep rival guilds from forming. To gain 14th level, an assassin character must take control of an assassins' guild by killing (directly or indirectly) the existing guild master. Whenever the control of an assassins' guild changes hands, most of the assassins will abandon the guild and depart the area, normally leaving the guild reduced to a quarter of its original membership.

The grandmaster of assassins (a campaign may have one or more) is a figure of legend and fear. These dark eminences usually live far from the cities, in remote and well-guarded locations—their fame is such that those who need their services will seek them out. To advance to 15th level, an assassin must find and kill one of the existing grandmasters.

XP Mod: 3.

Requirements: Strength 12, Dexterity 12, Intelligence 11, evil alignment.

Races: Any.

Classes: Fighter, Thief.

Combat Skills:

Bonus Combat Skills: One of choice (must be from a thief's standard selection of weapons).

Recommended Combat Skills: Any.

Non-Combat Skills:

Bonus Non-Combat Skills: Trailing, Disguise.

Recommended Non-Combat Skills: Alertness, Begging, Gather Intelligence, Herbalism, Land-Based Riding, Observation, Tracking, Voice Mimicry.

Special Benefits: Identify poisons at a base chance of 5%, with an additional +5% per level. Increase this by 5% at intelligence 13–15, +10% for intelligence 16–17, +15% for intelligence 17–18 (and +5% more for each point over 18). If the assassin has the herbalism Skill they gain another +5%. The healing Skill grants a +10%. An assassin can only gain the bonus from herbalism or healing, not both. If assassin is a thief they may put up to 10 points of their thief skill points into identify poison per level.

Thief Assassins can use any weapon and are not limited to the weapons normally available to a thief.

Fighter assassins backstab as thieves two levels lower and gain the ability to move stealthily and hide in shadows (see page 4). Thief assassins increase their backstab multiplier by 1.

Table 3.4: Assassin Thief Skill Adjustments

PP	OL	FRT	MS	HS	DN	CW	RL
—	—	+5%	—	—	—	—	—5%

Special Hindrances: Thief Assassins advance start with only 40 points to allocate at 1st level, and they have 20 points to distribute each level thereafter. Bards remain unaffected.

Assassins suffer a –4 reaction penalty with NPCs who are aware of their profession.

Avenger

Not all adventurers are in it for the gold and glory. For some, the motivation is a great slight or injury given them by a specific person or organization. They leave home and take up the sword or spell to enact vengeance, or what they perceive



as justice. Such adventurers are called Avengers. Avengers are bent on destroying their personal enemy. This is someone or some organization that has hurt the Avenger in the past. Generally this is a large scale hurt; the loss of family members, the destruction of their home or homeland, or a personal loss of a limb or an eye or their personal beauty. Note there is no alignment requirement for an Avenger; it is not a chaotic paladin. An Avenger can be evil, whose family was taken by a force of good, or a good person who lost their homeland to an evil horde. In fact there is no alignment requirement for the focus of vengeance either; an evil Avenger can have an evil organization or person as a principle foe, likewise for good Avengers and foes. The connection is personal, and story based, not alignment based.

XP Mod: 1.

Requirements: Strength 12, Constitution 13.

Races: Dwarf, Elf, Half Elf, Human.

Classes: Any.

Combat Skills:

Required Combat Skills: None.

Recommended Non-Combat Skills: Any.

Non-Combat Skills:

Bonus Non-Combat Skills: Tracking.

Recommended Non-Combat Skills: Animal Lore, Animal Training, Endurance, Herbalism, Set Snares, Survival.

Special Benefits: The avenger begins with one bonus Combat Skill.

The Avenger has a principal foe that this is either an organization or a particular individual. This principal foe functions identical to the ranger's favored enemy ability, except the bonus is only a +1. If the principal foe is a particular individual then the bonus is +2.

Special Hindrances: The Avenger's grim nature causes a -1 reaction modifier. Against their principal foe this modifier is -2.

Until an Avenger reaches 13th level they cannot have henchmen or hirelings of any kind.

Avengers cannot have more equipment, treasure, or personal belongings than they can carry on themselves and on their mount.

The Avenger must spend all but 1 gold piece during character generation.

Special Note: If the Avenger is a ranger or some other class (such as a specialty priest with the ability) then their principal foe and favored enemy may be of the same race. These bonuses (and reaction penalties) are cumulative.

Beggar

Beggars are the homeless and hopeless wretches that eke out a meager existence at the fringes of society in cities and towns. Some are once farmers, craftsmen, or other working folk stricken blind or lame, while others are orphans from birth, subsisting on alms and charity so long they have known nothing else.

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Beggars can serve as apprentice thieves and pickpockets (and not a few beggars supplement their begging this way). They might also be used as urchins, link boys, the inhabitants of a leper colony, or even cultists of a dark god of disease, thievery, or murder. A beggar might be accompanied by a village idiot, or may team up with a street thug or a pair of pickpockets. A pair of beggars may also trail after a dealer or pilgrim, or work with a troupe of four wanderers. Beggars working as thieves or pickpockets might form gangs of six, while four thieving beggars might add their skills to a gang of eight bandits.

XP Mod: 1.

Requirements: Peasant.

Races: Any.

Classes: Thief.

Combat Skills:

Bonus Combat Skills: None.

Recommended Combat Skills: Club, Dagger, Dart, Knife, Sling, or Staff.

Non-Combat Skills:

Bonus Non-Combat Skills: Begging, Disguise, Information Gathering, Observation.

Recommended Non-Combat Skills: Alertness, Singing, Trailing.

Special Benefits: See bonus Non-Combat Skills.

Table 3.5: Beggar Thief Skill Adjustments

PP	OL	FRT	MS	HS	DN	CW	RL
+10%	−5%	−5%	—	+5%	—	—	−5%

Special Hindrances: As the scorn of society, Beggars suffer −2 on reaction rolls with NPCs who aren't thieves.

Beggars start the game with 3d4 gold.

Berserker

A berserker relishes in the glory of combat. Their hedonistic pleasure from battle wounds is borderline masochistic. While enraged, they enter a sort of high where pain is just another form of indulgence. These warriors, the stories tell, the gods have given the “battle fury”, which makes these warriors fight as wild dogs, showing the brute strength of bears or bulls. They attack the enemy without any worry either by fire or steel. Before a battle, when entering this hypnotic state, they snarl and creak their teeth as they bite the edges of their shields.

In normal occasions, they seem just like normal people and are easy to deal with, however, during parties and drunkenness, it is common for them to unwillingly enter this frenzy. When this happens, they are led outside the village to fight with rocks until it ends. Some believe that berserkers induce this infuriated state by chewing a type of poisonous mushroom.

These fanatic warriors are also given other names ac-

cording to the place, such as to ulfheonar, or “wolf skins”. Berserkers can be found in many cultures, though they are more common amongst barbarians, savages and amazons. Noble berserkers are not unheard of.

XP Mod: 2.

Requirements: Strength 15.

Races: Any.

Classes: Cleric, Fighter, Druid, Ranger.

Combat Skills:

Required: None, but they may not start out having a skill in any ranged weapon. They live for melee combat. They can learn others later, but most berserkers have no interest in ranged weapons.

Non-Combat Skills:

Bonus Skills: Endurance.

Recommended Non-Combat Skills: Animal Handling, Animal Training, Blind-Fighting, Direction Sense, Fire-Building, Herbalism, Hunting, Jumping, Mountaineering, Riding (Land-Based), Running, Set Snares, Survival, Tracking, Weather Sense.

Special Benefits: Berserkers receive a +3 reaction adjustment bonus from NPCs belonging to any tribe that also has Berserkers—they recognize the Berserker instinctively and respect him, even if he or she is an enemy.

The second benefit is rage.

At any time they may choose to use their rage. It takes 10 rounds to incite the rage. They may also be fighting during that time, meaning that he or she can start to incite their rage on the round the fight begins, fight for ten full rounds, and then be berserk on the eleventh round.

If no combat occurs within one hour, they automatically exit the rage and suffer the penalties.

The berserker can end the rage once the last enemy is down. Once the fight is over, the Berserker has to end the rage.

Rage benefits:

- Immune to the spells *charm person* (or *mammal*), *cloak of bravery*, *command*, *emotion* (except *fear*), *enthral*, *friends*, *geas*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare* and *symbol* (no Saving Throw is necessary).



- +4 to save against the spells *blindness*, *charm monster*, *confusion*, *uncontrollable hideous laughter*, *hold animal*, and *hold person*.
- The *emotion* (*fear*) and *fear* spells have no effect. A normal Saving Throw is permitted; if the save fails they are snapped out of their rage, with all the normal effects of coming out of the Berserk (but they don't suffer other fear effects). If they fail a saving throw against *charm monster*, they simply treat the spellcaster as an ally. The berserker is immune to fear (natural) and never has to make a morale check.
- *Finger of death* does not take place until the rage ends.
- Cannot be knocked out in unarmed combat.
- +1 Hit Point per level of experience.
- Attack Advantage: The enraged character may either take an extra attack every round or may take a +2 on a single attack roll each round.

A berserker priest or wizard can instead incite such rage in others. The same rules are followed but instead of the spell caster going into the rage, the target of the special ability does. A berserker near a berserker priest can go into their rage in 5 rounds instead of 10 even if the cleric is not inciting rage in them.

For a wizard this is treated as a bonus spell they can cast once per day. For a priest they can cast it as often as they want, but no warrior can benefit from it more than once a day (even if different casters are placing it on them). This rage lasts only for one hour and only grants the attack advantage.

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Special Hindrances: May not start with any ranged weapons.

The Berserker has hindrances as severe as all those benefits he or she receives.

The Berserker character receives a -3 reaction from all NPCs (except characters from tribes or cultures which have Berserkers in them).

The character can only attack in melee combat.

They must fight each opponent until they are down, though if close enough and they have more than one attack they could attack multiple targets in the same round.

The berserker will not take actions to defend themselves (such as taking cover).

If, while the character is berserk, anyone gets in the berserker's way, they run the risk of being attacked. The berserker must make an intelligence check or they will attack the individual in their way, be they friend or foe.

Cannot benefit from any healing spells, but may benefit from *bless* and *aid*.

If targeted by the *taunt* spell it automatically works (no save) but the berserker will target the caster of the spell (the taunter).

Finally, when the character comes out of the rage, bad things happen to him:

- They lose the extra hit points gained when they entered rage (this could drop them to or below 0 hp).
- They collapses in exhaustion as if they had failed a save against *ray of enfeeblement*.
- They suffer the effects of any spells which wait until the rage ends (such as *finger of death*).
- And only then can healing spells help them.

Bounty Hunter

Some call them trackers. Some call them assassins. Some call them thugs. Whatever their title, the Bounty Hunter is a foe to be feared. Part thief, part warrior, these professionals specialize in hunting down the greatest prey: their fellow man. By combining criminal proficiency and martial skill, a bounty hunters collection of abilities make them a foe to be feared, for once they have set a target in their sights, they never let go.

Bounty hunters concentrate on hunting other men rather than humanoids. Since the Bounty Hunter's primary focus is in bringing targets alive to face justice, rather than killing them, they are not required to be evil like assassins.

XP Mod: 1.

Requirements: Strength 11, Dexterity 11, Constitution 11, Intelligence 11, Wisdom 11.

Races: Any.

Classes: Any.

Combat Skills:

Bonus Combat Skills: See special benefits.

Recommended Combat Skills: Any, especially exotic weapons.

Non-Combat Skills:

Bonus Non-Combat Skills: Tracking.

Recommended Non-Combat Skills: Alertness, Animal Handling/Training, Animal Noise, Boating, Direction Sense, Fire-building, Gather Intelligence, Herbalism, Hunting, Intimidation, Observation, Riding, Set Snares, Survival, Trail-ing.

Special Benefits: The Bounty Hunter is permitted the use of any weapon. Non-class permitted weapons take up two combat skill points, but all bounty hunters have a bonus



point at 1st level. A cleric's restriction on weapons from their faith takes priority on weapon selection, but they still gain the bonus combat-skill point.

Bounty hunters suffer the -6 tracking penalty the same as any non-ranger (unless they are a ranger). However bounty hunters gain a +1 to their tracking skill for every 3 levels of experience they have (levels 3, 6, 9, 12, 15 and 18). A bounty hunter who is a ranger does not gain this extra bonus (they already have it), though they do gain a +1 to tracking for having the skill twice (once as a ranger and once as a bounty hunter).

Table 3.6: Bounty Hunter Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
-	-	+5%	-	-	-	-5%	-

Bounty Hunters do not receive a special band of followers as Rangers do. However, when a Bounty Hunter of 10th level or higher agrees to hunt down a target he or she may form a Posse comitatus of able bodied men to assist in his or her search.

A Bounty Hunter's posse will contain the following: one follower of one-half the Bounty Hunter's level (often a member of the Bounty Hunter class herself); 1d6 followers of 2nd level; 1d6 followers of 1st level.

These followers require no pay, being interested in bringing a criminal that wronged their community to justice but the Bounty Hunter must feed and provision them for the duration of their service.

A posse will only stay with the Bounty Hunter until the target they were organized to capture is brought down, or one month.

After a month, they will assume the task is beyond the Bounty Hunter and return home.

Special Hindrances: Bounty hunters have a reputation and are not well liked by legal law enforcement organizations. Bounty hunters suffer a -1 reaction modifier with any such NPCs.

Burglar

Adept at infiltration, trap removal, and lock picking, burglars prey on the homes of the wealthy and forgotten tombs alike. Such riches are guarded with vicious traps and hazards,

but the devious mind of the burglar allows her to find such dangers and avoid them. Burglars are prowlers of cities and towns, dancing catlike along rooftops and slipping quietly into homes and shops by night.

Burglars usually work alone but will sometimes hire a pick-pocket as a lookout. A group of burglars might cooperate to rob a large house or bank, with thugs for muscle and a pick-pocket lookout. A burglar may also work in concert with a barkeep and barmaid to rob patrons' rooms of valuables.

XP Mod: 1.

Requirements: Strength 10, Dexterity 13.

Races: Any.

Classes: Thief.

Combat Skills: Standard.



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Non-Combat Skills:

Bonus Non-Combat Skills: Alertness, Looting.

Recommended Non-Combat Skills: Begging, Gather Intelligence, Jumping, Observation, Rope Use, Tightrope Walking, Tumbling.

Special Benefits: Burglars are master planners of heists and criminal activities. With another time to plan, the proper maps and information a burglar can make an iron tight plan. After spending 1d6 studying and preparing a heist the thief makes an intelligence roll. If they pass this check they gain a +20% modifier they can divide amongst thief skills they will be using during the caper. This +20% can be divided up as the thief wishes, but once points are spent they are used. For example, if the heist involves climbing a wall, picking a lock, disarming a trap and then climbing over another wall, the thief could put +5% to each check, or save all 20 points for the disarming the trap.

Burglars gain a +15% to Read Languages when related to maps.

Table 3.7: Burglar Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
−5%	+5%	−	−	−	−	+5%	−5%

Special Hindrances: Planning a caper takes time, costs money and needs confidants, contacts and comrades. The GM may require the player to spend 3d6 gold to plan a heist and then require the thief to pay 10% to 60% of the profit to associates who helped them make the caper happen.

Cavalier

The Cavalier is a mounted knight that fights for honor. Some knights are as selfless as Paladins while others seek their own glory or even riches, however all Knights adhere to a strict code, the Code of Chivalry, that requires the Cavalier to fight on even footing with their opponent.

The Cavalier is part of a privileged warrior class and their training begins by age 7 when the Cavalier is sent to court as a page to learn the ways of medieval politics. In addition to politics, a page is taught obedience to their betters in the social order and the church, as well as receiving an education in history, especially the history of kings and the nobility. Pages

also perform menial tasks at court designed to teach humility, such as cleaning the stables and working in the castle’s kitchens.

By age 14 the page is elevated to squire where their military training begins. From this day forward they will perform all their exercises in increasingly heavy armor so that it will become second nature to him. Squires are given numerous boot camp-like exercises including crossing deep muddy ditches and climbing wooden fences, all of which are performed in heavy armor. Training in horsemanship is performed in armor as well with the squire learning to quickly mount and dismount a horse in armor. As the squire’s training progresses they will be assigned to a cavalier who will continue their education in combat training. The squire is required to maintain the cavalier’s equipment and mount during this apprenticeship.

Finally, usually between the ages of 18 and 22 (depending on how quickly the squire progressed in their training) they would be ready to assume the mantle of knighthood. Days of prayer and fasting would commence and a priest would bless a sword and place it around the squire’s neck. Wearing nothing but a white smock to show their purity, they would move to a nearby chapel where a full-fledged cavalier waited for them. The cavalier would question the squire about their motives to ascend to knighthood and then, if they found their answers acceptable, dub them a cavalier. The squire would then stand and remove the white smock and sword and be dressed in armor and spurs by waiting assistants. They would then kneel before the cavalier again and receive the accolade, three touches on alternating shoulders with the cavalier’s sword. After this the squire would be given their sword, lance and shield and be ready to enter the world again as a full-fledged cavalier of the realm.

The Cavalier’s code is known as the Code of Chivalry. The Code of Chivalry requires the following:

- Pledge your loyalty to a Lawful god and follow their dictates, this will give the Cavalier higher aspirations.
- Find a lord worthy of you and pledge to serve him.
- Find a lady worthy of your love and pledge yourself to her, fighting for her honor in tournaments.
- Once you have pledged your service to a lord, serve him until death.
- Never retreat from battle.
- Always fight opponents on equal footing. If an opponent is on foot, dismount and face him. If an opponent has no missile weapons, you may not use them yourself.

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- Always be honest and truthful. Since you are often called upon to administer the law your honesty must be above reproach.

A Cavalier who does not live up to this code may be stripped of their knighthood by the lord they serves or by the king of the realm in which they resides. Such a fallen Cavalier may either seek redemption, trying to prove himself worthy of reinstatement by those who stripped him of Knighthood or they may accept their disgrace and advance as a regular Fighter for the remainder of their career.

XP Mod: 3 (4 if a secondary cavalier kit is taken).

Requirements: Strength 15, Dexterity 15, Constitution 15, Intelligence 10, Wisdom 10 (see below); Noble.

Races: Elf, Half Elf, Human.

Classes: Bard, Cleric, Fighter, Paladin, Ranger.

Combat Skills:

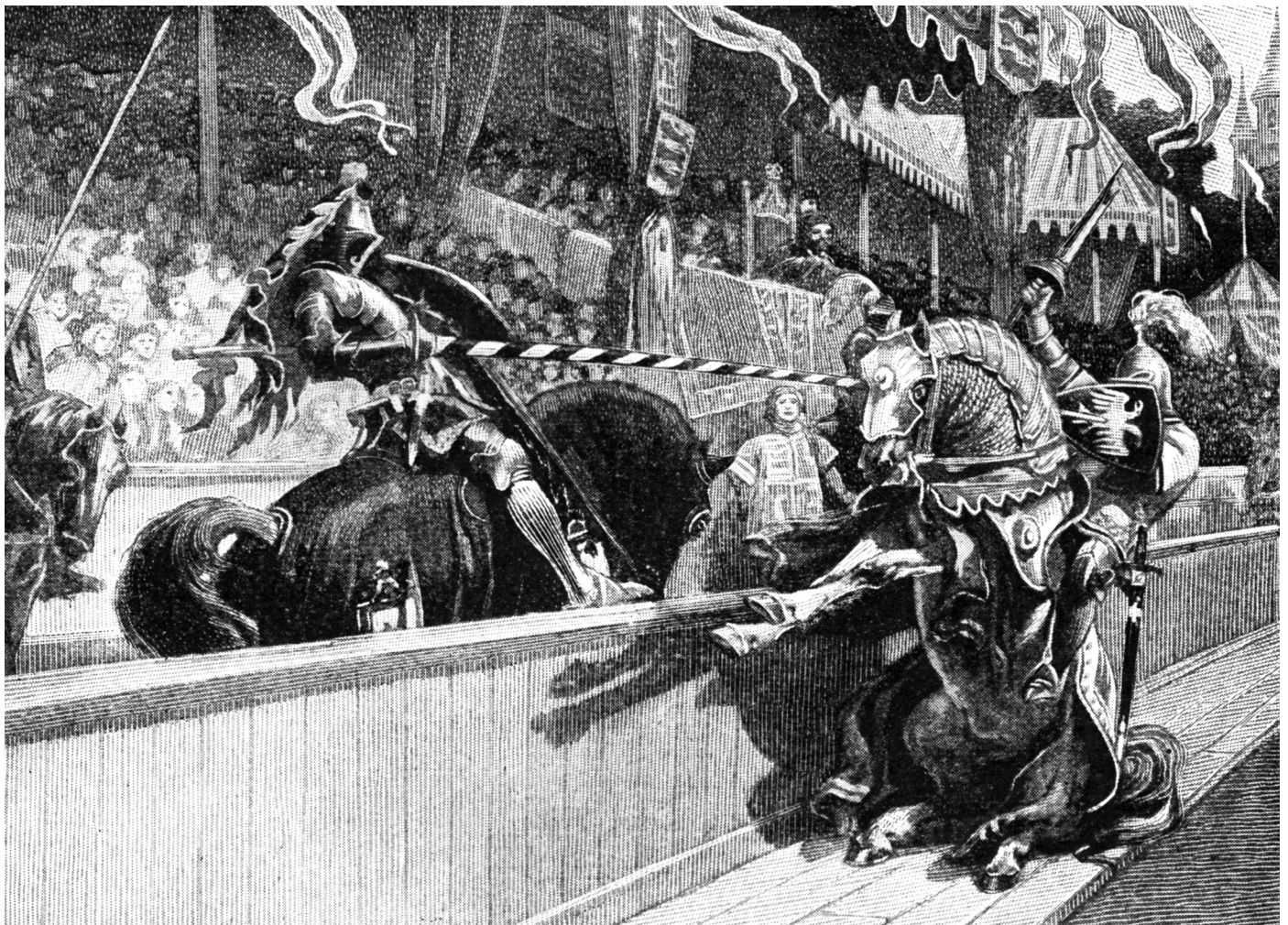
Required Combat Skills: Lance (any; player choice) and Sword (any; player choice).

Recommended Combat Skills: All other Lances, all other Swords, all Horsemen's weapons, Dagger, Spear, Javelin.

Non-Combat Skills:

Bonus Non-Combat Skills: Etiquette, Riding (Land-based, horse).

Recommended Non-Combat Skills: Animal Handling, Animal Training, Blind-Fighting, Dancing, Endurance, Heraldry, Musical Instrument, Reading/Writing.



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Special Benefits: +1 to hit with a lance of choice (while mounted) at 1st, 7th, 13th, and 19th level.

+1 to hit with a sword of choice at levels 3, 9, and 15.

+1 to hit with a horseman's weapon at levels 6, 12 and 18.

These bonuses are non-magical and do not affect damage. These bonuses do stack with any weapon specialization a fighter may have.

They are immune to the *fear* spell, gain +4 to save against mind affecting magics (*charm person*, *friends*, *hypnotism*, *sleep*, *irritation*, *ray of enfeeblement*, *scare*, and *geas*, and the clerical spells *command*, *charm person* or *mammal*, *enthrall*, *cloak of bravery*, and *symbol*) and radiate a 10' area of bravery negates fear as the 4th level wizard spell *emotion* (it does not grant any other benefits of this spell).

Special Hindrances: A cavalier must have the best type of armor available with a goal of full plate armor. The following list places the armor types in descending order.

- Full Plate
- Field Plate
- Plate Mail
- Bronze Plate Mail
- Banded or Splint
- Chain
- Scale or Brigandine
- Ring or Studded

Magical value does not factor into these choices, though quality and current state of repair do. While a cavalier would rather have field plate over +5 chain, if that field plate is damaged and in poor repair they would rather have standard plate.

They have a -3 reaction modifier with NPCs of evil alignment.

If a cavalier can get to an enemy in melee combat they must take the opportunity. They cannot sit back and snipe with crossbows and long bows or use pole arms over a shield wall if they can meet a worthy foe in close combat.

The Cavalier must seek out the enemy that is the most powerful. If held up by lesser foes, a cavalier must defeat them as fast as they can to get to the preferred opponents.

Cavaliers never gain bonus experience points for high ability scores.

The Cavalier must spend a minimum of one hour a day practicing combat skills and neglecting to do so causes them

to lose their combat bonuses (see Special Benefits) for the following day. This requirement can be ignored if the Cavalier engages in one hour (60 rounds) of actual combat.

The Cavalier must also follow the very strict Code of Chivalry. In most *FG&G* campaigns, the code includes following: Honor, Bravery, Glory, Good Faith, Unselfishness, Courtesy, Pride and Respect. Many also adhere to the ethos of the paladin by being humble, charitable and righteous. The GM and player should create a detailed code of honor for the cavalier to follow.

The first time they break this code, the cavalier forfeits a quarter of the experience points earned for that adventure. They receive a -1 reaction modifier from all members of their own culture (even those who do not know of their past will be put off by the air of treachery and faithlessness that now haunts them).

The second time they break this code, the Cavalier loses half of the experience points earned for that adventure. They receive a -2 reaction modifier from all members of their own culture.

If the Cavalier breaks this code a third time the Cavalier forfeits all of the experience points earned for that adventure, as they have abandoned the Cavalier template. They receive a permanent -3 reaction modifier from all members of their own culture. They no longer inspire courage, cannot request lodging and their attack bonuses are frozen at the last level they earned before breaking the code a third time.

In addition to the above penalties for abandoning the template because of code violations, the former cavalier is treated as if they had changed their alignment (i.e. they lose all experience points they have gained so far for their current level and need double the experience points to reach the next level, see *FG&G* chapter 4, Alignment).

Special Notes: The Cavalier must spend their initial money to purchase a horse. This will be some sort of war horse (light, medium, or heavy) subject to the GM's approval. It will be a Charger (see *FG&G* table 7.12: Horse Quality). If this horse dies they can acquire one in the normal manner but will only be content with any a war horse of Charger quality. The cavalier must then purchase a minimum of two weapons (one lance and one sword) and finally the most expensive set of armor they can afford.

Cavaliers may select a specific type of agency they serve. This is not required. The choices are as follow: The State (Chevalier, page 33), The Quest (Errant, page 35), Their

Lord (Squire, page 56) or Their Faith (Templar, page 60). These Cavaliers receives all of the benefits and hindrances of these templates. Regardless of selection, this raises the Cavalier's XP Mod from 3 to 4.

Cavaliers that do not meet the high ability score requirements do exist. They are usually of one of the following templates: Chevalier, Errant, Squire or Templar. However if a warrior has Strength 12 and Dexterity 12 they may take a limited version of the Cavalier called Sergeant. The Sergeant is treated the same as a Cavalier with the following modifiers: They do not have to be of noble background, they never gain more than +1 bonus with their weapons of choice, they gain +4 to save against the fear spell, have +2 to save against mind affecting magics and do not radiate the 4th level wizard spell *emotion*.

Chevalier

Embodying the traits of loyalty, duty, respect and selfless service, the chevalier is a gentleman warrior. Similar to knights of the middle ages, these warriors serve a king (or other ruler) as members in the royal forces of the realm. A chevalier is a mounted military leader dedicated to the notion of a state

or nation (or kingdom) and not necessarily to a god, order, temple, or other organization. Their first loyalty is to their homeland. They serve as commanders, officers and battle field leaders. They train and lead soldiers, usually elite guards or regiments of renown. While they hold these units in high esteem, they place that loyalty second to their nation as a whole.

A chevalier is also responsible for household and ceremonial duties, as well as any function required to promote the welfare of the state.

Lower level chevaliers serve as members of these elite regiments, but still lead and train foot troops and light infantry who support them. Chevaliers often have squires (see squire template) and many begin their careers as squires. This causes them to follow a strict hierarchy of command. Squires follow the instruction of knights, knights follow the commands of bannerets, who in turn are obedient to lords. There may be other steps between these ranks, but that would depend largely on the structure of the military they serve.

XP Mod: 1.

Requirements: Strength 15 or Constitution 15 or Wisdom 15; Noble; lawful in alignment.

Race: Any.

Class: Fighter, Paladin.

Combat Skills:

Required Combat Skills: Sword (any) and Lance (any).

Recommended Combat Skills: Dagger, Battle Axe, Horseman's Flail, Horseman's Mace, Horseman's Pick, War Hammer.

Non-Combat Skills:

Bonus Non-Combat Skills: Riding (Land Based)

Recommended Non-Combat Skills: Armorer, Blind-fighting, Bureaucracy, Etiquette, Heraldry, Jousting, Languages (Ancient or Modern), Law, Local History, Oratory, Weaponsmithing.

Special Benefits: Within their own organization, Chevaliers have authority over those at least three levels lower, e.g. 4th level can command 1st level.

Chevaliers need never to worry about food and lodging while in territory of their patron nation.



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Special Hindrances: A Chevalier must buy a mount (at least a riding horse, until he or she acquires a bonded mount), sword, lance, and armor (chain mail or better). On occasion, a liege supplies this equipment for free; in such cases, the liege often charges a monthly maintenance fee (1d4 gold).

Chevaliers are expected to obey all superiors (order members 3 or more levels higher than the PC) immediately and without question.

Extra Responsibilities: As part of a complex bureaucracy, the Chevalier has more responsibilities than most other paladins. He or she must attend state functions, participate in royal festivals, and represent his or her liege at tournaments. He or she may be required to train young warriors, file monthly reports of his or her activities, and officiate at dubbing ceremonies for new Chevaliers. In general, the larger the kingdom, the more demands on the Chevalier.

State Enemies: The chevalier shares the same enemies as their liege or state.

Special Note: The chevalier template can be taken by itself or as part of the cavalier template. A cavalier adopting the chevalier template would require the following ability scores: Strength 15, Dexterity 15, Constitution 15, Intelligence 10, and Wisdom 15 and be a noble.

Cutpurse

The cutpurse is a dirty sneak who uses surprise and stealth to rob unsuspecting victims. The cutpurse is more than willing to abandon a target if it puts up too much resistance. Live

to steal another day is his or her motto! Everyone who lives in the city understands that a wealthy man stays wealthy by guarding his or her purse while wandering the streets and markets. Cutpurses are often trained by guilds to collect the guild's tax from local businesses on a daily basis, whether through intimidation or pick-pocketing. Some find themselves taking up the mantle of adventurer, and their talents are generally appreciated in this role, but the cutpurse is still the first person her companions look to when an Item goes missing.

Cutpurses are the bane of the marketplace—innocuous waifs with innocent smiles and deft hands who can cut a purse in an eye-blink. Cutpurses could also serve as any of the countless street urchins or guttersnipes found on the streets of any large city.

Adding a dagger or short sword turns a cutpurse into a desperate mugger. In pairs, one cutpurse usually provides a distraction for their partner to take advantage of. In large cities and markets, cutpurses often work in gangs of six or even more. A wanderer might employ a cutpurse assistant, while a storyteller or minstrel might employ half a dozen cutpurses to help “work” the crowd. A shady barkeep might keep two cutpurses on staff disguised as serving girls, along with regular barmaids, to supplement the tavern's income.

XP Mod: 1.

Requirements: Dexterity 11.

Races: Any.

Classes: Thief.



Combat Skills:

Bonus Combat Skills: None.

Recommended Combat Skills: None.

Non-Combat Skills:

Bonus Non-Combat Skills: Observation, Trailing.

Recommended Non-Combat Skills: Alertness, Begging, Gather Intelligence, Trailing.

Special Benefits: The cutpurse is a seasoned pick pocket. Chances of being discovered are halved when the cutpurse is picking someone's pocket.

Cutpurses are fairly paranoid of their own pouches and purses. Increase the odds of them noticing they are being pick pocketed by 2% per level of experience.

Table 3.8: Cutpurse Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
+10%	—	—	—	—	—	—5%	—5%

Special Hindrances: Cutpurses have a problem getting respect in the crime world. They suffer a -1 reaction modifier when dealing with NPC thieves, even other cutpurses.

Errant

While most knights belong to the order of some sort, dedicating their considerable skills to the service of a lord, land, and people, some find themselves without a liege, either as a result of disgrace or death, or occasionally by choice. Known as errants, these knights wander the lands, serving their own code of ideals. While errant are significantly freer to do as they please, they do not receive the same respect and support that a more dedicated knight can count on.

Errants follow their own personal code of ethics and honor. As such, their edicts are extremely flexible and subject to change. Each errant should determine their own edicts, which should include at least three provisions. These edicts are subject to GM approval.

Note that cavaliers can select this template.

XP Mod: 1.

Requirements: Noble.

Races: Any.

Classes: Fighter, Paladin, Ranger.

Combat Skills:

Bonus Combat Skills: The Errant receives a free specialization in the Jousting Lance.

Required Combat Skills: Sword (any).

Non-Combat Skills:

Bonus Non-Combat Skills: Jousting.

Recommended Non-Combat Skills: Animal Handling, Bowyer/Fletcher, Endurance, Etiquette, Fire-building, Fishing, Hunting, Mountaineering, Riding (Airborne and Land-based), Survival.

Special Benefits: Errants are not bound by any chain of command that would normally hinder a noble.

Errants are on a quest to prove themselves. This is similar to the ranger's enemy ability. However they only gain a +2 on to hit rolls involving their enemy but also gain a +2 on saves. They do not choose a specific species as an enemy, but instead a certain goal, and from time to time they may use this bonus in the fulfillment of that goal (if their goal is to rescue a princess, then they gain the +2 modifiers on any rolls that directly relate to that quest). Once this goal is complete



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they lose this benefit until they are subject to another quest.

Special Hindrances: The errant also does not benefit from any form of chain of command.

Errants may not begin play with more than 3 gold. Any gold over this is lost.

Errants travel light and are restricted in magic items as a paladin (if they are a paladin this restriction becomes 6 magic items, with 2 less weapons and miscellaneous magic items).

Fence

The fence is the thread that binds the underworld together. He or she is the buyer and seller of illegal goods, the middle man for contract thieves, and the heart and soul of the black market. Many of the world's most powerful thieves' guilds started out as just a fence and his or her contacts.

Some fences keep their identities a secret, letting underlings handle the day-to-day activities as the fence himself

hides in the shadows. Some are actually merchants, selling stolen merchandise at prices the more honest merchants could never match. Some are even nobles, using underworld connections to sabotage their rivals and keep their coffers full. Whoever they may be, the truth is always the same: If a fence can't find it for you, it cannot be found.

XP Mod: 1.

Requirements: Intelligence 12.

Races: Any.

Classes: Thief.

Combat Skills: Standard

Non-Combat Skills:

Bonus Non-Combat Skills: Appraising, Gather Intelligence.

Recommended Non-Combat Skills: Alertness, Fast-talking, Forgery, Gem Cutting, Local History, Observation.



Special Benefits: Fences have a +3 reaction modifier with NPC thieves if recognized.

Fences can generally sell stolen goods for 20%–120% their value. This is done in two steps, first make a charisma check. If this succeeds the fence can sell the item for 50%–120% of its value ($1d8+4 \times 10\%$). If the charisma check fails the item is sold for 20%–80% the value ($2d4 \times 10\%$).

A fence has connections and knows people. This doesn't mean they like the fence, only that they know them. A fence starts with 1d4 connections and increases this number by 1 per level of experience. Connections can be arrested, die, or betray the character (meaning they are not permanent and can be lost). Lost connections are not automatically replaced. Connections always begin as friendly on FG&G table 10.9 and have an extra +1 reaction modifier.

Table 3.9: Fence Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
–	+5%	+5%	–5%	–5%	–	–5%	+5%

Special Hindrances: A fences connections and ability to sell stolen property is only in their area (be it a neighborhood or a city largely depends on the scale of the campaign, the charisma of the fence, and the fence's level of experience). Outside of this area and the fence has less influence. If the fence is in another fence's territory they suffer a –2 reaction modifier, cannot depend on their connections for help (move from friendly to indifferent), and their goods sell for 10% less.

Fences are part of life, for the law and the lawbreaker. Fences suffer a –1 reaction penalty with lawful representatives of authority.

Gladiator

Most fighters battle out of necessity, with each battle a contest of life and death. Some, however, fight for glory and for the adulation of the crowd. The gladiator is both a cunning warrior and a consummate performer, knowing life and death are balanced not only on a sword's edge, but also on the cheers or jeers of the crowd.

The gladiator is a professional duelist. Many are born slaves and reared in gladiatorial schools, until such time as they earn their freedom in battle, escape, or rebel. Some

join dueling academies voluntarily, seeking fame or fortune in prize fights and honor matches. Some gladiators began as warriors from faroff lands, captured in battle and forced to fight to the death, while others are condemned criminals, paying their debt to society by participating in ritual combat for the public. Whatever their station or background, the gladiator has been hardened by combat and has learned to anticipate a wily foe. While gladiatorial matches often follow a prescribed, even ritual format, the gladiator must always be ready for the possibility that the event editor will prescribe unusual weapons, conditions, or opponents. Some arena fighters specialize in fighting exotic animals and monsters.

The gladiator excels at pitched combat. The gladiator, though, does not depend on heavy armor and headstrong assaults but on agility, timing, and expertise in a subset of weaponry. Gladiators fight lightly armored, allowing them a great degree of mobility. Many depend on the classic sword and shield, but others specialize in the use of the net or other unusual weapons.

XP Mod: 1.

Requirements: Strength 10, Dexterity 10, Constitution 10, Charisma 10.

Races: Any.

Classes: Bard, Fighter, Thief.

Combat Skills:

Required Combat Skills: Short Sword (Gladius), Trident, Net.

Gladiators learn a mix of weapons, both normal and unusual; a Gladiator can learn one “exotic” combat skill (such as Trident) for every “normal” one (like Sword, Spear, etc.).

Non-Combat Skills:

Bonus Non-Combat Skills: Charioteering, Tumbling.

Alternatively the gladiator could instead have Charioteering with one addition skill point placed in it or Tumbling with one additional skill point placed in it.

Recommended Non-Combat Skills: Animal Handling, Animal Training, Armorer, Blind-Fighting, Endurance, Etiquette, Gaming, Healing, Riding (Land-Based), Weapon-smithing.

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Special Benefits: Due to a gladiator's specialized training, they start with a bonus Weapon Specialization (this doesn't cost any of their beginning Combat Skill Points). Gladiators get the normal allotment of combat skill points in addition to this free weapon specialization. This specialization must be from one of these weapons: bow (choice), dagger, lasso, man catcher, net, scimitar, scourge, short sword, spear, trident, and whip.

A slave gladiator does not have to pay for their own gear, they also don't get to pick their own gear.

Special Hindrances: In societies where gladiatorial combat is prominent, gladiators are celebrities and easy to recognized.

Gladiators also tend to be loved and hated more than most normal warriors. When dealing with NPCs from their culture or who are familiar with the gladiator games the character fights in roll 2d6. For each even number rolled (2, 4 or 6) they gain a +1 reaction modifier with the NPC in question, and for each odd number rolled (1, 3, or 5) this modifier is a -1 for a range of +2 to -2 reaction modifier. The NPC in question may have lost money on the gladiator or is a huge fan of the gladiator or any other reason can be behind this reaction.

Gladiators must pay 10% of their earnings and winnings to their manager (or more if they are a slave). If they don't have a manager then roll 1d6 after a match, on an even result they must pay that amount times 10% in their winnings to



the various individuals involved in the area (from promoters, to apothecaries, to the thieves guild and so forth).

To make sure this drawback actually hinders the character the GM needs to make it obvious that these managers and prompters are the sleazy variety that will cheat, rob, and betray the gladiator at any chance.

Special Notes: The Gladiator may buy any sort or combination of weapons before beginning play. However, he or she must choose his or her armor from the following list: Helmet (Any), Leather, Padded, Scale Mail, Shield (Buckler or Small) Studded Leather. Any other armor must be provided by their benefactor or purchased after character generation.

Guardian

Not all adventurers seek glory and fame for themselves. Some take a more humble route, watching over those dear to them or the lands they call home.

Guardians seek connections with those around them, even the beasts, and draw their power from the trust of such bonds. This doesn't mean that all guardians are peaceful—indeed many use violent means to further their goals and

safeguard those they watch over. But they find worth in those who travel with them. In battle, none can take the sort of punishment and wounds that a guardian can sustain.

When others would retreat, the guardian stands their ground. The guardian's place is at the front of the battle, taking every hit their enemies can give while daring them to dish out more. Their job is to stop their enemies' advance, interposing themselves in the path of peril. They'll gladly take all that brutal punishment and return the beating with zeal. The wounds they suffer might kill a lesser hero, but they relish the thrill of combat, confident that their physical and mental perfection will lead to victory.

XP Mod: 1.

Requirements: Strength 12, Constitution 12, Intelligence 9, Wisdom 13.

Races: Elf, Dwarf, Half-Elf, Human.

Classes: Cleric, Fighter, Paladin, Ranger.

Combat Skills:

Recommended Combat Skills: Any.

Non-Combat Skills:

Bonus Non-Combat Skills: Local History (of their protectorate).

Recommended Non-Combat Skills: Ancient History, Animal Lore, Herbalism, Religion, Set Snares.

Special Benefits: When defending their protectorate a guardian has +1 on all saving throws and attack rolls and their opponents suffer a -2 penalty to saving throws.

Guardians receive a +1 reaction modifier with druids, rangers and neutral or good creatures within their protectorate. This modifier extends to sentient beings that dwell in the area as well.

Special Hindrances: A guardian who fails to defend their protectorate will suffer a -1 on all saving throws until they right this wrong. They also suffer a -2 reaction modifier with druids, rangers and neutral or good creatures within their protectorate. This modifier extends to sentient beings that dwell in the area as well.

Special Note: With the GM's permission the protectorate could be an individual person, if this is the case then the reaction modifier should be changed to reflect this. Instead of



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druids and such, it would be the family and friends of the protected person.

A Guardian can become an Avenger if their protectorate is permanently destroyed. The character will only gain 50% experience point during this transition which lasts until the character earns enough experience points to make the next level or earns 1000 experience points, whichever is greater.

Investigator

Not all rogues work against the law. Investigators use their skills to serve the law, often in the employ of nobles or in the pursuit of noble causes. In some cities cabals of investigators work for rulers or bureaucracies, but often an investigator is a free agent who pursues whatever mysteries come across her path. Of course, not all investigators serve the law. Crime lords and guild masters often have squads of investigators serving their own nefarious purposes.

Whether on the trail of a fugitive, a long-lost treasure trove, or a criminal mastermind, investigators are motivated by an intense curiosity about the world and use knowledge of it as a weapon. Mixing gumption and learnedness into a personal alchemy of daring, investigators are full of surprises. Observing the world around them, they gain valuable knowledge about the situation they're in, process that information using inspiration and deduction, and cut to the quick of the matter in unexpected ways. Investigators are always evaluating situations they encounter, sizing up potential foes, and looking out for secret dangers, all while using their vast knowledge and powers of perception to find solutions to the most perplexing problems.

Investigators live to solve mysteries and find inventive ways to get out of jams. They serve as advisors and support for their adventuring parties, but can take center stage when knowledge and cunning are needed. No slouches in battle, they know how to make surprise attacks and use inspiration to bring those attacks home.

XP Mod: 1.

Requirements: Intelligence 12, Wisdom 9, Charisma 9.

Races: Any.

Classes: Bard, Cleric, Paladin, Ranger, Thief, Wizard.

Combat Skills: Standard



Non-Combat Skills:

Bonus Non-Combat Skills: Information Gathering, Observation.

Recommended Non-Combat Skills: Alertness, Appraising, Disguise, Fast-Talking, Heraldry, Intimidation, Local History, Modern Languages, Reading Lips, Religion, Tracking, Trailing.

Special Benefits: Because of their keen observational skills and curiosity Investigators have a +2 to save against illusion and phantasm effects and a +1 to save against enchantments and charms.

Investigators suffer no penalty to the Tracking skill for not being rangers, and ranger investigators have an extra +1.

Investigator thieves can allocate points to Read Languages at 1st level.

Table 3.10: Investigator Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
−5%	−	−5%	−	−	+5%	−	+5%

Special Hindrances: Investigators are not well liked in the underworld. They suffer a −2 reaction modifier with NPCs who are connected to crime (such as a thieves guild or part of a conspiracy or who have recently been involved in a crime). This penalty becomes −3 if the NPC in question is involved in a case the investigator is currently involved with.

Mercenary

Some warriors attend grand colleges of war where they learn to master more esoteric martial forms, and some learn the techniques of many different schools of combat and forge their own path. Others are trained in small regiments to fight as a single cohesive, adaptable unit where all members are capable of playing the other's parts. These warriors are known as mercenaries (or in some cultures a myrmidon, mamluk, bondi, freelance, etc), the pinnacle of the warrior's tradition of adaptability, ingenuity, and enduring strength.

A mercenary is armed to the teeth, and has survived wars and reckless adventurers. A mercenary carries multiple weapons so they can deal with various types of monstrous foes, and are unfazed by most encounters. They expect to be paid for their service on time and in real coin—not giant gems or weird statues.

The mercenary is willing to guard a keep, wear a warlord's tabard or uniform, or venture into the upper levels of a dungeon, but they are not fools and don't like being treated as expendable. They are loyal as long as they are paid well (or otherwise compensated), but not willing to risk their lives on an obvious suicide mission.

Freelancers are a type of mercenary that exist as knights for hire, while most mercenaries ply their trade as swords for

hire and professional soldiers. Some mercenaries may be life-long servants of one lord or master. Some are just opportunistic warriors who fight for the stronger or wealthier side. It is not unlikely that even certain nobles could be considered mercenaries (instead of cavaliers, etc).

XP Mod: 2.

Requirements: Strength 12, Constitution 12.

Races: Any.

Classes: Fighter, Paladin, Ranger.

Combat Skills: The Mercenary may spend their Weapon Proficiency skill points any way they choose.

Non-Combat Skills:

Bonus Non-Combat Skills: Ancient History (specifically Military History), Fire-Building.

Recommended Non-Combat Skills: Animal Handling, Armorer, Blind-Fighting, Bowyer/Fletcher, Charioteering, Cooking, Disguise, Endurance, Heraldry, Navigation, Reading/Writing, Riding (Land-based), Seamanship, Set Snares, Survival, Swimming, Tracking, Weaponsmithing, Weather Sense.

Special Benefits: The mercenary gets a free Weapon Specialization. Choose from the following: Battle axe, Bow (composite long bow, composite short bow, or long bow), Crossbow (heavy crossbow or light crossbow), Lance (choice), Pole arm (choice), Spear, Sword (choice).

Mercenaries are often in the service of a powerful patron. The GM will have to decide what benefits this gives the character. It usually provides access to skilled craftsmen for repairing gear as well as room and board and possible connections to healers and other specialists.

They could also be official representatives of the government (or even a knightly order or other powerful organization) granting them limited legal powers (but also making them subordinate to the same organization or patron).

The Mercenary may spend his or her starting gold on whatever sort of arms, armor, and equipment he or she chooses. If, when he or she's first created, it is agreed that he or she'll be part of a specific military force with specific equipment requirements, he or she's required to buy that equipment, but the GM must give him extra gold in the amount of half that cost.

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Special Hindrances: The Mercenary doesn't blend in. In fact they stand out. They are memorable and easily recognized and remembered. This could be because of insignia and uniform or bearing and stature. They are not just standard mercenaries, they are professional warriors who look and act the role.

Special Notes: As the servant of a powerful patron the mercenary has to follow instructions and orders. They often have a chain of command to follow and military (or at least contractual) obligations and regulations. They may be sent to war or put on duties and details the character has no desire to partake in. In short, often times they are not in control of their own lives.

Militant Wizard

Masters of artillery, battle magic, and combat, Militant Wizards are feared for their destructive power. Militant Wizards survey the field both near and far, turning the tide with their martial prowess and the seemingly endless reach of their spells.

Being a member of the Militant Wizards is considered a high honor, where military service is a requirement for any sort of upward social mobility (unless you already happen to be a member of the aristocracy). For the bourgeois eldritch warrior in training, service with the battle-mages practically guarantees a position in some nobleman's court.

Militant Wizards are not usually mere courtiers, though, but are usually found either training or on the front lines. Occasionally, they are given special assignments as attachés to various adventuring groups. This is not common, and always signifies that the military has some sort of interest in whatever the adventuring party is up to.

Militant Wizards are often found right in the thick of combat alongside their more militant companions. They are less prone to having their spells disrupted in close combat than other arcane casters, yet still have the versatility to go from front-line combatant to area control artillerist with a heart's beat.

As they are usually part of a rigid military hierarchy, Militant Wizards tend toward lawful rather than chaotic. Some simply believe in the righteousness of their cause and are thus neutral or even good, but most tend toward lawful evil, having few illusions about how best to wield military might.

XP Mod: 2.

Requirements: Strength 13.

Races: Any.

Classes: Wizard.

Combat Skills:

Required Combat Skills: One of the following: Battle axe, bow (any), crossbow (any), dagger, javelin, sling, spear, sword (any), warhammer. See special benefits below.

Non-Combat Skills:

Bonus Non-Combat Skills: Endurance.



Recommended Non-Combat Skills: Animal Handling, Blind-fighting, Direction Sense, Mountaineering, Languages (Ancient), Riding (Land-based), Running, Set Snare, Swimming, Tracking.

Special Benefits: In addition to their normal Combat Skills the Militant Wizard starts with a bonus Combat Skill free of charge; but the weapon must be chosen it the weapons listed in the Combat Skill entry above. Additionally, they treat Warrior Skills as if they were Wizard Skills.

Special Hindrances: The Militant Wizard specialist has an additional restricted school of magic. See Table 3.11.

Militant Wizard mages are similarly limited. Choose one of the following drawbacks.

1. The Militant Wizard mage is limited to 1st–7th level spells.
2. The Militant Wizard mage learns spells with a –10% modifier.

Table 3.11: Militant Wizard Specialist Restricted Schools

Specialist	Additional Restricted Schools
Abjurer	Illusion, Alteration, Greater Divin.
Conjurer	Alteration, Greater Divin., Invoc./Evoc.
Diviner	Conj./Summ., Abjuration
Invoker	Illusion, Enchant./Charm, Conj./Summ.
Necromancer	Enchant./Charm, Illusion, Alteration
Transmuter	Necromancy, Abjuration, Conj./Summ.

3. The Militant Wizard mage can learn spells from only five schools (player's choice).

Special Notes: Militant Wizards prefer the schools of abjuration, alteration, conjuration/summoning, invocation/evocation, and necromancy and are barred from the schools of enchantment/charm and illusion.

Mystic

A mystic is a spell caster that gains their abilities through enlightenment and deep inner focus. While they may add to this with arcane study or divine ceremony, the core of their power comes from their attunement with themselves. Mystics use meditation, mantras, hypnosis, and self-awareness to attune themselves to the natural world.

Mystics are thoughtful and reserved, enjoying the study of the universe, the flow of energy and understanding their role in the greater cosmic scheme. To the mystic, learning magic is a step toward full enlightenment. They adventure to learn more of the true world, to broaden their view and expand their knowledge of magic.

They are often seen as madmen, hermits, or radicals, though in some societies they are valued as advisors and counselors. Mystics often form orders to increase their access to knowledge and bring together many minds focused on the same path.

XP Mod: 2.

Requirements: Wisdom 13.

Races: Elf, Gnome, Half Elf, Human.

Classes: Bard, Cleric, Wizard.

Combat Skills: Standard.

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Non-Combat Skills:

Bonus Non-Combat Skills: Astrology, Religion.

Recommended Non-Combat Skills: Agriculture, Ancient History, Artistic Ability, Carpentry, Etiquette, Herbalism, Languages (Ancient), Languages (Modern), Leatherworking, Pottery, Reading/Writing, Seamstress/Tailor, Spellcraft, Stonemasonry, Weaving.

Special Benefits: The Mystic choose one of the following from the list below.

1. Once per week, can feign death (3rd-level wizard spell); self only for up to 24 hours, awakening at any time. To use they must concentrate for 1 round; no components are necessary.
2. Once per week, the Mystic can change into their spirit form, leaving the physical body behind. This form ap-



pears as a misty cloud in the outline of the mystic. A mystic cannot cast spells, attack, or speak but can fly at a movement rate of 24 (Maneuverability Class B) and pass through small openings. The Mystic can travel an unlimited distance as long they stay on the same plane and returns within 24 hours. While in their spirit form the mystic is immune to all attacks, however dispel magic or a similar spell will send the spirit form back to the host body.

Meanwhile the Mystic's physical body is comatose. The body is subject to all regular attacks and suffers damage normally.

To use they must concentrate for 1 round; no components are necessary.

3. Once per week, the Mystic can levitate for one hour. Once initiated, the Mystic can levitate straight up in the air at a rate of 10 yards per round. They can stop, hover, descend, and ascend at will, but they cannot move directional other than up or down. The Mystic using levitate self suffers no attack roll penalties when attempting to use missile weapons. Encumbrance is based on the mystic's normal strength.

Special Hindrances: The mystic spends 2 hours a day meditating. This occurs the same time every day. If they miss a day the mystic loses their special ability. If they miss two days they begin to cast spells as if they were one level lower. This reduction in casting level increases by 1 per day they cannot meditate. They regain these lost levels at a rate of one per day once meditation resumes. The casting reducing affects the number of spells the can memorize and the level of ability spells are cast at.

Mystic begin with 10–25 gold (4d6 + 1) as starting money. The Mystic must spend all starting money; any leftover gold is lost.

Special Notes: Mystics prefer the schools of illusion, divination, and enchantment/charm but may not specialize in the schools of necromancy, invocation/evocation, and conjuration/summoning.

Outlaw

While many criminals make their living as pick pockets and dungeon delvers, some instead look to the road for coin. These specialized adventurers are known commonly as out-

laws (or bandits) and they are regarded by most civilizations as the terror of the roads of the world. Whether they are noble men who rob from the rich to give to the poor, or heartless men who steal from all who pass, they are feared by merchants, nobles and rich adventurers of the world.

Outlaws quite literally live outside the law. They can be the thieves and highwaymen of the world, the crooks and the cons, or rebels and justice seekers. It all depends on the status of law and order in the part of the campaign world from where they originate. Good aligned outlaws can certainly exist, if the law is evil or oppressive. Likewise, in a relatively good and peaceful land there will be the outlaws who think they can live off the fruit of other people's labors. This template applies to all alignments, and all classes or races equally.

XP Mod: 1.

Requirements: Dexterity 9, Constitution 7, Wisdom 9.

Races: Any.

Classes: Any.

Combat Skills:

Recommended Combat Skills: Longbow, Long Sword, and Quarterstaff.



Non-Combat Skills:

Bonus Non-Combat Skills: Direction Sense, Fire-Building, Survival.

Recommended Non-Combat Skills: Animal Lore, Bowyer/Fletcher, Endurance, Disguise, Healing, Herbalism, Hunting, Local History, Riding (Land-Based), Running, Set Snares, Tracking.

Special Benefits: Outlaws have move stealthily and hide in shadows abilities (see page 4).

Because of their adeptness at ambushing, outlaws have +1 on an attempt to surprise in a wilderness setting.

Outlaw priests are not subject to religious authority of other clerics within their faith.

Table 3.12: Outlaw Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
-5%	-	+10%	-	+5%	-	-5%	-5%

Special Hindrances: Outlaws are criminals operating outside the law. They are not necessarily villains or thieves, but they are wanted men and women. Outlaws suffer a -2 reaction modifier with lawful NPCs and those who are in charge of the region they operate in.

They are also hunted and the GM should generate a NPC villain who is hunting and tracking the character(s) who is a presence in most adventures the character(s) have, either directly or indirectly. This villain should not be powerful enough to defeat the heroes on their own, but strong enough to survive multiple adventures and if they should ever be killed or otherwise defeated, another NPC will rise to replace them.

Special Notes: Outlaw priests are actively hunted by their religion as being a bad example or as an excommunicated cleric. They cannot seek aid or resources from their parent faith without turning their back on their outlaw ways.

Pacifist

A pacifist is dedicated to the idea of peace. They aim to achieve their goals in a non-violent manner using peaceful actions and passive resistance. They believe in using words over swords. Now the reason for a pacifist's nature can stem from

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many roots. Some are truly trying to make the world a better place through peaceful action and sharing love and respect for all. Others are just cowards who aim to avoid violence to keep themselves safe. Others just don't have the stomach for the gore of battle or sight of blood.

Pacifists focus their skill and energy on communication, knowledge, and defense if needed. A pacifist may have combat skills but they are for show only (such as an instructor, or entertainer, or possibly for defensive purposes such as single weapon style, or proficiency in a shield). Once a pacifist violates their code they must repent for their guilty actions or abandon the template.

XP Mod: 1.

Requirements: A pacifist must have a strong will or weak stomach or no nerve. Therefor they must have an intelligence or wisdom or charisma of 13 or better (only one must be met) or a charisma or strength or constitution below 8. A high dexterity is desirable to avoid being hit in combat.

Races: Any.

Classes: Bard, Cleric, Druid, Thief, Wizard.

Combat Skills: See special benefits and special hindrances below.

Non-Combat Skills:

Bonus Non-Combat Skills: Etiquette.

Recommended Non-Combat Skills: Ancient History, Languages (Ancient), Languages (Modern), Musical Instrument, Reading/Writing, Singing.

Special Benefits: +2 modifier to Charisma (cannot be increased over racial maximums).

+2 reaction modifier with NPCs who are not utterly opposed to peace. This bonus is in addition to any other reaction modifier.

The pacifist may change Combat Skills into Non-Combat Skills.

A pacifist can incite peaceful emotions in aggressive opponents. The opponent must meet the following criteria: They must be of a similar race (humanoid, demi-human and human are all similar, human and dragon are not, the GM may decide if large humanoids such as giants and trolls can be affected), they must understand the pacifist and the pacifist cannot be making aggressive actions or part of a group mak-

ing aggressive actions. Otherwise this ability functions the same as a Bard's Incite Emotion ability. The only emotion that can be incited is a peaceful calm.

Table 3.13: Pacifist Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
Special*							

*A pacifist bard gains a bonus 10 skill points at 1st level, and 5 bonus skill points at 2nd level for their special bard skills. A pacifist thief gains 15 skill points at 1st level, 2nd skill points at second level, and 5 skill points at 3rd level. A pacifist thief does not have the back stab ability and never gains this ability even if they abandon the template.

Special Hindrances: A pacifist may never wear armor or use weapons to harm humans, demi-humans, humanoids and any monster or creature that has any indication of intelligence over animal. Creatures with animal or lower level intelligence may only be harmed if it is for the purpose of food. Violation results in a -1 on all saves until the guilt passes (roll a save against paralysis every morning until they succeed to break their guilt, all penalties apply to this roll) as well as losing any clerical/druidic powers for one month. Multiple violations are cumulative.

Special Notes: Pacifists may not worship the following gods: Disease, Evil, Justice, Revenge, War.

The pacifist may not learn or cast spells from the combat sphere of priest spells or form the invocation school of magic. They prefer schools of magic such as illusion, enchantment and divination as well as protective spells.

Pardoner

The pardoner is a special sub-category of the swindler that specializes in religious artifacts, relics, and ceremonies. In particular, forged and faked artifacts, relics, and ceremonies. Pardoners pray on the innocence and gullibility of the religious who seek any and all means to salvation, protection, favor, or blessing from their gods.

Pardoners pose as holy men and women or pilgrims just returned from some far away sacred site. They come bearing gifts, relics, and sacred blessings from this distant shrine. Some sell absolution of sins, others sell protective prayers, most sell some trinket they claim is a holy item belonging to a

saint (or, in some cases, made from a saint). This makes a pardoner well versed in the history and functions of the religion they pretend to support. Few pardoners tackle more than one faith, typically focusing on a single god or tight pantheon.

Temples, in particular those with Templars or Inquisitors, actively hunt and punish pardoners, making it an extremely dangerous vocation.

XP Mod: 1.

Requirements: Intelligence 13, Charisma 15; can be Lawful Neutral, Chaotic Neutral, Neutral, Neutral Evil, Chaotic Evil, or Lawful Evil.

Races: Any (usually human, occasionally halfling, rarely anything else).

Classes: Bard, Cleric, Thief.



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Combat Skills: The Pardoner may learn any weapon appropriate for their disguise.

While posing as a priest, they can employ weapons available to that priesthood. If using the raiment of a monastic order, they may use any weapon. Weapons outside their normal permitted range cost an extra skill point to learn.

Non-Combat Skills:

Bonus Non-Combat Skills: Language (Religious), Reading/Writing, Religion.

Recommended Non-Combat Skills: Ancient History, Appraising, Astrology, Disguise, Etiquette, Forgery, Local History, Reading Lips, Ventriloquism.

Special Benefits: A Pardoner can choose priest Non-Combat Skills with no penalty.

A pardoner has a special ability to elicit donations and otherwise profit off the pious. This ability has a base chance of success of 15%, with an +5% per level. The base chance is modified by the pardoner's loyalty modifier (see *FG&G* Table 1.6). In addition to the standard +5% per level modifier a rogue character can spend their thieving skill points to increase this ability as if it were one of their standard abilities. The pardoner suffers a 10% penalty if trying to elicit more than 1 gold from the target, -20% if going for over 3 gold. This ability can never exceed 95%.

Pardoners can use their religion skill to create elaborate hoaxes. Doing so involves more time (upwards to a week) but can gain greater wealth and chances of success. The chance of success increases by 1% per day spent planning (to a maximum of +15%) and by 1% per each point the skill check succeeds by. The pardoner can then earn up to ten times the normal amount of money per day, but runs a risk of being caught and suffering grave punishment for disrespecting the local deity.

Special Hindrances: The Pardoner is often hunted by the temples, faiths and followers of the deities they try to profit from. If they encounter a priest of 4th level or higher, that priest can unmask the pardoner on a successful wisdom check.

If caught using elicit donations by the faithful the pardoner runs the risk of punishment from banishment to imprisonment or possible from mutilation to death.

Pirate

Whether they call themselves freebooters, corsairs, or buccaneers—the cut throat adventurers who make their living by plying the seas for easy prey and unguarded cargo are most often called pirates. Whether they were legitimate seafaring merchants who were given a choice between thievery at sea or death, people who chose to take up the free-spirited life of maritime thuggery, or they have the backing of some noble via a letter of marque and go by the title of privateer, they are all one and the same: criminals of the high seas.

Pirates often use one-handed melee weapons and missile weapons except for a long bow, as such large weapons are unwieldy and difficult to use while on board a ship. Because they spend the vast majority of their lives at sea, pirates do not burden themselves with heavy armor and as such usually only wear padded, leather or studded leather armor. They also do not often use shields.

They can be of any alignment, but the vast majority are neutral, chaotic, or evil. The rare lawful or good pirate is typically a privateer, or pirate-hunter, who works for a patron lord protecting his or her merchants from fellow pirates.

XP Mod: 1.

Requirements: None.

Races: Any.

Classes: Any.

Combat Skills:

Required Combat Skills: Cutlass and Club (Belaying Pin).

Non-Combat Skills:

Bonus Non-Combat Skills: Rope Use, Seamanship.

Recommended Non-Combat Skills: Appraising, Navigation, Reading/Writing, Swimming, Weather Sense, Set Snares, Tightrope Walking, Tumbling.

Special Benefits: Pirates sail the dangerous seas and seek riches from others by attacking ships or seeking buried treasure, often cursed. Pirates are often brave in these odds and gain a +1 to save against any type of fear (magical or otherwise) plus they gain a +1 to save against any sort of curse.



Regardless of class, all pirates can use the cutlass and club. The one exception to this rule is for priests (clerics, druids, specialty priests) as they are still limited by their faith.

All pirates can climb (see page 4).

Lastly, pirates are sea worthy rogues. They can freely pick rogue skills with no extra cost penalty.

Table 3.14: Pirate Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
-5%	-	-	-	-	-	-	+5%

Special Hindrances: The major problem with being a pirate is that the law is always after the characters. Though the authorities do not have to put in an appearance in every single play-session, they're always out there, plotting against the heroes. Many of them are quite clever, they probably have more money, ships and men than the heroes, and they'll continue to plague the heroes until the campaign is done.

Pirates come from a variety of backgrounds and therefore there is no restriction on what can be purchased with at character generation. However, it would be foolish for pirates to buy metal armor of any kind (banded, brigandine, bronze plate, chain, field plate, full plate, plate mail, and ring mail). Pirates wearing such armor will risk falling overboard (they can't swim very well in these armors); if they can get the armor off so they can swim, then they are out one set of armor.

Special Notes: Pirate priests are not subject to religious authority of other clerics within their faith.

Pirate priests are actively hunted by their religion as being a bad example or as an excommunicated cleric. They cannot seek aid or resources from their parent faith without turning their back on their outlaw ways.

Pirate Mages prefer the magic schools of divination, illusion and necromancy, but are not barred from any school.

Pirate Mages are derivatives of the Militant Wizard and are similarly limited. Choose one of the following drawbacks.

1. The Pirate mage is limited to 1st-7th level spells.
2. The Pirate mage learns spells with a -10% modifier.
3. The Pirate mage can learn spells from only five schools (player's choice).

Prophet

Some call it a curse. Others proclaim it a miracle. For the prophet, their gift is a calling, their duty, and nothing more. The prophet talent represents an awakening, an attuning to the future, a deciphering of a divine code. Through this training, the prophet opens their mind's eye and receives visions. They also speaks directly to their deity in times of great need to discover what may happen if a certain course of action is undertaken.

Prophets have the ability to predict the future from signs, dreams, or clues grant by their god. Prophets do not have to be followers of a god of prophecy or divinations, but often

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are. Prophets live their lives either trying to fulfil their destiny or trying to avoid it. Visions are either a blessing or a plague on their life. Prophets serve others using their visions to provide insight on the future and wishes of the divine ones.

Prophets may provide their services free, they may charge a small or large fee for the use of their ability, or they may avoid using their ability. But for whatever reason they have been chosen to bear the gift of foresight.

XP Mod: 1.

Requirements: Wisdom 15.

Races: Any.

Classes: Any.

Combat Skills: Standard.

Non-Combat Skills:

Bonus Non-Combat Skills: Weather Sense or Direction Sense or Sense Motive.

Special Benefits: Prophets have two primary benefits. First, they have a lifelong prophecy they are supposed to achieve. This can be broad (save the kingdom from invaders) or specific (see that the prince is crowned king). Those NPCs that support goals related to this prophecy have a +3 reaction modifier to the prophet. Those following the prophet into combat gain a +2 morale modifier.

Once per day, if the prophet takes one minute to pray, they may ask their deity whether the outcome of a certain course of action would be beneficial or detrimental to the prophet and their allies. They often receive a feeling of elation or dread in response. If the question is vague or the question cannot be easily answered, the deity may not answer or may provide an entirely different emotion in response.

Once per week, the prophet may enter a trance that lasts for four hours, in which they attempt to receive a vision. The vision may be a direct answer to a question regarding what may come to pass. The vision may also be random. The GM has full discretion here to provide whatever vision he or she or she wants and is not bound to provide a vision if the deity fails to respond.

The prophet may also receive general feelings without solicitation. Again, this is a vehicle for the GM to provide subtle information to propel the story.

Special Hindrances: Prophets suffer a -2 reaction modifier with other NPCs. Prophets have a tendency to give NPCs the chills. If that NPC is in direct opposition of the prophets "prophecy" then this modifier becomes -4.

Prophets who turn their back on their destiny (the prophecy) suffer a -1 penalty on all d20 rolls (attacks, saves, ability checks) and -5% on all percentile rolls. This increases by -1 (and -5%) per month they ignore their destiny. This penalty caps out at -4 (-20%).

Rider (Equerry)

The rider is a unique individual that has developed a near supernatural bond with their mount. For whatever reason, they have become fast friends and true companions with their steed. This can come from magical influence or just lifetime of association with the steed in question. They are inseparable except in the most dire or unusual needs. Their bond is so strong they can sense the location of each other and have a general idea of each other's overall health at any given time.

The rider could be an elf with a connection to the world of the fae and a bond with a unicorn, or the rider could be member of a savage tribe with a trusted giant boar as a companion. Riders could be knights with well trained and high spirited chargers, or highwaymen riding highly intelligent and trained steeds that are the masters of dozens of tricks. The combination is almost limitless, depending on the GM and player and the circumstances of the campaign and the character.

XP Mod: 2.

Requirements: Constitution 13.

Races: Any.

Classes: Any.

Combat Skills: Standard.

Non-Combat Skills:

Bonus Non-Combat Skills: Animal Training, Riding (Land-based).



The character has to determine the sort of animal these skills apply to.

Recommended Non-Combat Skills: Animal Handling, Animal Lore, Direction Sense, Fire-building, Healing (animals), Hunting, Mountaineering, Set Snares, Survival, Tracking.

Special Benefits: This character has an uncanny rapport with a certain animal type. The animal must be strong enough to act as a mount. With GM's permission, the Rider character gets to pick the kind of animal, though the GM should disallow any creature that gives a great advantage (such as a griffon or dragon).

The character has a +5 positive reaction modifier when dealing with these creatures. The easily make friends with this animal; on a roll of 9 or less (on the "Hostile" column of Table 10.9: Encounter Reactions), a Rider can persuade hostile animals of this species to leave them and their allies alone.

The character starts the campaign with one of these animals as their personal mount and companion. This animal to the rider and will risk (potentially sacrifice) its own life for the character; and the character has the same loyalty and dedication to the mount.

The character has an empathic link to the animal. The character can tell what the animal is feeling and even thinking (if it has some intelligence) when in contact or the animal is in line of site; they can communicate with one another without any obvious giveaways. They will know the other's emotional state and whether or not the other is hurt when the two are not within line of sight with one another and they will know the general direction and estimated distance of travel of their absent friend.

If the animal dies, the character can choose another animal of the same type. This must be included as part of an adventure.

Following is a list of many animals which are appropriate mounts for the Rider: Bear, Boar, Buffalo, Elephant, Griffon*, Hippogriff*, Horse, Hyaenodon, Lizard (Fire, Giant, or Minotaur), Pegasus*, Smilodon, Tiger, Unicorn or Wolf (Dire).

To figure out the encumbrance abilities of the animal, compare them to the list on *FG&G* Table 7.25: Encumbrance for Domestic Animals. Choose the animal most resembling the rider's animal in size and mass, and use those values.

*Flying animals tend to change the campaign, especially a low-level campaign.

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Improved Mount Abilities: No matter the species of the creature, the character can improve the creature's abilities by giving it up to half of their earned experienced points. The mount is treated as a fighter of a level equal to their hit dice. They are considered to be at the minimum to be a fighter of that level. When the amount of experience points the creature has equals the next level of fighter it gains an additional Hit Die. This will affect THACO and saves as normal. They also gain an intelligence increase of 2 points. The creature cannot more than double their beginning hit dice or go over 16 hit dice.

The creature will always save as the same class as the character or as a fighter, whichever is better for that category of saves. In addition, if the character is a member of a class with bonus to saves, the creature receives the same bonus.

Special Hindrances: Unless their mount is a common creature used as a mount (such as a horse) the Rider has a -1 negative reaction modifier when meeting NPCs.

The Rider immediately takes 2d6 points of damage and must make a saving throw vs. spells if the animal dies (whether it's in the character's presence or far away). If they fail the saving throw, they suffer from the feeblemind spell for 2d6 hours.

Because of the nature of their training and the dedication to animal care, a character of the Rider template starts with one less Combat Skill Point than normal.

Scout

Scouts roam the countryside around their rural settlements both for enjoyment and practical purposes. They watch over the surroundings for signs of dangers, and spread news and information among their communities. At higher levels, scouts venture farther away, and sometimes act as guides for travelers across the wilderness. Then, the most experienced of them are eventually offered opportunities to explore by wealthy nobles and merchant, or may clear their own lands to establish some new settlement. Scouts are well-versed in woodcraft and learn many things about the world during their travels, but remain mediocre combatants. As such, they will rarely attack an enemy up front, preferring to harass them from afar with missile weapons and guerilla tactics.

The scout is an expert for dungeon and wilderness exploration. They lead others through the underground, knows where to find traps and how to cope with a hostile environ-

ment. Scouts share some similarities with thieves, but unlike thieves do not fancy larceny.

Scouts are often employed by armies to act as advance troops, or serve lords as would be rangers and lawmen. A scout is fast moving, lightly armed, and always on the go. They may be experts in dungeons and in the wilderness, but this does not necessarily mean they have a preference for such environments.

XP Mod: 1.

Requirements: Dexterity 10, Wisdom 10.

Races: Any.

Classes: Bard, Druid, Fighter, Ranger, Thief.

Combat Skills: Standard.

Non-Combat Skills:



Bonus Non-Combat Skills: Alertness, Direction Sense, Tracking.

Recommended Non-Combat Skills: Alertness, Animal Handling/Training, Animal Lore, Animal Noise, Boating, Firebuilding, Fishing, Heraldry, Herbalism, Hunting, Mountaineering, Observation, Riding, Rope Use, Set Snares, Survival, Swimming, Weather Sense.

Special Benefits: Scouts of classes that normally do not have abilities to climb walls, move stealthily or hide in shadows gain these abilities (see page 4).

Scouts gain +10% to move stealthily and hide in shadows when in the wilderness.

Scouts are at +1 to surprise opponents in the wilderness.

Table 3.15: Scout Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
-15%	-5%	+5%	+5%	+5%	+5%	+5%	-15%

Special Hindrances: A Scout suffers a -5% penalty on all thief type skills in a city or other urban or interior environment.

Slayer

In the darkness, in the shadows, in the forgotten places of the past, there is a terror that is long forgotten. But this lingering evil is still a great threat to the world, and those who carry the mantle of hope into darkness are rare heroes in this world. They are feared, even by those they protect, because of the dark places they have been and the horrible things they have seen. These nomadic travelers drift from town to town, offering a service that the good folk of the world need, but are often afraid to ask for. These are Slayers, slayers of the foulest monsters of the world, usually giants, dragons or undead.

Typically, these errant travelers are well armed and armored, calling to realm their home. Instead, they would pro-



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tect the entire world from the foulest beast born of legend and myth. Because of their dedication and discipline, the vast majority of slayers are good in alignment, though more nefarious slayers do exist. They often make pacts with the very creatures they are trained to defeat, extorting local villages and kingdoms to increase both their own riches and the hordes of the beasts with whom they ally themselves.

XP Mod: 2.

Requirements: Strength 14, Dexterity 10, Constitution 10.

Races: Any.

Classes: Bard, Cleric, Fighter, Paladin, Ranger.

Combat Skills: Standard.

Non-Combat Skills:

Bonus Non-Combat Skills: Lore (see below).

Recommended Non-Combat Skills: Ancient History, Armorer, Astrology, Blind-fighting, Direction Sense, Endurance, Healing, Hunting, Languages (Ancient and Modern), Local History, Mountaineering, Reading/Writing, Riding (Airborne or Land-based), Spellcraft, Survival, Tracking, Weaponsmithing.

Special Benefits: A slayer receives a bonus of +1 to damage per level. General enemies include undead, dragons, heretics, wizards and so forth.

Classes with a principal foe that is undead may either select one specific undead or undead as a general group. A specific principal foe (vampires, liches, zombies) receives the standard damage bonus above. However if a undead as a whole are selected then the character turns undead as if they were two levels higher.

A slayer is immune to fear caused by their principal foe.

A slayer receives the lore skill in regards to their principal foe. This operates as a normal knowledge skill but because of their special interest in the subject and first hand account they gain a +4 bonus.

Special Hindrances: Slayers suffer a -4 reaction modifier with their principal foe.

The slayer seeks out their principal foe in combat situations, choosing it as the target of their attacks in preference all other potential opponents.

Smuggler

Smugglers specialize in the transportation of goods that are either illegal or in an illegal manner. These are not necessarily stolen goods (though they can be) but may be goods that are either banned locally or on a larger scale. To survive and succeed in this vocation one needs an array of specialized skills and connections. Smugglers often work with fences and other thieves.

In the secret world of crime, the smuggler plays an important role. Without smugglers fences would have a smaller supply of goods and fewer clients available for them to serve. The lack of smuggled goods, in or out of a location, would harm the profits of any thief guilds operating in the area.

Smuggling can happen in many ways. It can cover the way something is transported (hidden in a secret compartment on a boat or wagon) or how it is transported (in secret, moving at night). But always in secrecy. This secrecy can often be as much a bane as a boon, as it makes the smuggler vulnerable to other rogues, such as crime lords, rival smugglers, bounty



hunters and even corrupt local servants of the law. Therefore smugglers usually have a band of “trusted” “allies”, or at least those who have had their loyalty temporarily bought. Though often these troublesome foes of the smuggler can often be appeased with a small cut of any profits (or a nice bribe of some sort).

Smugglers have to be charming, witty, and skilled. They often have to resort to fisticuffs, swordplay, or other violent endeavors to achieve their goals. But a good smuggler is clever enough to be completely anonymous in their occupation.

XP Mod: 1.

Requirements: Dexterity 10, Intelligence 10, Charisma 10.

Races: Any.

Classes: Thief.

Combat Skills: Standard.

Non-Combat Skills:

Bonus Non-Combat Skills: Select two of the following: Alertness, Animal Handling/Training, Animal Noise, Appraising, Boating, Direction Sense, Disguise, Fast-talking, Forgery, Gather Intelligence, Navigation, Observation, Rope Use, Seamanship, or Swimming.

Recommended Non-Combat Skills: Etiquette, Languages (Any), Riding Land Based, Reading/Writing.

Special Benefits: Smugglers have a +1 bonus to surprise rolls.

Smugglers can use their Hide in Shadows ability to conceal objects that are S size. Their ability receives a +5% bonus for each size category smaller than S and suffers a -10% penalty for each size category over S. They must have appropriate time and material on hand in order to accomplish this task.

Table 3.16: Smuggler Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
-5%	-5%	-	+5%	+5%	+5%	-5%	-

A smuggle should have some form of transportation available to them. This can be a canoe, raft, horse, cart, carriage, etc. The player is free to choose with the GM's permission, or the GM may assign one.

Special Hindrances: The smuggler is always in debt to someone. This can be a real debt of significant financial value (equal to the value of the free transportation the smuggler has from special benefits above, plus 50%) or a personal debt that restricts the smuggler's options and choices (such as forced to work for a certain crime lord or noble). The exact nature of this debt must be worked out with the GM. Possible penalties can be reaction modifiers, enemies, grudges, favors, and so forth. Based on the nature of the debt these can change from session to session as the GM wishes. Once the debt is paid off, the penalty should only occasionally return (once per level).

Spy

The best spies are like chameleons, but not only can they change their appearances to fit the situation, they can also change their personalities, allegiances, and even loves if that's what it takes to achieve their clandestine goals. Spies are the ultimate manipulators, and even those who commission their services sometimes find that they've merely served the spies' own interests.

Information is a key to victory so most guilds and governments employ spies to gather information, disrupt information, or spread false information. A spy provides a necessary edge in war, politics, and even criminal endeavors. These organizations usually employ permanent spies, some may even be double agents, a dangerous vocation.

While spies can come from any social class, occupation or other classification, they are usually from the lower class but yet well educated. A good spy is a talented agent capable of infiltrating on many levels, able to run other spies, and connected with the underworld and the noble world.

The life of a spy is exciting (when they aren't deep undercover waiting and waiting and waiting) but is often short, as spies are often executed when caught. Usually after a long bout of torture and questioning.

XP Mod: 1.

Requirements: Intelligence 11.

Races: Any.

Classes: Bard, Ranger, Thief.

Combat Skills: Standard.

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Non-Combat Skills:

Bonus Non-Combat Skills: Disguise, Gather Intelligence, Observation.

Recommended Non-Combat Skills: Alertness, Begging, Etiquette, Forgery, Heraldry, Local History, Reading/Writing, Reading Lips, Trailing.

Special Benefits: As part of the disguise, a spy can use any weapon or wear any armor. Because of their training as spies their non-trained penalty for using a weapon they are not trained in is reduced by 1.

Because of the research they do preparing for a mission, a spy knows what to say and who to say it to. Therefore they have a +1 reaction modifier with any NPC involved in their mission, until their cover is blown.

Spies can learn any language they can reasonable be exposed to, including special class and alignment tongues. They can speak no more of these special languages than their level of experience. These languages still follow all the rules for non-combat skills and intelligence as normal language do.

Special Hindrances: When a spy is discovered they suffer a great deal of hatred and rage from those they seemingly have betrayed. A discovered spy suffers a -3 reaction modifier with any NPC involved in their mission that has discovered they are a spy.

Squire

Squires are aspiring knights, robust youths who train in skill at arms but also busy themselves with tending and caring for their master's gear, keeping it sharp, clean, and ready to use. Squires also learn the courtly arts and etiquette. After proving their loyalty and skill in battle, squires usually become knights. In lands where knighthood is only granted by a king or other monarch, some squires remain so for their entire lives.

Squires can be used as heralds, standard bearers, scouts, or royal messengers. They might also be used as skirmishers or light cavalry, or perhaps as the guards of a minor noble's manor house. A group of squires could also serve as a noble hunting party.

A squire has begun their knightly training, but not yet earned their spurs. They aspire to match the valor and chivalry of the finest knights. Most of their duties involve caring for a knight's armor, weapons, and horse, holding prisoners taken by the knight, and giving the knight an honorable burial if they are killed.

The knight may instruct the squire to follow them into battle. If the squire proves themselves loyal, skilled, and reliable in combat, they knight may choose to elevate them to full knight status (though in some lands this ceremony may only be performed by the ruler). A knight may have many squires, but a squire serves only one knight.

XP Mod: 1.

Requirements: Strength 9, Constitution 9.

Races: Any.

Classes: Fighter, Paladin, Ranger.

Combat Skills: Any.

Non-Combat Skills:

Recommended Non-Combat Skills: Armorer, Blacksmithing, Brewing, Carpentry, Cobbling, Cooking, Etiquette, Leatherworking, Seamstress/Tailor, Weapon-smithing, Weaving.

Special Benefits:

Punishment Buffer: Any punishment a squire is to receive for violations of law, chivalry or other codes is tempered by

the fact that the squire serves at the pleasure of his or her or her knight. This means the knight suffers the majority of the punishment, unless the squire accepts full responsibility. In addition the knight can grant the squire limited atonement for violations of these same codes (even class base codes for paladins). The exact extent of this atonement is left for the GM to determine.

Economic Advantages: A squire earns $1d6 + 4$ gold a month from their master. The master also supplies the squire with basic supplies, such as food and shelter, and may help with upkeep of equipment (50% reduction in costs). This is only when the knight the squire serves is available or otherwise can aid the squire (such as the knight being known to the merchants in question).

The master will supply all basic equipment at no charge. This includes a set of chain mail, a short sword, a lance, a

dagger, a riding horse (or light war horse), and tack. The knight will also supply replacements unless the equipment is lost through irresponsibility.

Special Hindrances:

No Privileged Relationships. As a squire they have no real connections or relationships with higher ranking officials and court personnel. They may use their knight's connections if the knight approves.

Subservience: A squire serves their knight. The knight can make decisions for the squire and the approval of the knight is needed for major events, such as marriage and long distance travel (even adventure). The knight may also determine how much and where a tithe for the squire goes.

The squire must periodically meet with their knight for tutoring and assignments. This is usually required at least every few months. A squire cannot advance a level without first seeing their knight.

A Squire must obey the orders of all knights and lord, not just the knight they serve, including those who are of a lower level of experience.

Squires cannot build strongholds.

When accompanying their knight a squire may not wear armor of better quality than the knight, nor use a weapon larger than the one the knight wields.

Special Notes: A squire can eventually become a Cavalier (or other template with GM's permission). At the start of any level the squire can abandon this template and take up the new template. However they are considered to 1st level for purposes of any benefits for the new template. Their effective level with the new template will increase by 1 every time the character gains a new level. They must meet all requirements for the new template as well as possess all bonus and required skills, they will not gain these skills just by changing templates. All squire benefits and hindrances are lost and they adopt the benefits and hindrances of the new template.

Swashbuckler

A paragon of mobile swordplay, the swashbuckler is a rogue who focuses almost exclusively on honing her skill at arms and perfecting daring acrobatic moves and elaborate flourishes that border on performance.

The swashbuckler is a romantic fantasy staple, a warrior



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that relies on his or her agility and wits rather than heavy armor, shields and crushing weapons. The swashbuckling style is particularly suited to environments where heavy armor would be a liability, such as in deserts, tropical locales, and the high seas. Swashbucklers are also prevalent in advanced societies, where gunpowder or magic has made the wearing of armor less desirable.

Swashbucklers have a reputation for seeking adventure. Some, especially noble swashbucklers, become duelists. Others take to the high seas as pirates or privateers. Some seek justice for the oppressed (or at least give it lip service), while others use their abilities against jealous lovers when pursuing adventures of a salacious sort. Many bandits are swashbucklers, as their training involves taking down opponents quickly and having the mobility to flee.

XP Mod: 2.

Requirements: Strength 13, Dexterity 13, Intelligence 13, Charisma 13.

Races: Any.

Classes: Any.

Combat Skills: The Swashbuckler receives two extra combat skill points which must be devoted to combat skill swashbuckler weapons. A swashbuckler must dedicate half of their combat skill points to these swashbuckler weapons and cannot violate this rule until they are trained in all of the swashbuckler weapons.

Non-Combat Skills:

Bonus Non-Combat Skills: Etiquette, Tumbling.

Recommended Non-Combat Skills: Appraising, Artistic Ability, Blind-Fighting, Dancing, Disguise, Forgery, Gaming, Heraldry, Juggling, Languages (Modern), Musical Instrument, Reading/Writing, Riding (Land-Based), Seamanship, Tightrope Walking

Special Benefits: Regardless of class, all swashbucklers can use the swashbuckler weapons. The one exception to this rule is for priests (clerics, druids, specialty priests) as they are still limited by their faith. They must select one swashbuckler weapon as their preferred weapon.

A swashbuckler doesn't pay extra when choosing Rogue skills.

When wearing no armor, leather armor, or padded armor



their AC is improved by 2 (for example, AC 8 becomes AC 6). This only applies to attacks that the swashbuckler is aware of.

Swashbucklers are charming devils and receive a +2 reaction modifier with those who may be romantically attracted to the character (of either gender).

Swashbucklers reduce any penalty from fighting while hanging on or from ropes by 1.

Wizard swashbucklers fight as thieves when using their preferred swashbuckler weapon (Sabre, Stiletto, Main-Gauche, Foil, Rapier, etc).

Thief (and bard) swashbucklers fight as clerics when using their preferred swashbuckler weapon (Sabre, Stiletto, Main-Gauche, Foil, Rapier, etc).

Cleric (and druid) swashbucklers fight as fighters when using their preferred swashbuckler weapon (Sabre, Stiletto, Main-Gauche, Foil, Rapier, etc). This assumes the cleric (or druid) is allowed to use such a weapon.

Fighter (and paladin/ranger) swashbucklers gain the climb walls ability (see page 4).

Table 3.17: Swashbuckler Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
—	—	—10%	—	—	—	+5%	+5%

Special Hindrances: Swashbuckler's are trouble magnets. If trouble can find them, it will. On any reaction roll where the dice come up as doubles (both d10s have the same number on them) the swashbuckler suffers a minor setback. If the final result of this reaction roll (with all modifiers applied) is over 20 or below 2 then the swashbuckler has a major setback. A minor setback usually involves NPCs of a lower level than the swashbuckler cause the inconvenience. A major setback usually involved NPCs of a higher level (or far greater influence).

The setbacks are usually of the same type though. One of the NPCs involved mistakes the swashbuckler for someone else or recognizes the swashbuckler in question and either is infatuated with them (usually bringing trouble in the form of jilted lovers, jealous suitors or over protective family members) or has another issue with them (revenge or a chance to prove their skill against the swashbuckler's sabre). The exact nature of this setback will depend on the type of result received on the reaction roll (See *FG&G* table 10.9, the difference depending on the result being friendly, cautious, threatening or hostile).

In parties with more than one swashbuckler this doubles rule can also be applied to encounter tables using a 2–20 or percentile result, replacing the encounter rolled with the setback (which in itself may be quite the encounter).

The GM is encouraged to have a handful of quickly generated NPCs on hand for such occasions, and perhaps a few story hooks plotted out.

Swashbucklers are show-offs, they like attention and to have the best. Whenever spending money (after character creation) a swashbuckler always pays 10% more. This doesn't mean better items, it could just be tips, excessive food or drink at an inn or what they think is a bribe to a merchant or servant, it doesn't matter where the money actually goes, as long as the swashbuckler no longer has it.

Special Notes: The Swashbuckler must buy their preferred weapon, but except for that limitation may spend their gold precisely as they please.

Swashbuckler Mages prefer the magic schools of alteration, illusion, and invocation/evocation, but are not barred from any school. They may not be specialist wizards.

Swashbuckler Mages are derivatives of the Militant Wizard and are similarly limited. Choose one of the following drawbacks.

1. The Swashbuckler mage is limited to 1st–5th level spells.
2. The Swashbuckler mage learns spells with a –10% modifier.
3. The Swashbuckler mage can learn spells from only five schools (player's choice).

Swindler

Known my many names—such as charlatan, con artist, con-man, mountebank—swindlers employ many scams to earn their keep. A swindler is a master of deception and a professional conman. While other thieves use stealth and sleight of hand to make their living, swindlers use their charm, cunning and wit. Instead of secretly stealing from their victims, the swindler convinces their victims to willingly part with their goods.

Every swindler is different, they develop their own modus operandi and unique style. They may sell counterfeit items or nick knacks no one really needs, such as healing tonics;



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and others will infiltrate the higher classes of society trying to find edge and advantage.

Swindlers like crowds, so large cities or events are extremely popular with them. Though they may also be travelers moving from place to place and pulling a swindle wherever it appears. They have no problem leaving any area once their con is up, as they tend to not grow affections to individuals of locations.

For many reasons, Swindlers usually don't join thieves' guilds. Though they try to remain friendly and neutral to the guilds that operate in the same area and often give in to the demands of the guilds.

XP Mod: 1.

Requirements: Charisma 12.

Races: Any.

Classes: Bard, Thief.

Combat Skills: The Swindler is permitted the normal range of weapons open to thieves (or bards).

Non-Combat Skills:

Bonus Non-Combat Skills: Fast-talking.

Recommended Non-Combat Skills: Alertness, Appraising, Artistic Ability, Dancing, Disguise, Etiquette, Forgery, Fortune Telling, Gaming, Local History, Observation, Singing, Ventriloquism.

Special Benefits: A swindler has a special knack and savvy enabling them to charm (or con) others with ease. This ability functions identically to the bard's ability to incite emotion, except it is used as a means to persuade targets to do things they normally wouldn't do (within reason). Common cons included paying more for an item or service than is required or letting the swindler do something they normally wouldn't be allowed to do (such as enter the king's kitchen or wander around the king's dungeon alone). This is treated as the charm spell for most purposes. Bard swindlers are extremely effective at this, being treated as if they were two levels higher than normal.

Special Hindrances: Swindlers are relatively peaceful and usually not aggressive brutes. A swindler does only $\times 1.5$ damage on a backstab attack until 5th level, and then it increases to $\times 2$. This becomes $\times 3$ at 9th level and peaks at $\times 4$ at 13th level.

Once a swindler's con has been detected targets gain a +3 to save against future cons (until the swindler lures them back into their trust) and suffer a -2 reaction modifier for NPCs who have been their victims in the past.

Templar

Templars are faithful combatants trained in religion and warfare to act as the armed wing of their deity. They either belong to religions with a belligerent dogma, or those that need to defend themselves in troubled regions. Templars typically maintain outposts and fortresses in border lands or near haunted territories, to protect the temples and followers of their faith. They otherwise typically assist and guard the dignitaries of their religion during their travels, and preserve the temples in times of war. Templars are church soldiers with a definite purpose: to drive the enemies of their deities from the holy places of their faith, and from the lands of the believers.

In general Templars are typically nobles and are often joined with the Cavalier kit.

XP Mod: 2.

Requirements: Lawful good or lawful neutral; Strength 12, Constitution 12, Wisdom 12; Noble.

Races: Any.

Classes: Cleric, Fighter, Paladin, Ranger.

Combat Skills:

Required Combat Skills: Long Sword or Bastard Sword and Medium Lance or Heavy Lance.

Recommended Combat Skills: all Swords and Lances, Mace (both types), Morning Star, Flail (both types), Spear, Dagger, Battle Axe.

Forbidden Combat Skills: Bow (any), Crossbow (any).

Table 3.18: Swindler Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
—	—5%	—	—	—	—	—	+5%



Non-Combat Skills:

Required Non-Combat Skills: Healing or any two Modern Languages. By 5th level all Templars must learn Riding (Land-Based).

NOTE: GMs are free to design the monastic orders of their campaign as they wish, but the general guideline should be two bonus non-combat skills that are of little combat use and represent the area of specialty of the order.

Recommended Non-Combat Skills: Ancient History, Animal Handling, Animal Lore, Armorer, Blacksmithing, Blind-Fighting, Cooking, Direction Sense, Endurance, Engineering, Etiquette, Healing, Heraldry, Herbalism, Hunting, Languages (Modern), Local History, Reading/Writing, Religion, Singing, Spellcraft, Survival, Tracking, Weapon-smithing, Weather Sense.

Forbidden Non-Combat Skills: Any rogue-group skills.

Special Benefits: Templars need never to worry about food and lodging while in territory of their patron faith.

Templars gain a +1 bonus to hit, damage and saves while fighting opponents of their enemy faith. Combat bonuses are only in melee.

Furthermore, Templars can give an order to a subordinate and expect it to be obeyed.

Within their own organization, Templars have authority over those at least three levels lower. For example, a 4th level Templar can command a 1st-level Templar.

Each Order provides the following for its brethren:

Horses: 1st level: riding horse; 3rd level: light war horse; 7th level: a heavy war horse. If any of these steeds are lost or slain, they are not replaced until the Templar has reached the next level. A Templar may never own more than four horses.

Arms and Armor: 1st level: a sword of choice; 3rd level: a suit of chain mail, a great helm, and a medium shield. This equipment may be replaced once per level.

Magical Items: 5th level: sword +1; 6th level: chain mail +1; 7th level: shield +1; 8th level: sword +2; 9th level chain mail +2; 10th level shield +2.

Special Hindrances: Templars are expected to obey all superiors (order members 3 or more levels higher than the PC) immediately and without question. Though the player can decide to not follow the order, but this usually results in an immediate trial. For a minor infraction, unless they can give a convincing reason for they are stripped of privileges (including equipment give to them by the order) and ejected from the Order. Punishment for more severe violations is death.

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Templars never trust or accept the word of anyone from this rival religion. Because of this fanaticism, Templars suffer a -5 reaction modifier with NPC members of the enemy faith.

Vow of poverty, Templars donate all wealth to the Order aside from sufficient funds to purchase and maintain equipment. Templars may use their personal wealth to purchase arms, armor, and equipment as they see fit, donating all excess money to the Military Order.

Wanderer

Whether they are called wayfarers, nomads, or drifters, the Wanderer who has become an adventurer because of the lifestyle they lead. With no place to call their home, they move from destination to destination, learning to survive on the road. In spite of this rough lifestyle, they are often a merry folk and find peace in whatever companions they may meet in their travels. As the Wanderer makes their way in the world, they live by their wits and apply subterfuge and simple tools against the myriad of troubles that come their way.

XP Mod: 1.

Requirements: Strength 9, Dexterity 9, Constitution 14.

Races: Any.

Classes: Any.

Combat Skills:

Recommended Combat Skills: Staff.

Non-Combat Skills:

Bonus Non-Combat Skills: Direction Sense, Endurance, Running.

Recommended Non-Combat Skills: Animal Training, Healing, Herbalism, Mountaineering, Religion, Singing, Survival, Tracking, Weather Sense.

Special Benefits: Wanderers have a +1 reaction modifier with nomads and loners (such as rangers, bards, and gypsies).

Because of their direction sense, knowledge of shortcuts and geography, a wanderer (when alone) can cover 33% more distance than normal. They don't move 33% faster; they just know the faster trails and routes and how to deal with difficult terrain and press on without breaks. This combines with



other abilities to reduce time or increase speed of travel.

A group with a Wanderer increases their travel distance by 16%.

Special Hindrances: Until 12th level Wanderers cannot have retainers, hirelings, mercenaries, or even servants (but can still have animal companions).

The Wanderer cannot possess more than they can carry; excess is donated to a worthy cause.

After character generation the wanderer can have no more than 1 gold piece left.

Warrior Priest

Capable of calling upon the power of the gods in the form of blessings and spells, warrior priests blend divine magic with martial skill. They are unflinching bastions of their faith, shouting gospel as they pummel foes into submission, and never shy away from a challenge to their beliefs. While cler-

ics might be subtle and use diplomacy to accomplish their aims, warrior priests aren't above using violence whenever the situation warrants it. In many faiths, warrior priests form the core of the church's martial forces—reclaiming lost relics, rescuing captured clergy, and defending the church's tenets from all challenges.

Warrior priests can serve as capable healers or spellcasters, calling upon their divine powers from the center of the fight, where their armor and martial skills are put to the test.

A warrior priest's alignment must be within one step of his or her deity's, along either the law/chaos axis or the good/evil axis.

XP Mod: 2.

Requirements: Strength 14, Wisdom 12.

Races: Any.

Classes: Cleric.

Combat Skills: See special benefits.

Non-Combat Skills:

Required Non-Combat Skills: Reading/Writing; Languages (Ancient).

Recommended Non-Combat Skills: Armorer, Engineering, Endurance, Heraldry, Languages (Modern), Religion, Riding, Singing, Survival, Weaponsmithing, Weather Sense.

Forbidden Non-Combat Skills: any rogue-group skills.

Special Benefits: +1 charisma, In addition, all allies fighting in sight of this cleric gain a bonus to morale and saving throws versus fear: +1 at 1st level, +2 at 7th, +3 at 13th, and +4 at 19th.



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Warrior Priests may have skill in any weapon normally allowed by their faith. At levels 1, 7, 13, and 19, they may learn one edged weapon such as a Sword, Lance, Spear, or Battle Axe.

Each Warrior Priest is part of a larger group within their religion that see themselves as saviors against one particular rival religion (it may be more than one, consult your GM). They are intolerant to this faith and believe that these heathens must be destroyed or converted at all costs.

Special Hindrances: They never trust or accept the word of anyone from this rival religion. Because of this fanaticism, they suffer a -5 reaction modifier with NPC members of the enemy faith.

Like paladins, they tithe at least 10% of their income.

Wilderness Warrior

Wilderness Warriors spend their lives in the woodlands, where they feel at home. They might belong to communities used to live in forests, such as Sylvan elves, or may be solitary trappers, poachers, lumberjacks, or even hermits and witches. In any case, Wilderness Warriors are well acquainted with the fauna and flora of the woodlands, and are proficient in tracking, hunting, trapping and survival in such environments, as well as climbing trees.

The Wilderness Warrior is a natural match for Rangers and when combined with fighter or thief creates a sort of Demi-Ranger character.

XP Mod: 2.

Requirements: Constitution 13.

Races: Any.

Classes: Cleric, Druid, Fighter, Ranger, Thief, Wizard.

Combat Skills: The character can use their combat skill points any way they desire. However, the GM may require that the character spend one or two on weapons appropriate to their culture: a desert nomad (Scimitar and Short Composite Bow) or arctic warrior (Harpoon and Spear).

Non-Combat Skills:

Bonus Non-Combat Skills: Survival (native environment), Endurance.

Recommended Non-Combat Skills: Any relating to the land of birth, such as Animal Handling, Animal Training, Dancing (cultural dances), Fire-building, Fishing, Mountaineering, Riding (Land-Based), Swimming, Tracking.

Special Benefits: The Wilderness Warrior has a +5 bonus to the Survival skill for their home environment. If the character takes additional survival skills the bonus only applies to their home environment.

Table 3.19: Wilderness Warrior Thief Skill Modifiers

PP	OL	FRT	MS	HS	DN	CW	RL
-	-	-	+5%	+5%	-	+10%	-10%

Non-thief Wilderness Warriors gain the Climb Walls ability (see Table 1.2).

Special Hindrances: The Wilderness Warrior is considered uncivilized and at times is unfamiliar with other cultures. Any culture outside their native one inflicts a -1



penalty to any sort of lore or knowledge skill and reaction rolls when they conflict or oppose with their native culture or environment. The player must also pick (or the GM assigns) one oppositions environment or culture where this penalty is -2. It is advised that this penalty be more of a role playing opportunity and limitation and not just enforced as a game mechanic.

Special Notes: Wilderness warriors will begin the game with equipment based on their native environment, they must purchase this gear as normal but the GM may regulate what is and is not available as they desire. This limitation is only during character generation.

Witch

Witches learn magical skills from extra-planar beings, usually demons, devils, or genies. Though other types of supernatural spirits may also train witches (such as powerful undead). Witches also receive training from other Witches and covens. Most witches are female, those male Witches that do exist are called Warlocks.

The patron agrees to train a witch for various reasons—to act as diplomats, priests, conduits, or agents on the material plane; though some do it out of other desires, such as corruption and domination.

While witches can be good, the stigma of working with extra-planar spirits cause most to shun or even hunt witches. Witches often have to hide their power or live in isolated regions for their own safety.

XP Mod: 3.

Requirements: Intelligence 13, Wisdom 13.

Races: Any.

Classes: Wizards (GMs may permit the witch with cleric or bard on a case by case circumstance).

Combat Skills: None. The witch never gains combat skill points.

Non-Combat Skills:

Bonus Non-Combat Skills: Herbalism, Spellcraft.

Recommended Non-Combat Skills: Ancient History, Artistic Ability, Astrology, Brewing, Cooking, Healing, Lan-



guages (Ancient), Languages (Modern), Reading/Writing, Religion, Weather Sense.

Special Benefits: A witch begins with the spells detect magic and read magic, in addition to any other spells they may start knowing.

The first spell a witch learns of each spell level is channeled directly from their patron. This spell requires no components to cast and requires no check to learn. All other spells follow the rules for standard magic but they may use different verbal, somatic, or material components. There are no changes in casting times, ranges, or effects of these spells. They must be learned, memorized, and cast exactly as normal.

The witch also starts with up to 1,500 experience points worth of magical items from Table B.11 (sub-tables a, b, c)

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(Potions and Oils), Table B.23 (sub-tables a, b) (Rings), Table B.24 (Rods), Table B.25 (Staves), Table B.26 (Wands), and Tables B33–43 (Miscellaneous Magic, including all sub-tables) from the *FG&G* book.

As a witch grows in experience they also grow in power. Add the following abilities at the listed levels.

- 3rd Level:** Bonus spell: *find Familiar*, no component costs.
- 5th Level:** Brew sleep potion. As *sleep* spell but only on the drinker and can affect up to 8 hit dice or 8th level characters. Victim can make a save to resist. Potion only lasts for 24 hours before losing potency. It takes the witch at least one hour to make.
- 7th Level:** Brew poison (L class). It takes the witch at least one hour to make. Poison only lasts for 24 hours before losing potency.
- 9th Level:** Cast *charm person/monster* (see 1st level cleric spell and 4th level wizard spell). Can affect up to 8 levels (hit dice). Save negates. To use they must concentrate for 1 round; no components are necessary.
- 11th Level:** Brew potion of flight that gives the recipient the ability to *fly* (3rd-level wizard spell). Can affect one human-sized subject; Potion only lasts for 24 hours before losing potency. It takes the witch at least one hour to make.
- 13th Level:** Cast *bestow curse*. There is no save. This curse only lasts for 24 hours. The Witch acquires the ability to inflict a witch's curse on any single person or creature. The curse can be dispelled by a *remove curse*, *wish*, or similar spell. To use they must concentrate for 1 round; no components are necessary.

Table 3.20: Witch Curses

d8 Roll	Result
1–3	Reduce ability score by 3 (1d6: 1 Strength, 2 Dexterity, 3 Constitution, 4 Intelligence, 5 Wisdom, 6 Charisma)
4–5	Cursed victim suffer –4 to hit and damage.
6	Victim is <i>blind</i> (as spell).
7	Loses 1 hit point per hour for the next 24 hours. These cannot be cured unless the curse is lifted or 24 hours pass. This can kill the curse victim.
8	Character is stuck in <i>temporal stasis</i> (9 th level wizard spell) for 24 hours, or until the curse is dispelled or the character dies.

Table 3.21: Witch Reaction Modifiers

	Modifier
Wisdom or Intelligence 13+ (Open-minded)	+/-0
Most NPCs	–3
Wisdom and Intelligence 10– (Superstitious, Uneducated, Unsophisticated)	–5

Special Hindrances: At character generation a witch can only purchase from the following weapons: dagger or dirk, knife, sling, staff sling.

Witches cannot dual class, multiclass and do not gain experience point bonuses for high ability scores.

Generally, outsiders are terrified of Witches. Use Table 3.21 as a guideline for modifiers to reaction rolls with NPCs.

If in a superstitious community for more than a week and the witch's power is known or suspected, there is a 20% chance of a mob of 4d6 members forming coming to get the witch at the end of the week. This chance increases by 20% each extra day and the mob increases in size by 2d6 members.

Witches suffer a penalty called the infernal struggle. This is a struggle with their patron extra planar being. At every sunset and sunrise the player of the witch rolls 1d8. On a result of an 8 the witch suffers either a –1 or a –2 to all attacks and saving throws (roll any die, even result is –1, odd result is –2).

If a Witch manages to sever all ties with the entities responsible for their power (such as through a *wish* or equivalent), they lose two levels of experience and operate as a normal wizard (or cleric) from there on. If they still wishes to pursue magic, she must relearn the experience they lost.

Special Notes: Witches prefer the schools of enchantment/charm, conjuration/summoning and necromancy but they are not barred from any school.



Chapter 4: Alternate Classes



Alternate Druid Faiths

The following four druids are alternate variations for the druid. These are not templates and druids of these specialty faiths may still select a template. However these druids never gain bonus experience points for high ability scores, they also start play with one less Combat Skill, one less Non-Combat Skill, cannot start play with more than 1 gold, and suffer a -1 reaction modifier with all NPCs (this stacks with other penalties).

The number the precedes a granted power indicates the level the ability is gained.

Bee Master

Alignment: As Druid.

Ability Requirements: As Druid.

Weapons Permitted: As Druid.

Armor Permitted: As Druid.

Shield: As Druid.

Poison/Oil: As Druid.

Spheres: As Druid.

Turn Undead: No.

Granted Powers (in addition to standard druid abilities):

1. +4 on all saves against all insect or spider poisons; pass harmlessly through spider webs of all sorts, including the *web* spell.
3. +4 bonus on Agriculture, Animal Training, and Animal Lore skills concerning insects or arachnids, and may use the Animal Training skills on giant insects and arachnids.
5. *Summon insects*, *giant insect*, *creeping doom*, and *insect plague* spells have their effective level increased by three.
7. May shape change into a giant insect or arachnid instead of one of the normal choices (bird, mammal, or reptile).

Lost Druid

Alignment: As Druid.

Ability Requirements: As Druid.

Weapons Permitted: As Druid.

Armor Permitted: As Druid.

Shield: As Druid.

Poison/Oil: As Druid.

Spheres: As Druid.

Turn Undead: No.

Alternate Classes

Granted Powers (in addition to standard druid abilities):

1. Minor access to the Necromancy spell sphere.
5. Animate dead animals, as *animate dead*, once per day, 1 HD of animals per level of the druid.

Special Hindrances: May only cast reverse of healing spells; -4 reaction modifier with normal druids and rangers.

Shape Shifter

Alignment: As Druid.

Ability Requirements: As Druid.

Weapons Permitted: As Druid.

Armor Permitted: As Druid.

Shield: As Druid.

Poison/Oil: As Druid.

Spheres: As Druid.

Turn Undead: No.

Granted Powers (in addition to standard druid abilities):

1. Bonus skill: Animal Lore; shape change at 1st level instead of 7th level. Until 7th level only creatures of ½ hit dice of the druid but can do so twice as often as normal; however changing more than three times runs the risk of getting stuck in their current form, make a save against magic, if they fail they are stuck in that animal form for 24 hours.
7. A master of shape change, the druid may change only part of their body to mimic one aspect of an animal. While in hybrid form, the druid can speak normally (unless they altered their throat or mouth), and could have free access to spell casting and combat. The circumstances around the hybrid form should provide sensible limitations. A druid may assume a hybrid form once per day and for 10 minutes per level, and may revert back to their normal form. This expends their entire allotment of daily shape change uses. Probable examples of hybrid forms would be spouting the wings of a bird, the hands of a bear, the ears of a fox, or the eyes of a cat. Whatever aspect is taken also provides the aspect's inherent benefit. Thus, the wings of a bird would provide the bird's fly speed; the hands of a bear would provide a claw attack with damage equal to the bear's, the ears of a fox would provide the Wisdom score to perceive nearby sounds, and the eyes of a cat

would provide a cat's enhanced vision in low-light and dark surroundings.

The GM has discretion to work the exact details of the hybrid forms.

Totemic Druid

Alignment: As Druid.

Ability Requirements: As Druid.

Weapons Permitted: As Druid.

Armor Permitted: As Druid.

Shield: As Druid.

Poison/Oil: As Druid.

Spheres: As Druid.

Turn Undead: No.

Granted Powers (in addition to standard druid abilities):

1. Totemic Druid can shape change into their totem animal a number of times per day based on the table below; can speak freely with all versions of their totem animal; gain +4 on skills involving their totem animal, if they don't have the skill they will be treated as if they did (with no bonus).

Table 4.1: Totemic Druid Shape Changing

Level	1-2	3-5	6-8	9-11	12-14	15-17	18-20
Uses/Day	2	3	4	5	6	7	8

Alternate Paladin Faiths

Paladins are an example of honor, courage, duty, and faith in the divine powers above. But the paladin in the main rule book is a signature class with no variance beyond spell selection, skill selection, and equipment selection. Every paladin is basically the same when it comes to what they can and can't do. Plus they all follow the same basic honor system of ethos and alignment.

A paladin of the Lawful Good god of death is no different from a paladin of the Lawful Good god of justice of the Lawful Good god of Sorcery.

The following rules expansion will allow players, with advice and permission from the GM, to create alternate paladins. Paladins with different powers, different restrictions, and even different alignments.

Chapter 4

Abilities

At 1st Level a paladin may pick seven of the following abilities; those marked with an * are new abilities described in this book, the others are standard paladin abilities.

A non-Lawful Good paladin gains one less ability per alignment step away from Lawful and one less ability per alignment step away from Good. A Chaotic Good paladin has two less abilities, a Chaotic Evil paladin has four less.

- Detect Evil (Intent)
- Divine Grace
- Divine Health
- Lay on Hands
- Cure Disease
- Aura of Protection
- Circle of Power
- *Detect Evil (Magic)
- *Turn Undead
- *Paralysis Immunity
- *Immunity to Illusions
- *Immunity to Possession
- *Enemy Faith
- *Other ability created by the player/GM (should be no more powerful than a 1st level spell or an ability another class or race gets at first level).

At 3rd Level a paladin may pick one of the following abilities, those marked with an * are new abilities described in this book, the others are standard paladin abilities.

A non-Lawful Good paladin must earn one more level if of a non-Lawful alignment and must earn one more level if of a non-Good alignment. A Chaotic Good paladin must wait one extra level, a Chaotic Evil paladin must wait two extra levels.

A paladin may choose a level one ability instead.

- Turn Undead
- *Dispel Evil (Magic)
- *Other ability created by the player/GM (should be no more powerful than a 2nd level spell or an ability another class or race gets at 3rd level).

At 4th Level a paladin may pick one of the following abilities, those marked with a * are new abilities described in this book, the others are standard paladin abilities.



A non-Lawful Good paladin must earn one more level if of a non-Lawful alignment and must earn one more level if of a non-Good alignment. A Chaotic Good paladin must wait one extra level, a Chaotic Evil paladin must wait two extra levels.

A paladin may choose a level one or three ability instead.

- Warhorse
- *Dispel Evil
- *Other ability created by the player/GM (should be no more powerful than a 2nd level spell or an ability another class or race gets at 4th level).

At 9th Level a paladin gains the following ability.

A non-Lawful Good paladin must earn one more level if of a non-Lawful alignment and must earn one more level if of a

non-Good alignment. A Chaotic Good paladin must wait one extra level, a Chaotic Evil paladin must wait two extra levels.

A paladin may choose a level one, two, or three ability instead.

- Cleric Spells
- *Other ability created by the player/GM (should be no more powerful than a 3rd level spell or an ability another class or race gets at ninth level).

Learning Abilities at a lower level: A paladin may dedicate abilities earned at lower levels toward higher level abilities. This reduces the required level of experience before acquiring the higher level ability. For example, the Sohei are a type of Warrior Monks in an oriental setting. A Sohei could dedicate two level one abilities, plus their level four ability toward cleric spells enabling them to learn spells at 6th level.

New Abilities

Detect Evil Magic: Paladins can detect evil magic with a 60' range by concentrating for 1 round. They can only detect evil magic, not monsters and characters.

Dispel Evil Magic: A Paladin with this ability can cast dispel magic that affects only evil spells and spell-like effects. The spell is cast at the level of the Paladin and has a base success chance of 100%. The spell is identical to the 3rd-level priest spell *dispel magic* but requires no components. The number of times they can use this ability is based on level.

Table 4.2: Paladin Ability: Dispel Evil Magic

Level	1-2	3-5	6-8	9-11	12-14	15-17	18-20
Uses/Day	—	1	2	3	4	5	6

Dispel Evil: A 5th level Paladin with this ability can cast dispel evil. The spell is identical to the 5th-level priest spell of the same name but requires no components. The number of times they can use this ability is based on level.

Table 4.3: Paladin Ability: Dispel Evil

Level	1-3	4-9	10-14	15-19	20
Uses/Day	—	1	2	3	4

Paralysis Immunity: A Paladin with this ability has an 80%, plus 1% per level immunity to paralysis caused by undead. This immunity has a limit of 95%. Additionally, all Paladins with this ability can cast *remove paralysis*. The spell is identical to the 3rd-level priest spell of the same name but requires no components. The number of times they can use this ability is based on level.

Table 4.4: Paladin Ability: Dispel Evil

Level	1-4	5-9	10-14	15-19	20
Uses/Day	3	4	5	6	7

Improved Ability to Turn Undead: A Paladin with this ability turns undead as a cleric of equal level.

Illusion Resistance: A Paladin with this ability has an 80%, plus 1% per level immunity to illusion spells of all levels. This immunity has a limit of 95%.

Possession Resistance: A Paladin with this ability has an 80%, plus 1% per level immunity to all possession and mental-control spells. This immunity has a limit of 95%.

Bonus Sphere: A Paladin with this ability can pick an extra major sphere with the GM's approval.

Bonus Spells: A Paladin with this ability has more spells and learns them starting at 6th level.

Table 4.5: Paladin Ability: Bonus Spells
Priest Spell Level

Level	Casting Level	1	2	3	4
6	1	1	—	—	—
7	2	2	—	—	—
8	3	2	1	—	—
9	4	3	2	—	—
10	5	3	2	1	—
11	6	4	2	1	—
12	7	4	2	2	—
13	8	4	2	2	1
14	9	4	3	2	1
15	9	4	4	2	1
16	9	4	4	3	1
17	9	4	4	3	2
18	9	4	4	3	3
19	9	4	4	4	3
20	9	4	4	4	4

Chapter 4

Enemy Faith: The paladin earns a combat bonus when fighting enemies of a specific faith. The faith must be selected at character creation and may be fixed based on the paladin's religion and the GM's discretion; only one faith may be selected and it will never change. Acceptable faiths include those of a particular race (such as an ogre religion) or territory (a religion from a certain land). The paladin must recognize members of the enemy faith in order to use this ability. The paladin gains a +4 bonus to attack rolls against this enemy faith. Their hatred is hard to mask resulting in a -4 reaction modifier against the enemy faith. The paladin will always attack the enemy faith first in combat unless another creature presents a greater threat.

Restrictions

A paladin may be permitted to adopt extra restrictions to gain extra abilities. Or a paladin may choose to swap out a penalty they already have for one of the ones listed below. The GM has final say on such a switch and an exchange should not occur for a lesser penalty. A Lawful Good paladin must have at least 3 restrictions. A non-Lawful Good paladin has one less restriction required if of a non-Lawful alignment and has one less restriction required if of a non-Good alignment.

Paladins normally begin with Humble (1), Charitable (1), and Righteous (1) as detailed in *FG&G* page 19. A paladin cannot have two versions of the same restriction, treating only the highest version of the restriction as a true penalty.

A paladin may dedicate restrictions taken at first toward higher level abilities. This reduces the required level of experience before acquiring the higher level ability.

Reaction Penalty (1): The paladin shows obvious arrogance and disdain toward other faiths. Lawful good priests of other faiths suffer a -2 reaction modifier; with no better result than Indifferent. Other good priests are at -3. Neutral priests suffer a -4 penalty; with no better result than Cautious. Evil priests are at -6.

Vow of Celibacy (1): The paladin must incorporate a vow of celibacy into their ethos. They cannot marry, engage in sex, have children, or otherwise act in a lustful or impure manner. Doing so will result in the immediate loss of power. A paladin with this vow will be tempted by all means of seduction, from demonic to civil opportunities. The offer of land, wealth, etc... Having a vow of celibacy often excludes

the character from politics, titles, rank and other privileges that benefit from bloodlines and heirs.

Vow of Silence (1): The paladin does not speak. They cannot engage in leadership activities that involve speaking, cannot cast spells with verbal components, or use magic items that have activating words.

No Strongholds or Hiredlings (2): paladin lives in a church, monastery, or temple. They do not hire henchmen or other hiredlings and never build strongholds. Though they may serve/govern in a stronghold that belongs to their lord or faith. This is the second level version of **Righteous (1)**.

Steep Tithe (2): Must donate 25% of wealth to their faith. This is the second level of **Charitable (1)**.

Extreme Tithe (3): Must donate 50% of wealth to their faith. This is the third level of **Charitable (1)**.

Vow of Poverty (4): Must donate 75% of wealth to their faith. Keeping only what is needed to survive. Even then everything the paladin "owns" actually belongs to their faith and they will freely give away their possessions to their faith upon request. This is the fourth level of **Charitable (1)**.

Extra Prayer (1): Must meditate and pray at least 1 hour per day or lose all abilities the following day.

Faith in the Divine (2): The paladin is restricted to 6 magic items, not 10. 1 suit of armor, 1 shield, 2 weapons, and 2 miscellaneous items. This is the second level of **Humble (1)**.

Extreme Faith (3): The paladin is restricted to 4 magic items, not 10. 1 suit of armor, 1 shield, 1 weapon, and 1 miscellaneous item. This is the third level of **Humble (1)**.

Para-Classes

Demi-humans are generally barred from being a bards, paladins or rangers. With these optional rules those races that are barred can become para-bards, para-paladins and para-rangers.

A demi-human race that can already be one of these classes can do so without following these rules.

Para-classes should be permitted templates as long as the template in question is open to all the classes required for the character to be of the para-class. In addition, the XP Mod of the template is increased by 1.

Para-Bard

To become a para-bard the character must meet all the requirements of a bard and be of a race that can multi-class as mage/thief. They then follow the normal multi-class rules with the following exceptions:

1. Para-bards do not gain mage spells at the normal rate (use bard spell progression).
2. Para-bards have all of the abilities of a bard one level lower than their lowest level class. However, they may use bard skills that are general thief skills as normal (Detect Noise, Read Languages, etc) and use the highest of the two base percentages, but only get extra percentage points as per a standard thief.
3. Para-bards must follow all of the standard rules for bards (alignment and ability requirements, restrictions, penalties, ethos, etc).
4. They use the bard experience point and level progression charts instead of mage.
5. They have a bard level limit equal to their mage or thief level limit, whichever is lowest.



Para-Paladin

To become a para-paladin the character must meet all the requirements of a paladin and be of a race that can multi-class as fighter/cleric. They then follow the normal multi-class rules with the following exceptions:

1. Para-paladins do not gain cleric spells at the normal rate (use paladin spell progression), but retain the cleric's ability to turn undead.
2. Para-paladins have all of the abilities of a paladin one level lower than their lowest level class (except turn undead, see 1 above).
3. Para-paladins must follow all of the standard rules for paladins (alignment and ability requirements, restrictions, penalties, ethos, etc).
4. They use the paladin experience point and level progression charts instead of fighter.
5. They have a paladin level limit equal to their cleric or fighter level limit, whichever is lowest.

Para-Ranger

To become a para-ranger the character must meet all the requirements of a ranger and be of a race that can multi-class as a fighter/thief. They then follow the normal multi-class rules with the following exceptions:

1. Para-rangers have all of the abilities of a ranger one level lower than their lowest level class.
2. Para-rangers must follow all of the standard rules for rangers (alignment and ability requirements, restrictions, penalties, ethos, etc).
3. They use the ranger experience point and level progression charts instead of fighter.
4. They have a paladin level limit equal to their thief or fighter level limit, whichever is lowest.

Templates and Multi-Classed Characters

Multi-Classed characters who opt for a template may do so, but must apply the XP Mod to all the classes in question and not just to one class.



Chapter 5: New Weapons and Armor

Table 5.1: New Weapons List

Item	Cost	Weight (lbs.)	Size	Type	Combat Speed	Damage	
						S-M	L
Arrows, Stone	3 cp/1	1/10	M	P	—	1d4	1d4
Belaying pin*	2 cp	2	S	B	4	1d3	1d3
Bolas*	5 sp	2	M	B	8	1d3	1d2
Cestus*	1 gp	2	S	S	2	1d4	1d3
Dagger, Bone*	1 sp	1	S	P	2	1d2	1d2
Dagger, Stone*	2 sp	1	S	P	2	1d3	1d2
Gaff/hook*							
Attached	2 gp	2	S	P	2	1d4	1d3
Held	5 cp	2	S	P	2	1d4	1d3
Javelin, Stone†							
One-handed	5 cp	2	M	P	4	1d4	1d4
Two-handed	5 cp	2	M	P	4	1d4 + 1	1d6
Knife, Bone*	3 cp	1/2	S	P/S	2	1d2	1d2
Knife, Stone*	5 cp	1/2	S	P/S	2	1d2	1d2
Lasso‡	5 sp	3	L	—	10	—	—
Main-gauche*	3 gp	2	S	P/S	2	1d4	1d3
Net‡	5 gp	10	M	—	10	—	—
Spear, Long†							
One-Handed	5 gp	8	L	P	8	1d8	1d8 + 1
Two-Handed§	5 gp	8	L	P	8	2d6	3d6
Spear, Stone†							
One-handed	8 cp	5	M	P	6	1d4	1d6
Two-handed	8 cp	5	M	P	6	1d6	2d4
Stiletto*	5 sp	1/2	S	P	2	1d3	1d2
Sword, Cutlass*	12 gp	4	M	S	5	1d6	1d8
Sword, Drusus*	50 gp	3	M	S	3	1d6 + 1	1d8 + 1
Sword, Rapier*	15 gp	4	M	P	4	1d6 + 1	1d8 + 1
Sabre*	17 gp	5	M	S	4	1d6 + 1	1d8 + 1

* This weapon is intended for one-handed use, and may not be used two-handed.

† This weapon is intended for one-handed or two-handed use.

‡ This weapon is intended for two-handed use only.

§ This weapon inflicts double damage when firmly set to receive a charge.

Chapter 5

Table 5.2: Missile Weapon Ranges

Weapon	ROF	Range		
		Short	Medium	Long
Bolas	1	3	6	9
Dagger, Bone	2/1	1	2	3
Dagger, Stone	2/1	1	2	3
Javelin, stone	1	2	4	6
Knife, Bone	2/1	1	2	3
Knife, Stone	2/1	1	2	3
Lasso	*	1	2	3
Net	*	1	2	3
Spear, Stone	1	1	2	3
Stiletto	2/1	1	2	3
Trident	1	0	1	2

*Use the character’s level (and specialization) as for a melee weapon.

Gladiator Weapons

Include: Long Bow (any type), Short Bow (any type), Dagger, Footman’s Flail, Knife, Halberd, Scourge, Scimitar, Short Sword (Gladius), Spear, Trident, and Whip.

The following are new weapons and armor for Gladiators.

Armor

There are three types of armors used by traditional gladiators: Gallic, Samnite, and Thracian. Gladiator armors are named after historical locations (Gaul, Samnos, and Thrace), so the GM may want to rename them after campaign specific locations.

They’re all made up from several smaller pieces of armor, which include the pieces listed in each type’s description.

Gladiators also use a square or round small shield (called parma) or an oblong shaped medium shield (called scutum).

Table 5.3: Gladiator Armor

Type	AC	Cost	Weight (lbs)	Thieving Skill Modifiers*
Gallic	7	32 gp	25	Treat as padded or leather.
Samnite	5	80 gp	35	Treat as chain mail.
Thracian	9	10 gp	5	Treat as no armor.

* See *FG&G* Table 3.18.

Gallic

Gallic armor consists of a helmet with visor, a protective metal belt at their waist, a leather sleeve on the weapon arm, and leather bands on legs.

Samnite

Samnite armor consists of leather (sometimes metal chest plate), leather bands on legs, a leather sleeve on the weapon arm, and a helmet with visor.

Thracian

Thracian armor consists of leather bands on legs.

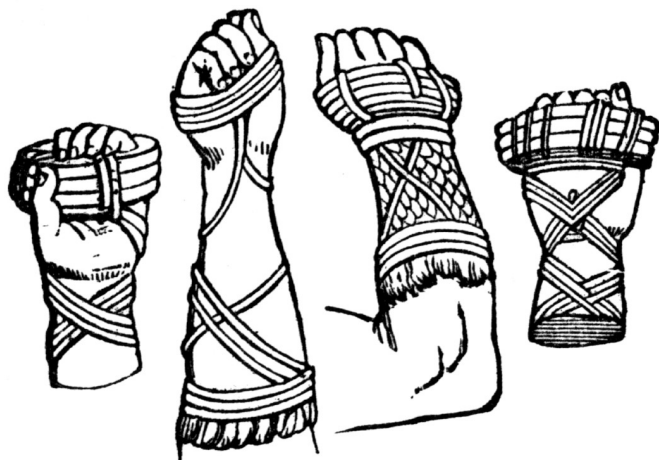
Bolas

The bolas is a set of three heavy weights connected by a series of cords that end together in a knot/handle. The wielder throws them at a target by twirling this handle; if the bolas hit, they ensnare the target, causing minor damage upon contact. A trapped victim must make a Strength check to get free (if they fail the Strength check, they do not get the free this round.)

Combat skill with the Bolas is not related to any other weapon proficiency. Specialization grants the usual benefits. Specialization does not add extra damage to strangulation.

Table 5.4: Bolas

Target Area	Effect
Legs	Cannot move. Dexterity check to avoid falling. If running when ensnared, –3 to avoid falling.
Arms	Cannot attack, cast M or S component spells, or use shield. –2 to escape because of lack of leverage.
Head	Strangulation, unless wearing a Close-Faced Helm or a Great Helm. 1d3 damage each successive round until escape.

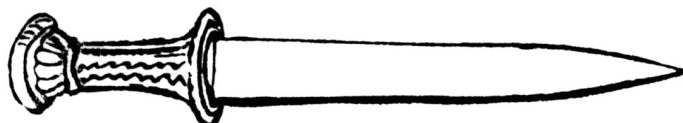


Cestus

A glove-like weapon, the cestus is a studded with sharp spikes and edges across the back of the knuckles and hand. Usually they are worn in pairs, one on each hand (the plural is cesti).

If wearing cestus during a grab action the character suffers a -2 to hit and -2 to strength.

Because the cestus is simply a bonus to punching attacks, it does not require any skill; anyone can use cesti with no penalty. Therefore, Specialization with Cestus costs only one combat skill point.



Drusus

The drusus is a short sword, but so finely made and balanced that it has a +1 to hit and damage modifier (nonmagical). However this bonus is only as long as the weapon receives the proper upkeep. It requires at least one hour a day of buffing, sharpening, oiling and rebalancing to ensure it maintains this bonus. This requires the weapon smithing skill and combat skill in the weapon.

Lasso

The lasso is a rope with a loop tied at one end; the wielder places the slack of the lasso in one hand, twirls the lasso in

the other, and tosses the loop at the target. On a successful hit, the loop wraps around the target, giving the lasso user an opportunity to pull, trip, dismount, strangle or otherwise harass the trapped victim.

The lasso is a large weapon due to the space needed to properly wield it.

A lasso cannot be used to parry or disarm (under most circumstances).

Lasso requires its own combat skill, which is not related to any other combat skill. Weapon specialization gives you the normal +1 to attack rolls with the lasso and +2 damage on all damaging effects of the lasso (strangulation after the initial hit is still only 1d4, not 1d4+2).

The lasso is a special weapon where the user must declare the intent of the attack before making it.

Table 5.5: Lasso Effects

Target Area	Effect
Trip	If you hit, he or she must make Dexterity check, with the usual modifiers for the Pull/Trip maneuver; if they fail, they fall, and if they succeed, they have escaped the lasso before the loop was pulled tight.
Arm Pin	If you hit, the target must make Strength check; if they fail, both arms are pinned, and if they succeed, they have escaped the lasso before the loop was pulled tight. For every additional lasso that holds the target they suffer a -4 to their Strength ability for their attempt to escape. If they reach 0 Strength they cannot escape. Victim cannot attack, cast M or S component spells or use shield.
Head	Can yank for 1d3 damage on first round. Or yank for 1 point of damage each consecutive round. If target can get lifted off the ground strangulation occurs, unless wearing a Close-Faced Helm or a Great Helm. 1d4 damage each successive round until escape. Cannot cast V component spells.
Dismount Rider	If attack hits, both attacker and rider must make Strength checks. If the rider rolls better than the attack, the lasso is torn from their hands and they suffer 1d2 damage. If the attacker rolls better than the rider rolls, the rider is pulled him from the mount takes 1d3 damage. If the result is a tie then both effects occur.

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Weapon Specialization gives you the normal bonuses. However, specialization gives the character +2 as a bonus to Strength when making Strength involving using the lasso (though not defending or escaping a lasso wielded by someone else).

Net

As a weapon a net is typically is circular with weighted edges that is about 8' to 12' (diameter). An attached rope is used to control the net. It is typically thrown with one hand, while the other hand keeps a grip on the rope.

On a successful hit, the net wraps around the target, making the trapped victim unbalanced (see *FG&G* Table 8.2). On their next action the target must make Strength check (and no other action); if they fail, they remain ensnared, and if they succeed, they have escaped the net before the net was pulled tight.

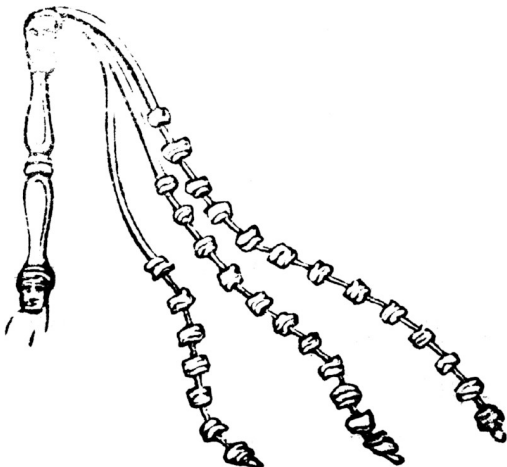
On the round after the successful attack the net user can hold onto the trailing rope with their off-hand (to maintain the Pin), and attack the victim with a different weapon (again see *FG&G* Table 8.2, unbalanced).

Alternatively, the net wielder can try to improve the ensnarement of the victim. They do this by looping the rope around the victim. To do this, they must make an attack roll against AC 10. Each successful hit reduces the victim's strength by 4 for purposes of escaping the net. If they reach 0 Strength they cannot escape. In addition, any target that has suffered this form of improved ensnare is not treated as defenseless (again see *FG&G* Table 8.2, defenseless).

As long as the victim has at least 1 point of strength and is conscious they may spend their action attempting to escape.

When a character uses a net in a combat action it becomes open and unfolded. Until it is refolded any further attacks with an unfolded net is at -3.

Weapon Specialization gives you the normal +1 to attack rolls; but no modifier to damage. However, specialization gives the character +2 as a bonus to Strength when making Strength involving using the net (though not defending or escaping a net wielded by someone else).



Whip

In the hands of a highly skilled user the whip is a dangerous weapon. Damage is best inflicted if the whip strikes exposed or lightly covered targets. Heavy clothing, thick fur/hair and armor will be adequate defense until stripped away by multiple lashes.

The whip has another use. It can entangle an opponent's limbs. Any successful hit has a chance of resulting in an entanglement. For those untrained to use the whip, an entanglement occurs only on a natural 20, and then only 30% of the time. For those trained to use the whip an entanglement occurs on any d20 attack roll that would score at hit against AC 0, applying only modifiers for level of experience, specialization, magical whips and the character's missile attack modifier for dexterity. This check for entanglement is made with the same attack roll as the standard attack roll. Targeting a specific location is still a called shot. Otherwise roll 1d10 for location entangled.

Table 5.6: Whip Hit Locations

d10	Location
1-3	One Limb (60% arm, 40% leg)
4-6	Weapon Arm/Weapon (if no weapon, treat as one limb)
7-8	Arms
9	Legs
10	Head

For example, a 5th level fighter using a whip that they are specialized in, the fighter has strength 17 and dexterity 16. The target is in chain mail (AC 5). The character needs to score a 9 or better to hit the target (A 5th level fighter has a THACO of 16, they gain a +1 for strength and a +1 for specialization, making their THACO 15, minus 5 for AC 5 and the final target number is 9). The player rolls a 16. The whip hits the target. Next the character checks for entanglement. Normally the character's THACO is 16. The only modifiers applied are from the character missile attack modifier for their dexterity of 16 (+1) and the specialization modifier (+1). Any score of 14 or better will result in an entanglement. Since the attack roll was a 16 the target is entangled.

A skilled wielder can untangle the whip with a dexterity check. Otherwise the whip is entangled until the target escapes, the whip is severed or both participants stop the fight and work on the tangle together. The victim can escape by making a strength or dexterity check, whichever is more advantageous to the victim. However if the victim is ensnared by two limbs then only strength may be used.

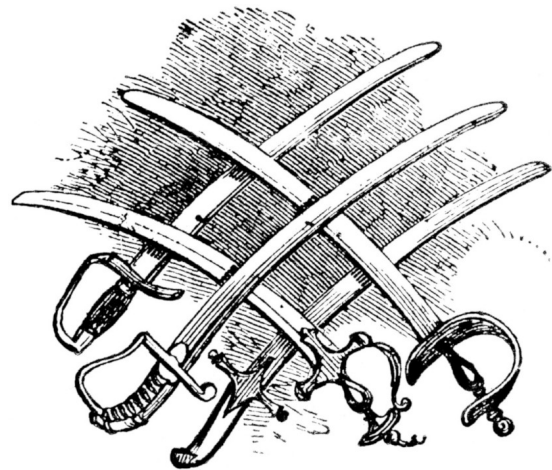
Weapon Specialization gives you the normal bonuses. However, specialization gives the character +2 as a bonus to Strength checks involving using the whip (though not defending or escaping a whip wielded by someone else).

Table 5.7: Whip Effects

Target Area	Effect
Legs	Cannot move. Dexterity check to avoid falling. If running when ensnared, -3 to avoid falling.
Arms	Cannot attack, cast M or S component spells or use shield. -2 to escape because of lack of leverage.
Head	Can yank for 1d3 damage on first round. Or yank for 1 point of damage each consecutive round. If target can get lifted off the ground strangulation occurs, unless wearing a Close-Faced Helm or a Great Helm. 1d4 damage each successive round until escape.
One limb	Cannot cast V component spells. Can yank for 1 point damage on first round. Opposed strength checks to move away from the whip user.
Weapon/Weapon Arm	Target makes dexterity check or is disarmed.

Pirate Weapons

Include: Battle axe, Bow (all), Club, Crossbow (all), Dagger/Dirk, Hand/throwing axe, Harpoon, Javelin, Knife, Pole arm/Awl pike, Pole arm/Partisan, Scourge (for discipline), Sling, Spear, Sword (all but Khopesh), Trident, and Whip (also for discipline). In addition, many pirates also use swash-buckler weapons. Check with the GM to see if they allow this crossover between pirate and swashbuckler weapons.



Cutlass

Cutlasses are short sword, that have a single sharp edge, with a covered hilt (a protective cup or ring) to protect the hand. Punching with the basket hilt is treated as a metal gauntlet (it does 1d3 damage instead of the normal damage on *FG&G* Table 8.3).

Belaying Pin

The belaying pin is inserted in a hole in a ship's rail that used to tie ropes to. It is a short rod of wood or metal that is often used as a club during boarding actions.

Gaff/Hook

This metal hook has a crossbar made of a wood or metal at the grip; it is held in one hand and is normally used to hook and land fish or help move cargo.

The gaff/hook is not related to other weapons for weaponry group rules.

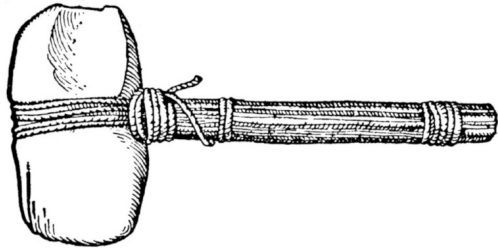
Chapter 5

Savage Weapons

Include: Blowgun (mostly jungle tribes), Long and Short Bow (no Composite Bows), Club, Dagger, Hand/Throwing Axe, Javelin, Knife, Sling, and Spear.

These may be out of iron, bronze, stone or even bone.

Iron and bronze weapons are treated as standard weapons.



Stone Weapons

Stone weapons break on a roll of 1 on the 1d6 after any hit. The hit that causes the break still inflicts normal damage. Clubs do not suffer this drawback.

Bone Weapons

Bone weapons break on a roll of 1 or 2 on the 1d6 after any hit. The hit that causes the break still inflicts normal damage. Clubs do not suffer this drawback.

Swashbuckler Weapons

Include: Bows (all types), Crossbows (all available types), Dagger/Dirk, Knife, Polearms (all types), and Short Swords.

Armor is usually limited to Shields (Bucklers and Small), Leather, Padded, and Jide armor.

The new weapons listed on the chart above include:

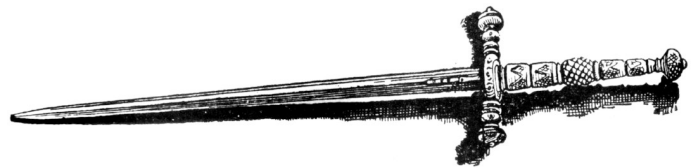
Stiletto

The stiletto is a specialized dagger and skill in one equates skill in the other. It has a narrow-blade that is sharp only at the point. Users gain a non-magical +2 to attack targets wearing Plate mail (bronze and normal), ring mail, and chain mail.

Main-gauche

This large-bladed dagger has a basket hilt (has the iron-gauntlet benefit for Punching) and large cross-guard. The main-gauche is primarily a defensive weapon wielded in the off-hand.

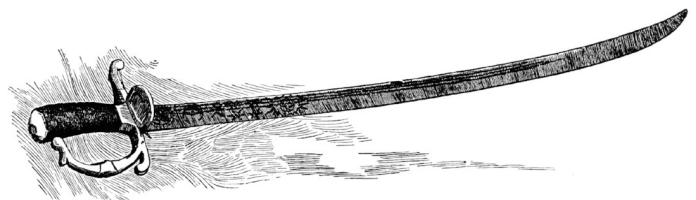
The main-gauche is treated as a small shield if it is not used to attack (i.e. improves armor class by 1), but only if the wielder has the main-gauche combat skill training.



Rapier

The rapier is normally sharp only at the tip. It is a long and thin sword used by thrusting weapon, with quick lunges, slashes and thrusts.

Some rapiers have basket hilts. This costs an extra 2 gold and increases the weight by 1 pound but the rapier then has the iron-gauntlet benefit for Punching (it does 1d3 damage instead of the normal damage on *FG&G* Table 8.3).



Sabre

The sabre is a slashing weapon commonly used for duels and by nobility and military officers. Unlike the needle like rapier, the sabre is a thinner variation of the cutlass, sharp usually only on one edge and often slightly curved.

Sabres have basket hilts. This provides the iron-gauntlet benefit for Punching (it does 1d3 damage instead of the normal damage on *FG&G* Table 8.3).



RIED

H. Pyle

Appendix A: Using Non-Combat Skills

Skills help define a character's abilities beyond their class. Skills take the form of either an "ability score check" or a "skill check" made when appropriate. Skills are purchased during character creation and when acquiring levels. A character can only use skills they're proficient in: a character is either proficient in a skill or they're not (untrained).

A check is a d20 roll plus or minus modifiers against the character's relevant ability score. If the character's roll is less than or equal to their ability score they succeed. Positive modifiers increase the ability score (making things eas-

ier) and negative modifiers reduce it (making things more difficult). A roll of 1 is always a success and a roll of 20 is always a failure regardless of the ability score.

As a rule, a check is only made when the results are important. Most tasks are so mundane that the GM should consider it an automatic success. A check may be requested to see how well the character has succeeded or failed. A greater margin of success (or failure) should lead to more dramatic results.

Table A.1: Skill List

Skill	Group	Check	Points	Untrained Use
Acrobatics	Rogue	Dexterity	1	No
Animal Handling	General	Wisdom - 1	2	No
Appraise	Rogue	Intelligence	1	No
Blind-Fight	Rogue, Warrior	-	2	No
Charioteer	General	Dexterity	1	No
Climbing	General	Strength	1	Yes
Cross-Country Running	Warrior	Constitution - 6	1	No
Disguise	Rogue	Charisma - 1	1	Yes
Endurance	Rogue, Warrior	Constitution	2	No
Etiquette	General	Charisma	1	No
Forgery	Rogue	Dexterity - 1	1	No
Healing	Priest	Wisdom - 2	2	No
Jumping	Rogue	Strength	1	Yes
Knowledge				
Ancient History	Priest, Rogue, Wizard	Intelligence - 1	1	No
Animal Lore	Priest, Warrior	Intelligence	1	No
Astrology	Priest, Wizard	Intelligence	2	No
Engineering	Wizard	Intelligence - 3	1	No
Gaming	Rogue, Warrior	Charisma	1	No
Herbalism	Priest, Rogue, Wizard	Intelligence - 2	2	No
Local History	Priest, Rogue	Intelligence	1	No
Navigation	General	Intelligence - 2	1	No
Religion	Priest, Wizard	Wisdom	1	No

Using Non-Combat Skills

Using Skills

Unless otherwise noted, using a skill or making a check is a single action that takes a full round. Sometimes a skill may require more or less time as appropriate. A carpenter building a wooden table may take a full day while building a simple cottage would require a month or more.

Because player characters are often in a group, the character with the best skill check should be used when group actions are taken. The results of a skill are either success or failure. A failed roll may allow a reroll given the situation but

generally a failed check carries a dramatic result. For example, failing on a climb check results in you falling. Failing to talk down a merchant may allow renegotiations but he's now angry and even more difficult to talk down than before.

It's assumed the character using the skill has the appropriate tools or means to use the skill. You can't chop down a tree without a good cutting tool and being blindfolded makes it impossible to see.

NOTE: Full rules for using Non-Combat Skills and descriptions of the skills on table A.1 can be found in *FG&G*, chapter 6.

Skill	Group	Check	Points	Untrained Use
Languages, Ancient	Priest, Wizard	—	1	No
Languages, Modern	General	—	1	No
Perform				
Dance	General	Dexterity	1	Yes
Instrument	General	Dexterity — 1	1	No
Juggling	General	Dexterity — 1	1	No
Singing	General	Charisma	1	Yes
Read Lips	Rogue	Intelligence — 2	2	No
Read/Write Language	Priest, Rogue, Wizard	—	1	No
Riding	General	Dexterity	1	Yes
Set Snares and Traps	Rogue, Warrior	Intelligence — 1	1	No
Spellcraft	Wizard	Intelligence — 2	1	No
Survival	General	Wisdom	1	Yes
Swimming	General	Strength	1	No
Tracking	Rogue, Warrior	Special	2	No
Trade				
Agriculture	General	Intelligence	1	No
Armorer	Warrior	Intelligence — 2	2	No
Artist	General	Intelligence	1	No
Blacksmith	General	Strength	1	No
Bowyer/Fletcher	General	Dexterity — 1	1	No
Brewing	General	Intelligence	1	No
Carpentry	General	Strength	1	No
Cobbler	General	Dexterity	1	No
Cooking	General	Intelligence + 3	1	No
Fishing	General	Wisdom	1	No
Gem Cutting	Rogue, Wizard	Dexterity — 2	2	No
Hunting	Rogue, Warrior	Wisdom — 1	1	No
Mining	General	Wisdom — 3	2	No
Pottery	General	Dexterity — 2	1	No
Seamanship	General	Dexterity +1	1	No
Seamstress/Tailor	General	Dexterity — 1	1	No
Stonemason	General	Strength — 2	1	No
Tanner	General	Intelligence	1	No
Weaponsmith	Warrior	Intelligence — 3	3	No
Weaving	General	Intelligence — 1	1	No
Use Rope	General	Dexterity	1	Yes

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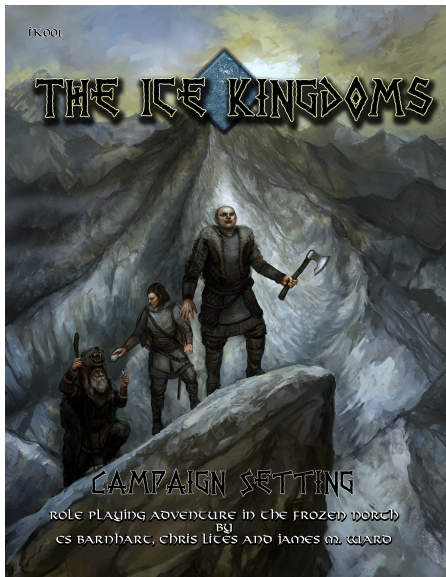
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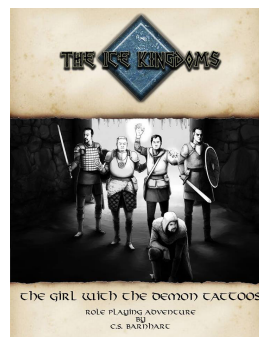
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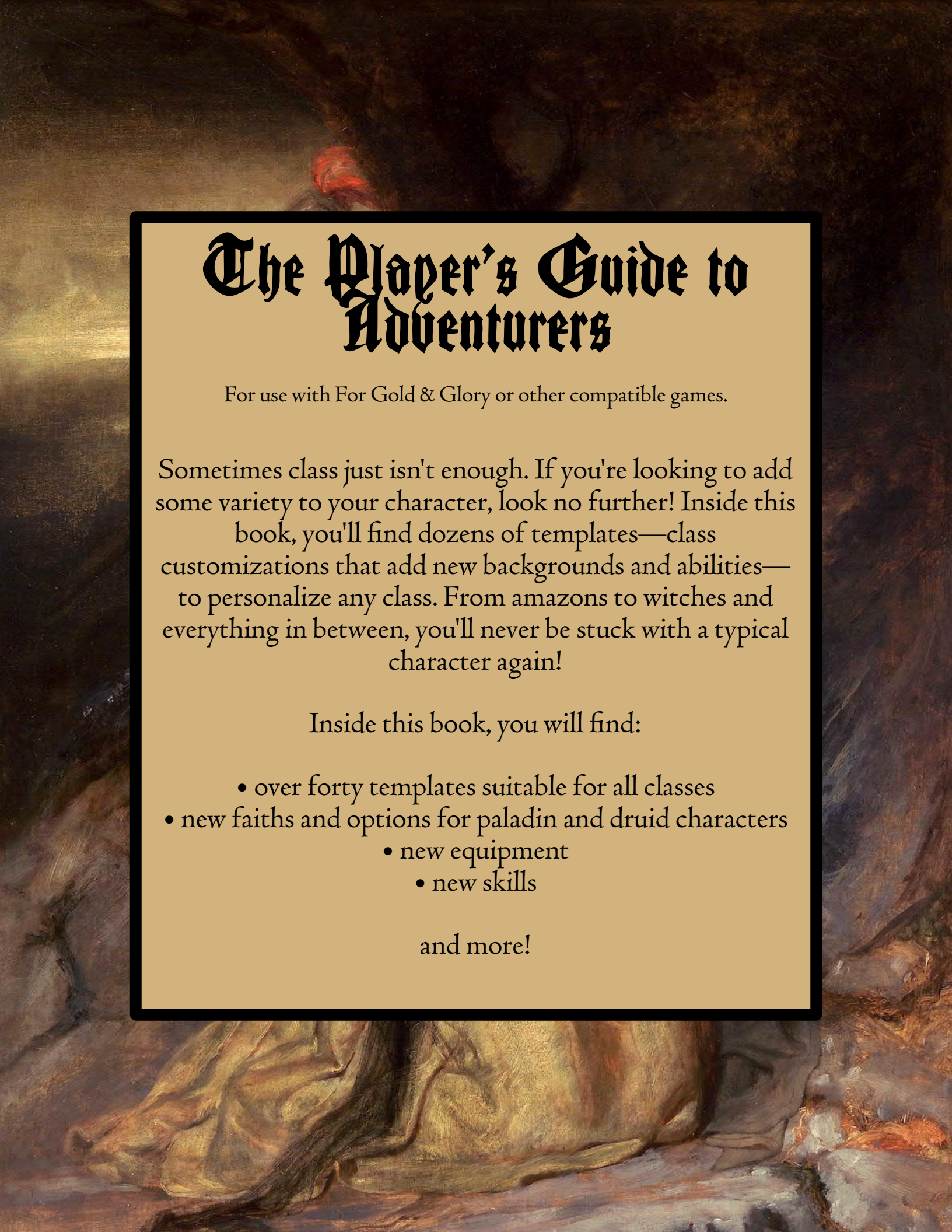


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