

2.6 Warrior Classes

These classes are for those who like simplicity and to be direct with their enemies. Though their abilities allow them to be just as tricky as the other classes, their inability to use magic makes them simpler to play. The barbarian class is especially easy, primarily just smashing and grabbing anything they see (making them a good choice for beginners).

Initially they can't put any of their stats into the magic base, though this can be upgraded later so that, at higher levels, they have at least a slight potential for magic. Some of their abilities have magic like effects and these use what is called metamagic. These abilities are labeled with a carrot (^). Any rolls associated with these abilities have the character's magic added (if they have any). Metamagic doesn't fit under any specific magic subskill (it's gray magic) so any subskill will do. Unless stated otherwise, these abilities don't take mana and aren't effected by magic resistance or things that counter magic.

Being unable to put stats into the magic base can be a benefit since it frees up more stats to go into the other base skills. This generally makes warriors the strongest classes at the start of the game. Since they are the only ones to have access to the highest level combat disciplines they also remain unmatched in direct fighting at high levels as well. Still, they must beware the trickery and conditional effects of magic for they have little or none of their own to counter with. Since they rarely use mana the shell discipline is especially helpful to soak up some of enemy's magic attacks.

Barbarian- Of all the classes the barbarian is the most primitive. While often looked on as foolish and out of touch with the world their connections with their early nature are one of their greatest strengths. In combat they appear to be reckless and wild, not being above biting and clawing their enemies if necessary. Few are willing to fight an adversary who gives themselves so whole heartedly to the fray as barbarians do. Their brash and physically harsh nature has lead them to have a greater tolerance for pain and injury than others, at times able to shrug off the harm they receive. They also have been known to howl and roar much like a great beast, only adding to their fearsome appearance in combat. They strongly favor concussive weapons since they make the most use of their great strength. They are also the only weapons durable enough to survive long in the barbarian's hands.

Primal Nature (Strength)

L1- *Rage- The barbarian can digress themselves, reaching back to their primal instincts as a savage warrior. When this is done the barbarian is truly fearsome to both friends and foes alike. Out of control, they attack anything nearby that moves with the ferocity of a madman. Their combat skills receive a bonus equal to half their level and their strength is rolled in a higher dice type (shown below). At higher levels each point of strength will be rolled as two dice rather than one. For an example, a level 37 barbarian with the strength of six would roll six d20s and six d8s for their strength rolls (mostly dealing and receiving damage).

Level:	1	5	10	15	20	25	30	35	40	45	50
Dice:	d6	d8	d10	d12	d20	d20+d4	d20+d6	d20+d8	d20+d10	d20+d12	d20+d20

While the rage is in effect the barbarian is utterly mad, unable to use disciplines (with the exception of the first level of weapon proficiency), ranged weapons, methods of defense (shield, dodge, or parry), as well as their non-vigor abilities. Also, since they are out of their mind they are immune to pain, **fear**, and **mind altering** effects. The player is no longer in control of their character and the barbarian will attack anyone close at random. Anyone who deals damage to the barbarian will become the focus of their aggression until they are killed.

The barbarian's rage ends after a number of rounds equal to double their level or when they haven't harmed anyone for three consecutive rounds (whichever is sooner). When the barbarian emerges from the rage they are exhausted, having half their stats (including base skills) for a number of rounds equal to the time spent in the rage. Since their strength is halved they may be unable to use heavy weapons for this time. The rage can be used any number of times a day but this can be risky since the barbarian is so vulnerable afterward.

Howl- The barbarian is very apt at yelling and making noise in combat. They have learned how to make their voice resonate the best and how to make themselves heard for miles. This is very helpful for calling allies, having a range of half the barbarian's level in miles (with the maximum of seven miles). This is only useful when in the open, echoing caves, or other places which don't obstruct the barbarian's voice. If indoors they can be heard far further than most characters but the game master will need to adjust their maximum range to a more reasonable distance. When yelling others can't understand what the barbarian is saying, only that it is their voice and roughly where it's coming from. In places that echo (like caves) it may be much tougher to locate.

L5- *Crushing Blow- When striking with a heavy weapon the barbarian may over commit themselves to the attack, putting far more force behind it than they usually would. When doing this the barbarian's strength is doubled for the round. If they spend a round preparing ahead of time they may add their level to the damage as well. If the attack misses it is powerful enough that it will shatter stone and shake the earth violently. Regardless of if the attack hits its target or not the recoil harms the barbarian for half their strength roll in damage (no defense is applied).

This is a very effective attack against characters that parry or block with shields since it is so forceful. The barbarian's strength (which is now doubled) subtracts from the roll they make for their defense method (this may even reduce a shield's chance to block if higher than the shield skill). Use double the damage when determining the

durability loss for parrying weapons or blocking shields.

Growl- Before fighting an enemy the barbarian can make a fearsome growl to scare away the weak hearted. The causes **fear (strength roll plus the barbarian's level, reduced by affected character's level)**. This can only be used against character's that are charging the barbarian or being charged by them. This won't affect characters that are currently fighting the barbarian. This is relatively short range, only inspiring fear a number of feet away equal to double the barbarian's level.

L10- Hold Focus- While in the rage the barbarian is able to hold some control over themselves. Anyone the barbarian considers to be a friend won't be attacked unless they deal damage to the barbarian. If no one has harmed them (or everyone who has done so is dead) then the player may decide from among the closest enemies who to attack next. The rage may now be ended at any time by rolling their willpower. If the roll is at least double as high as the number of rounds the barbarian has been in their rage then they succeed (though still suffer the stat loss for the time spent in the rage). Lastly, the barbarian still has any benefits for the weapon proficiency and weapon specialization disciplines.

Shout- The barbarian can yell to inspire strength in them self and get into the fight mentally. By yelling out they relieve any pent up **fear** or doubt, preparing themselves for the fight at hand. When used they get a bonus to their willpower equal to their level for that round. For a number of rounds equal to half the barbarian's level they get a bonus to their willpower equal to their strength (rolled in d4s). They also get a bonus to their strength rolls when dealing damage equal to half their strength. These bonuses are ended if the barbarian goes into a rage or stops fighting for three rounds.

L15- *Slam- The barbarian strikes the ground with such force that a shockwave deals damage to everyone around (including the barbarian). The range of the effect is a fifth of the damage in feet. Anyone affected is dealt half of the weapon's damage with the exception of the barbarian who is dealt the full damage (since they are the closest). Regardless of if they were hurt or not, everyone affected by this ability (with the exception of the barbarian) has a chance of being **stunned**. They roll their combat base and add half their level to the roll. If this is less than the barbarian's level then they are **stunned (difference in rounds)**. This ability takes a round of preparation to use and requires a heavy concussive weapon (other weapons may suffice if the game master deems them exceedingly massive). Use double the damage the weapon dealt when determining the loss of durability.

*Roar- The barbarian lets out a sudden and very loud roar than often stuns their enemies in confusion and fear. This only works if they aren't expecting it, often being used in the middle of combat. It's also useless if the barbarian's enemies have heard it recently (within that day). All characters the barbarian's level in yards have a d20 rolled. If the number rolled is equal to or less than the barbarian's level minus the enemy's level then they are **stunned (two rounds)**. Regardless of if they are **stunned** or not, for a number of rounds equal to a fifth of the barbarian's level (round down) characters feel nervous. Their combat and magic skills are reduced by an amount equal to double the barbarian's level minus the character's willpower (at most preventing any stat loss). If the character had specified beforehand that they want to be prepared for if the barbarian roars then they may still be **stunned** but aren't affected by the reduction of stats afterward. The same happens with for barbarian's allies.

Vigor (Tolerance)

L3- Hardiness- The barbarian can deal with the hardships of the environment far better than most characters. The benefits for this ability are determined by the game master with their extent based off the barbarian's level. Some examples of what this would protect against (or at least lessen the effects of) are sunstroke, starvation, frostbite, oxygen deprivation, freezing to death, or loss of blood. This will improve the barbarian's tolerance rolls against natural hardships by an amount equal to their level. However, this doesn't protect against diseases, poisoning, or other things having to do strictly with the barbarian's health.

L7- Callous- Through the barbarian's life they have built up thick, leathery skin that is said to be as hard as the hides of an armadillo. When only dealt a small amount of damage (usually by blow darts, caltrops, or the blows of a weak character) they can take the blow without suffering any harm. This even works against attacks with specify that defense isn't applied. The amount of damage the barbarian can negate is equal to half of their level. If all the damage of a poisoned attack is negated, then the poison never breaks the skin and thus doesn't harm the barbarian.

L12- Distract Mind- The barbarian can ignore pain for up to half their level in rounds. This allows them to continue to fight, despite the loss of a limb or other grievous wounds. They are still aware of the injury though they most likely won't acknowledge it. After the duration of the ability the pain will be felt in its full intensity.

L17- Last Action- The barbarian can continue to fight several rounds after being killed (or knocked unconscious through hit point loss) with the same intensity as they usually do. The time it takes for the barbarian to finally collapse is a number of rounds equal to a fifth of their level (round up). During this time the barbarian is in denial about having been dealt a lethal wound and will attack in a mad frenzy as if they were invincible. The mind is the first to go, making the barbarian immune to pain, **fear**, and **mind altering** effects. They are still able to distinguish between friends and foes; however they can't talk, use their abilities, or disciplines (with the exception of the first level of weapon proficiency). All they can do is fight. This ability has no effect if the barbarian's body is so broken that they would be unable to

fight at all.

Ninja- Ninjas are experts at the physically impossible. They can jump on water, break falls from hundreds of feet, and remain utterly silent as they run. Their abilities allow them to move about in both unusual and silent ways, making them incredibly difficult to find. Though not especially weak, the ninja's abilities don't help them in open combat, making it best for ninjas to either ambush or sneak past enemies rather than openly confront them. Since their primary abilities are based on the agility subskill and secondary on sneak ninjas rarely use heavy weapons or weighty armor.

Elusion (Agility)

Unless stated otherwise these abilities can't be used if the ninja's legs are injured to a point where it is difficult to walk or if the ninja can't concentrate.

L1- *Light Footed- The ninja's acrobatic feats starts with the ability to distribute their weight. This is an unnaturally effective skill, allowing the ninja to walk on snow, water, or even most traps without setting them off. This can be used when walking, running, or jumping, but doesn't cover falls or uncontrolled landings (such as if the ninja was thrown). The ninja must specify when they are doing this and will tire faster than they usually would. It requiring double the tolerance (endurance) roll that the activity (running, jumping, etc) would usually take. No tolerance (endurance) roll is needed for walking unless the ninja tries to use this ability for over an hour (game master sets the difficulty after this).

If someone tries to follow the tracks made while this ability was used then half of the ninja's agility subskill is subtracted from the tracking roll. If the surface the ninja is walking on is harmful (like acid or lava) it deals a small bit of its normal damage to the ninja's feet.

***Landings-** The ninja is able to roll off falls, even those from great heights in order to reducing or preventing the damage. Falls are treated as if they are five times the ninja's level in feet closer to the ground than they actually are (no damage is dealt if the fall is less than this distance). Half this distance is used if the ninja's legs are very injured. When falling the ninja can control how they land, minimizing the harm for especially great falls as well. This ability requires that it is safe to roll at least five feet from where the ninja falls. On the turn of impact the ninja can't take any actions, though if they have the dodge discipline they can use it with double its normal effect due to the added momentum.

L5- *^Glide- The jumps the ninja makes are beyond those that normal characters can make. Rather than simply hoping, the ninja can glide several yards over the ground in a single bound. The distance the ninja can travel with this is their physique plus agility roll in feet (this is halved if not running to get momentum first). This distance may be reduced under unfavorable conditions like strong winds or if the ninja is injured. This jump is over the surface of the ground, never going more than a couple of feet higher than the point the ninja jumped from. This can be used to quickly cover rough surfaces (if they are still even enough for the low jumps or downhill) as well as cross gaps too large for most characters. The tolerance (endurance) roll needed is the same as that for common jumps. However, if this is used for a long period of time (such as to travel) then it will require a substantial roll to keep up. Each jump takes a complete round during which the ninja can still perform actions that would be possible in mid-air (the jump itself takes very little focus). These actions (commonly attacks) don't suffer any penalties for being in midair.

***Rebound-** The ninja is able to jump off walls, using the surface to gain additional height. This is mostly useful when used with abilities that enhance the ninja's ability to jump. If there are two close, parallel surfaces (such as support columns) the ninja can jump between them to quickly gain altitude. The ninja can also shift their center of weight to slide along walls, slowing their descent.

L10- Weightless- The ninja has perfected their ability to distribute their weight to a point where they can stand on most any surface (harmful surfaces like lava can still harm their feet). The ninja can stand on a leaf without flattening it or the most sensitive of scales without its showing their presence. This can be used for all sorts of things like walking on the smallest tree branches or jumping on a giant without their noticing. The only surfaces the ninja can't stand on are those that aren't in a solid or liquid form (like gasses or fire). When walking on especially small things the ninja's agility subskill will be needed for balance. Using this ability requires triple the tolerance (endurance) roll that would usually be required for the action (again, none for walking unless over excessively used). When being tracked the ninja's full agility subskill roll is subtracted from the tracker's skill.

***^Suspend-** The ninja, by focusing what little metamagic they have, may pause in the air for a moment before continuing to fall. The length of this pause can be up to a fifth of the ninja's level plus their magic subskill roll in rounds (round down) and can be used once each time the ninja's feet leave the ground. When the fall resumes it has the same speed as when the pause was started (making this of little use in helping with falls). If struck while paused in the air this ability will immediately end. For the time that the ninja's suspended in the air they can do anything they wish (this doesn't take any concentration). Some uses for this might be to use a ranged weapon or throw a grappling hook. This can also be helpful in avoiding attacks in midair (stopping right before where an arrow would hit). By using this, the ninja can use their dodge skill once in midair.

L15- *^Great Leap- The jumps the ninja makes can now be directed into the air. These jumps require that the ninja starts by making a dash to gain momentum (unless the jump is roughly straight up) and that the jump is at least a forty five

degrees above the ground (this can't be used to glide over the ground like the previous jumping ability). The jump can reach as far as the ninja's physique plus agility roll in yards. As before, unfavorable conditions like heavy winds or injuries may reduce the distance. The first round of the jump (when the ninja is dashing and leaping) takes the ninja's full action. However, since the jump is so long (most likely taking several rounds) the ninja may still take actions during their other turns in mid-air. Any attacks (which are most likely ranged) suffer a -10 accuracy penalty for being high in midair (a range penalty may stack with this). The tolerance (endurance) roll that is needed to keep this up is double that of normal jumps (making this easy to use except for long periods of time such as to travel).

Scale- The ninja can hold onto and even climb sheer surfaces. The maximum slope the surface can be at is three times the ninja's level in degrees (this can go up to 180 degrees, with which the ninja can climb on ceilings). This angle is halved if the surface is smooth, without even a rough surface to grip. The speed with which the ninja can climb is determined by their physique skill. No tolerance (endurance) roll is needed to climb, meaning that the ninja can hold onto a surface indefinitely. With a moderate willpower roll the ninja can even sleep while clinging to a surface. The ninja can grab onto walls directly from jumps with a magnet like grip but they can't attach during uncontrolled flight (such as when being thrown). Sneak and hide rolls are doubled if those around don't expect for there to be someone on the walls. However sneak rolls are halved if they are looking for someone on these surfaces (hide rolls are reduced to their normal amount). Often times the ninja can use the darkness in the corners of a room to aid to these skills as well.

Stealth (Sneak)

L3- Silent Habits- Ninjas are experts in stealth and so accustomed to sneaking that they can do it when walking or running. This is partly done by controlling how their foot falls and partly by naturally dodge from shadow to shadow. This requires double the tolerance (endurance) roll that the activity (running, jumping, etc) would usually require. No tolerance (endurance) roll is needed when walking unless the ability is used for over an hour. It is assumed that any time the ninja sees an enemy this ability is active unless stated otherwise. At other times, however, the player will need to specify when this is active or not. The ninja's sneak skill also applies to dodging, using acrobatics, climbing, jumping, and moving through adverse terrain where they may need to twist and roll past obstacles.

If the ninja has time they may say still, composing themselves before attempting to sneak. Each round the ninja re-rolls their sneak roll until they are content with the results. This roll will stay in effect until the ninja stops sneaking or something substantial about the environment changes, requiring different actions to remain hidden (the game master determines this).

L7- *Unlikely Entrance- In large and difficult to describe areas the player may ask the game master for the best entrance to a known location based on their abilities. This may make use of previously unstated aspects of the environment like alcoves in walls. It may also make use of creative methods like clinging to a drawbridge, waiting for it to raise, and then entering the castle before it closes. The various methods of entry can be based on the most stealthy, least visible enemies, speed, or any other criteria the player can think of. Suggestions on entrances are based on what the ninja can see and knows about so it may not be the actual best method.

L12- *Unfound- As long as the ninja is unlooked for no one may use their search or hearing subskills to find them. The ninja still needs to remain out of sight, using their sneak skill as they usually would. As long as the ninja doesn't do anything that gives them away, even the most perceptive characters won't notice the ninja's presence. However, once someone is on guard for a ninja this ability's effects are ended.

The ninja doesn't need to roll their sneak to stay hidden from characters but if there are artifacts or abilities (even magic based) that would pick them up then the sneak roll determines if the ninja remains hidden from these as well (the game master sets the difficulty).

L17- *Soundlessness- When sneaking, the ninja may move without making any sound at all. To do this the ninja slows down to the normal sneaking speed, checking over every movement to make sure they are entirely silent. If they are wearing anything heavier than boots then the ninja is reduced to a fifth of their normal speed. Since nearby characters can't use their hearing to find the ninja they are usually perfectly safe moving in darkness and obscurity like mist or smoke. This silences all movements the ninja makes (jumps, acrobatics, etc). It even silences the sounds of attacks, making the ninja excellent at ambushes.

Vanguard- Among the most experienced of fighters, these are warriors who have grown and lived in the battlefield. They survive by striking enemies down before those enemies can harm them; usually using bows, pole-arms, or other weapons that let them attack before an enemy. Their specialized style of fighting is based around being relatively unharmed, making use of complicated shortcuts and amazing muscle control to make quicker attacks. In the interest of survival they have learned to be very perceptive, keeping an eye on everything around them, even while fighting.

Second Nature (Combat)

L1- Centered- When in combat, the familiarity brings the vanguard a sense of calm that eases their nerves. Any willpower roll against fear or resolve has the vanguard's combat base roll added. They have the ability to manipulate their mood at

will, stirring themselves into a wild fury or calming themselves for a cautious, defensive posture. While on guard they are immune to anything that manipulates their behavior since they have such sturdy control over themselves (this includes forced behavior like the lure curse).

At level four the vanguard can quicken their mind and reflexes to be nearly instantaneous. This is done by making instinctive actions rather than taking the time to think about them. To use, the player says a condition and an action, both of which must be general. If the condition arises, then the action is taken that very same instant. This may still take the vanguard's turn but when used against other characters the vanguard always gets to go first (there is no need to roll agility). The vanguard can't make distinctions that would require thought like friend and foe, wizard or warrior, etc. An example of how this could be used is to make hair trigger attacks, shooting the first person they see. Another example would be that the vanguard is visiting a lord and suspicious that there is a traitor among their allies. The vanguard could then specify that they will attack anyone who draws their weapon so that no one has the chance to slay the lord.

At level sixteen the vanguard's moods can be used to improve how they fight. Unlike the rest of this ability, this part requires the vanguard's concentration. When on the offensive the vanguard can whip themselves into a fury, adding half their combat base roll to their damage. At other times, however, they can calm themselves into a defensive posture, adding half their combat base roll to their defense. When this ability is used neither of the abilities that increase the vanguard's attack rate can be used. This is, in a way, a back up ability for them if they are too injured to use their main abilities.

Readiness- The vanguard is always expecting a fight, keeping their weapon close at hand. Others may be surprised or think that the vanguard is untrusting, but quickly get use to their readied state. If attacked, the vanguard instinctively grabs their weapon (and loads it in the case of bows), not even taking an action to do it.

At level two the vanguard is also ready to fight when they are asleep. Any noise that might be interpreted as an enemy including the sounds of fighting, armor nearby, etc will wake up the vanguard (though they still need to roll their hearing if it is a faint noise). They will get up in an instant, weapon in hand and ready for an attack wherever they heard the sound come from.

At level six the vanguard is no longer ever considered to be flat footed, even if they are unaware of the enemy. The only exceptions to this would be if the vanguard is asleep and unaware, immobile, excessively tired, or in some other way prevented from being prepared for action.

L5- *Spryness- The vanguard has had extensive practice at attacking. This has allowed them to develop shortcuts in their technique with weapons of which they have the weapon specialization proficiency for. This allows them to attack in greater succession, lowering the hit x of the weapon by an amount equal to half their level (down to half the normal hit x). This requires that the vanguard has at least half their hit points and hasn't been injured in the last five rounds; otherwise they don't have the precise control of the usually unused muscles they need for this ability.

***Assessment-** From all their previous battles the vanguard is able to quickly assess enemies from watching them fight. After five rounds minus a third of their level the vanguard can determine, roughly, the size of each of the enemy's combat skills, strength, hit points, level, disciplines, and anything else that's relevant to fighting them. The vanguard can't judge anything that's based on magic unless it directly relates to something they could normally judge (such as their strength after a spell is cast on them). They can do this with creatures just as well as characters, being able to judge non-magic special abilities as well (flying skill, fire breath damage, etc).

At level eight the vanguard can spend an extra round assessing the enemy to determine if they have any great weaknesses. This might be a weak point in their armor or scales, that they are poor at protecting their legs with their shield, or anything else that would give the vanguard an edge in a fight. This can't reveal supernatural weaknesses such as a vampire's susceptibility to holy water. While they are assessing their enemy's weaknesses, the vanguard also determines if anything about their enemy's behavior is out of the ordinary. For an example, if the vanguard was facing someone who was immortal they would notice that the character isn't defending themselves to the best of their ability. They would then deduce that their enemy doesn't mind if they are harmed and may be immune to the attacks. Another thing this could reveal is if characters are mock fighting (such as a traitor might do when encountering their allies).

L10- *Avoid- The vanguard moves about the battlefield very consciously, very aware of their enemies. As long as the vanguard can make a combat base roll that's higher than the damage they were dealt the previous round (if any) they can add their level to the required roll that's needed to hit them. This works for any time that the vanguard isn't surprised by an attack.

Attentiveness- At all times, even when in combat, the vanguard is perceptively aware of what is around them. If there is something of interest the game master should have the vanguard roll their search (or hearing if it can't be found through sight), even if normal characters would be distracted. This is especially useful for finding secret passages or, during battle, noticing oncoming or sneaking enemies. The only exception to this is when the vanguard absolutely can't search (being asleep, fully paralyzed, etc). The use of the search skill doesn't take any time to use (even if the vanguard is searching attentively). This, potentially, could allow a vanguard to take three actions in a single turn if they had the multi-tasking discipline.

L15- *Hail- The vanguard has perfected their technique and reflexes so precisely that they can make many extra attacks each round, regardless of the type of weapon. This requires the utmost control and can't be used if the vanguard has been harmed in the last five minutes, has less than half their hit points, is exhausted, or unable to concentrate. The number of extra attacks the vanguard can make that round are equal to a fifth of their level. These attacks can only be made with weapons that have a hit x and if the vanguard could usually attack that round. This means that this ability isn't in effect when the weapon's unused due to fire 1/2 or anything else that prevents the vanguard from attacking.

***Analyze-** The vanguard can observe the fighting techniques of others in order characters in order to find flaws and weaknesses to exploit later. Since the vanguard is so perceptive they can use this ability to track anyone they can watch, regardless of what else they are doing at the time. This may only be used if the vanguard is able to concentrate and if the character that's being watched is actively fighting. The vanguard can, at any time, track a number of fighters equal to a tenth of their level (round down).

The vanguard gets a bonus to their combat subskills, defense methods, and required roll to be hit equal to the time number of rounds they observed the warrior times a fifth of the vanguard's level (so initially the bonus is three pips per round). This bonus is only applied when facing this individual. This has an effect for up to five rounds of observation. This edge over the character is lost after a number of rounds equal to the vanguard's wisdom roll (since they forget the particular flaws in the warrior's style).

Far Sight (Search)

L3- ^Unfailing Sight- The vanguard understands that their sense of sight is vital to their ability to fight and thus has built up a resistance to things that cloud their vision. Over time they have encountered magicians that blind them and bright lights that dazzle the eyes. One way or another they have found ways to neutralize or lessen the adverse effects of these things. This is a metamagic ability and affects both magic and non-magically created blindness and limits to vision (including tearing of eyes, flashes, etc). The duration of these effects are decreased by a number of rounds equal to a third of the vanguard's level and the effect is reduced by their magic subskill roll.

L7- ^Awareness- The vanguard is always on the lookout for signs of enemies, especially those of an ambush. Whenever there is an enemy nearby (within the vanguard's level in yards) they are allowed to roll their search skill to discover them. Even if this isn't successful, as long as their roll is at least half as high as the hide or sneak of the nearby character the vanguard will be aware of a presence. They only know that it's nearby, not who or where. This is a metamagic ability, applying to demi-humans as well as characters that are invisible, creatures, transparent beings, and even if the vanguard can't see.

L12- *Intuition- The vanguard has a photographic memory, able to recall details that most would find irrelevant or insignificant. For especially minor details and distant memories they must roll their wisdom to recall with any accuracy, though what they recall is always right (never being distorted with time). They are endlessly comparing what they see to what they remember, trying to find hidden meaning in what's around them. They are able to make deductions on these small details, such as that many people nearby have the same tattoo on their hand, suggesting an ambush by a thieves' guild. Often they will need to roll their wisdom to make these complete deductions. If they fail the roll then they will simply be told what interesting details they found without the analysis.

L17- *^Gaze- This is a metamagic ability allowing the vanguard to see farther and with greater details than others. When intently focusing on something their eyes naturally adjust to see it better, acting like binoculars for especially distant things. The magnification that this ability provides is a third of their level plus magic subskill roll in multiples (so it is initially, at most, a 6x magnification if they don't have any magic).

Rogue- These are unseen wanderers of the dark alleys. They include most anyone who deals with the underworld such as thieves, raiders, thugs, sharpshooters, etc. They are the best suited class for urban areas where they can disappear at will. Their ability to hide also makes them excellent at sniping and ambushes, using the safety of shadows to pick off their enemies. They prefer concealable crossbows and small weapons since they have benefits for sneak attacks and are easy to conceal. While their ability to disappear is very useful, their greatest strengths are their connections with various thieves' guilds. With these connections they are able to obtain goods, services, and information not available to other classes. Since almost all of their dealings are with illegal sources the rogue can't be of the lawful alignment. If they become lawful then they lose the use of their streetwise skills that make use of the thieves' guild (the mercenaries, informants, black market, and gossip abilities).

Streetwise (Social)

L1- *Pursue- The rogue is familiar enough with streets and the locations of points of interest that they can follow others from a great distance. This can be invaluable in spying since it reduces the chance that the character will know that they are being followed. This partly uses educated guesswork and partly observing the movements of the character to see if they are leaning toward one direction or another.

With this ability the rogue can follow at a distance equal to five times their level in yards. Though this may seem a relatively short distance, it can be used even if the pursued character is out of sight. Still, the rogue must spot

the character every few rounds to interpret their body language as to where to go next. The distance they can be followed at is halved in thick crowds, mist, darkness, or anywhere else it is difficult to spot them (this may be reduced more in especially adverse conditions). Also, this range is doubled if the rogue knows the character well (usually traveling companions) since the rogue can better interpret tendencies that give away their destination.

While observing the character it is helpful for the rogue to roll their social to analyze their temperament. This requires a closer proximity for a time but could show that the character is trying to be discrete or that they suspect (or know) they are being followed. The rogue can also roll their social roll after tracking the character for a while to try to determine the final destination. The required social roll is determined by the game master. This use for the ability, however, isn't usable against characters that suspect that they are being tracked or other rogues.

***Mercenaries-** The rogue knows where to go and who to ask to hire mercenaries of most any skill or profession. Their options in terms of who they can hire are only limited by the size of the town or city they are in (the game master determines who is available at the time). The rogue can look for mercenaries of any level but the higher the level, the higher the cost. The specific cost is determined by the game master based on the mercenary's level, the rogue's social roll (to bargain down the price), and the mercenary's temperament. Also, a large part of the cost is the rogue's reputation in terms of if the mercenaries they hire tend to return alive or not.

If the rogue betrays a mercenary to their death then the price for future mercenaries is doubled for several quests. It is rare for mercenaries to betray their employer as well since betrayals soon becomes general knowledge so they can't work as mercenaries again. While it's possible for either the rogue or mercenary to occasionally betray, it is dangerous (even if no one is around) and rarely worth while. Still, mercenaries desire only money and can usually be persuaded into another's service if paid over twice as much as the rogue. If there is a specific area in a town or city where other characters could hire mercenaries then the rogue can purchase their services for half the price that other characters could.

Once the rogue is level two the rogue can hire themselves out as a mercenary. Again, the rogue's reputation has a great deal to do with how much possible employers are willing to offer. Offers are made at the discretion of the game master but generally the rogue will get more desirable offers than other characters (either in terms of payment or conditions of work).

At level four the rogue knows what to look for in mercenaries. They can determine, through prolonged conversation, the mercenary's approximate level, skills, alignment, and other attributes the rogue wants to know. This can see through most forms of deception but won't have an effect against rogue mercenaries, characters with a higher social, or magical methods of deception.

When level twelve the rogue can place bounties on individuals. In doing so, the reward the rogue is offering is held in trust by a third party who gives it to whoever brings proof that they have fulfilled the bounty (usually a head or something like that). For especially large bounties magical verification is used to ensure that the bounty has been carried out. About a tenth of the reward is used for verification purposes like this. If the rogue wishes they can specify that they want a person alive rather than dead. They can also set aside gold to place a bounty on whoever kills them, in case the rogue dies.

Upon level fourteen the rogue can hire the services of sages and specialists to answer their questions. This is especially useful to identify artifacts and get hints to difficult puzzles. It's up to the game master to figure a cost per a question and just how much the specialist or sage knows. This can also be used to obtain magical services such as scrying, the placing of an enchantment for a period of time, etc.

L5- *Covering Masses- When the rogue isn't traveling through alleys and underground tunnels they are walking the most crowded streets they can. This is because the rogue finds it easy to disappear in crowds, throwing off anyone who might be following. When in crowds they can add their social to their sneak and hide skills. If the rogue isn't aware that they are being followed then their social skill is still subtracted from any pursuer's attempt to follow. This can even be used if the rogue has already been spotted, sneaking into an especially dense crowd of people (the searcher must re-find the rogue every round to know where they are). This ability requires that the people around are impassive so suspicious actions like drawing a weapon would give the rogue's location away. This also won't work if the people around know that the rogue is being searched for (such as if they killed an actor then tried to blend in with the audience). This ability can only be used if the rogue looks like the majority of people there (same race, similar clothes, etc).

***Informants-** The rogue has a network of spies and informants that keeps them well informed about current events and rumors. They are aware of any important local dealings and are privy to more details than other classes. If they want, they can find the names of, and often track down individuals directly involved with the events to get a first hand account. The game master rolls the rogue's social to determine how detailed and accurate the information is (the player shouldn't know how accurate the information is). If they want they can spend a few hours to check with other sources, having the game master re-roll the social and say if other recounts of the event correspond or not (and on what points they agree). News is easiest to learn about if it is considerably out of the ordinary or of general interest to many people.

In addition to accuracy and detail, the rogue's social roll determines the range of their information sources.

Potentially, they could know about the news and conditions in most any populated area. This is useful for determining what preparations to make before traveling to a new, unknown area.

One of the hardest but most useful types of information the rogue may come across is unusual questions characters are asking. This sort of information will often require a high social roll and a bribe. Other difficult information to come across is

At level eight the rogue can use their informant network to enhance their ability to gather information. Rather than simply being told about current events the rogue can actively search out certain information. If the rogue has the **gather information discipline** then social rolls using the discipline get a bonus equal to the rogue's level times the number of times the discipline has been taken. Deep secrets require a social roll set by the game master and may require bribes as well (depending on the nature of the information).

Other rogues or people connected with the thing the rogue is researching may learn that the rogue is asking about it. However, the rogue is very discreet and it is generally very unlikely that they will be discovered. Like the first part of this ability, information the rogue collects is prone to inaccuracies.

One of the best uses of this ability is finding other adventuring groups or explorers that have traveled in the direction that the rogue is about to go. Through these characters the rogue can figure out what dangers lie in that direction and how best to prepare for them.

Upon level sixteen the rogue has connections with spies as well as informants, able to gather very recent and detailed information from sources no one else can reach. This may take bribes but the rogue can often trade some other information that the spy is interested in instead. For a price they can even have the spy deliver keys, show them a layout of a structure, or a variety of other things. The more the rogue asks of a spy the greater the chance they will be caught. If already under suspicion, spies will generally refuse to take risks (though large sums of gold may still sway them).

L10- *^Detect Focus- The rogue can sense when they are being looked directly at. This is a sort of sixth sense where they can only determine the direction in which someone is looking at them. This will only alarm the rogue in the case of intent stares (which are generally the case when being watched). This is mostly useful to detect ambushes and spying characters. This won't alarm them of another rogue's presence unless they are at least double the other rogue's level. This can detect the direction of a number of characters equal to a third of the rogue's level. Characters that are obviously looking at the rogue (such as companions they are speaking with them) counts among the people the ability finds. Thus, if the rogue is being looked at by a sizable group (such as in public speaking or performing) this ability will be of little use. At level eighteen this ability will only detect characters who the rogue doesn't notice the stares of.

***Black Market-** The rogue knows how to find most anything they need or want. Usually the sellers operate through illegal means (the items may be stolen or taken from the bodies of adventurers), so there is an off chance that whatever is being sold isn't genuine (such as colored water instead of a poison). However, this is rarely a problem since they know there would be, more likely than not, terrible consequences for deceiving the rogue. The social roll determines how well they bargain, and thus the price. If there is a standard price then it is reduced by a percent amount equal to the social roll minus twenty (if negative the price goes up instead). The social roll, rarity of the item, as well as the size of the city or town determines if the character finds what they're looking for (determined by the game master).

At level twelve the rogue can hire craftsmen to make counterfeits of items which look and feel just like the original. The rogue must have the item in their possession to do this and the game master determines a price. Especially exotic or decorated items will cost more, especially if there is gold or gems to include. If the rogue is willing to pay for the service, they can find an enchanter who can cause the counterfeit to duplicate the attributes of the original for a period of time (usually a few days). Depending on the strength of the attributes this may cost a great deal as well or not be possible at all. For both the quality of the enchantment and craftsmanship the gold the rogue offers (beyond the cost of materials) determines the quality.

Upon level fourteen the rogue can sell things they have as well. If there is a standard price then the best deal the rogue finds is three times the social roll in percent of its standard price (this can be over 100%). The price may be increased or decreased based on supply and demand (such as a curing potion would sell for far more in a plague ridden town) as well as if anyone can use it (weapons would sell for very little in a city of pacifists).

L15- *^Faceless Presence- The rogue has such extensive control over their features, posture, and other aspects of their body language that they can make themselves incredibly uninteresting and inconspicuous. While in use no one will notice them or remember their presence unless something the rogue does actively involves them (like asking a guard to open a gate). The only characters that have a chance of seeing the rogue are those that know them or are actively looking for them. In both cases they find the rogue if their search roll is higher than a third of the rogue's social roll. This ability isn't tiring and doesn't require any concentration. If the character wants, they can have this ability always be in effect unless stated otherwise. This is only usable where other characters expect to see random people. The ability can't be used at all if anything about the rogue draws attention to themselves (bright clothing, grievous wound, well known artifact, etc).

***Gossip-** The rogue is no longer just informed by rumors and gossip but the maker of them as well. They can use skillful

storytelling and strategic 'he said, she said' comments to build up a reputation about themselves or anyone else they want. Their deeds are generally known up to half their social roll in miles away, though the number of people that know it can range from a handful to the majority (based on the deed). This reputation is only a curiosity for most people, however grand, unless backed up with evidence. Deeds can be greatly exaggerated but there must be a hint of truth for them to become well known. For an example, if the rogue was with a party that slew a dragon then they might bring the head back to a city, boast of killing the monster in single combat. Even if corrected by the others in the party, most of people will then know the rogue as a slayer of dragons. As time goes on tales become more far fetched, changing from slaying one dragon to being unarmed and slaying ninety. Though few will believe the far fetched versions, a good tale may grow into a folk tales and legends.

This can be very helpful since it may mean rich rewards by employers and respect by companions. On the other hand, reputations change in the telling and it may grow far beyond what they intended. An overly impressive reputation may mean that powerful warriors hunt the rogue to prove their strength or anger by allies when disappointed by the rogue's meekness.

Their strength isn't the only thing that the reputation can convey. They can also convey great ruthlessness, virtue, wisdom, or anything else they desire. However, once a reputation is set it is difficult to change. Different reputations carry benefits in different situations. For an example, a reputation for mercilessness may mean that enemies run away but clerics will refuse to help them and the rogue will rarely be hired to save a damsel in distress. Thus, it would be wise for the player to think about all the repercussions before making a reputation about themselves in a way that may harm them.

Upon level eighteen the rogue can also spark a widely known reputation about other characters as well. This can be either positive or negative but like when making a reputation for themselves, evidence (usually witnesses) helps make it better known. This ability can be useful in crafting enemies as evil, deceptive, cowards (or anything else that the rogue wants). If the reputation is far from true it will have little effect. For an example, falsely portraying a paladin as a coward will cause characters to dismiss the rumor once they meet them. However, a fitting and well made negative reputation may keep merchants from selling them their wears or employers from hiring them.

Veiled (Hide)

L3- Concealment- The rogue can hide anything that they are carrying with great skill and creativity. They can conceal a number of small items equal to a third of their level with this ability. Unless a searcher has some sort of magical way of detecting the items they may only be found by chance (which is exceedingly unlikely). This is very useful when captured since it allows the rogue to have hidden lock picking tools and small weapons as long as the location they were hidden (such as in boots) wasn't taken away.

L7- *Disappearance- When time is of little importance the rogue can find the perfect hiding spot. This will be rather ineffective in open areas and requires that the rogue is able to concentrate. This may make use of creative locations like clinging to the bottom of a bridge (if they have the tools to do this) or sinking into a bog with a tube as a snorkel. The possible locations to hide come as suggestions that the player can either try or refuse. The hiding spot takes a number of rounds to find equal to 1d20 minus a fifth of the rogue's level (with the minimum of one round). Generally the hiding spot is good enough that other characters don't even get to roll their search.

At level nine the rogue gets a metamagic skill that shields themselves and anything they are carrying from magical senses such as the fallen's detect life ability or the warlock's detection of magic. This is only fully in effect when the rogue isn't moving. At other times the normal range of these effects are halved when concerning the rogue.

L12- *Distractions- The rogue has learned to masterfully craft diversions, drawing their enemies' attention to keep them from finding their hiding place or to line them up for an attack. This can be done by placing hints that they are elsewhere, such as tracks, a shredded piece of cloth, or tossing stones to make sounds elsewhere. The quality of the diversion is based on the rogue's hide roll verses the other searcher's wisdom. These diversions can be placed anywhere that something can be placed, even on the sides of walls or in the middle of traps and still look natural (depending, again, on the hide verses wisdom roll).

At level sixteen they get the metamagic ability of unnaturally effective ventriloquism (the ability to make it sound like their voice is coming from somewhere else). This can only be done indoors and the shape of the room (how it echos) determines the difficulty that the hide roll is set at. The roll both determines how close the voice sounds to the chosen location and how believable it is. If the rogue wants they can simply make their voice sound like it's coming from everywhere (so it's untraceable). If the magic subskill roll is very high then this can be done outdoors as well.

L17- *^Vanish- By staying utterly still (not making even the smallest of movements) the rogue can become **invisible (limited)**. This takes five rounds minus a tenth of their magic skill to perform, during which time the rogue's skin first changes color to that of the environment's, then copies the pattern. Since this requires that the rogue is perfectly still it is difficult to do if the rogue is injured, uncomfortable, or exhausted (willpower should be rolled if this is the case). They may also need to roll their willpower if something about the location distracts them, such as an itchy bush, snow, a cold pond, pollen, etc. Nearby character's search and hearing rolls are irrelevant, but the other senses may still be used

and any disturbances the character makes (such as ripples in a pond) are still left. Most notably, the character still leaves a shadow.

After spending a time focused, ensuring the effectiveness of the metamagic the rogue may move while invisible. They can move, at most, at a walking pace and the ability will end if they make an attack or cast a spell. They can be invisible as they move for up to a number of rounds equal to the time that they were still while invisible.

At level nineteen the rogue is able to become invisible (perfect) as long as they stay motionless, not casting spells or attacking. Also, they may make attacks and cast spells while invisible. However they will become visible for the round that they take these actions (or for the duration of the spellcasting in terms of magic). This is useful for hit and run attacks or ambushes (though it will be of little help in direct confrontation).