

Obviously, this makes the swashbuckler a real weapon specialist – a lot like the scout. The difference is that the swashbuckler has *great* latitude with advantages. It's possible to create completely different characters by focusing on offense (more ST, Extra Attack, Striking ST, and Signature Gear for fine swords), defense (more Basic Speed, Enhanced Dodge, and Enhanced Parry, not to mention extra Luck), or dash and flair (Appearance, Charisma, Daredevil, Rapier Wit, and Serendipity).

An interesting choice of background skills is equally important. Some swashbucklers are fops with Savoir-Faire and every known Connoisseur specialty. Others are rakes or pirates with Climbing, Fast-Talk, Gambling, Streetwise, and possibly Seamanship – and of course Search for looting dead bodies!

Most swashbucklers would benefit from sacrificing the 5 points they get from quirks to acquire the money for a nice sword. Those with Signature Gear won't need this, though, and may prefer to buy higher weapon skills or a few skills borrowed from the thief.

THIEF

250 points

You're a "procurement expert," whatever unflattering terms others may use. You take things that *need* taking. Of course, the best stuff is inevitably in trapped chests behind locked doors guarded by monsters in mazes. This frames your business relationship with the party: they merely have to take care of the monsters. You'll handle finding treasures *and* unlocking doors *and* bypassing traps – for a reasonable consideration, naturally. Oh, and those rumors that you moonlight as an assassin or a spy? Nonsense!

Attributes: ST 11 [10]; DX 15 [100]; IQ 13 [60]; HT 11 [10].

Secondary Characteristics: Damage 1d-1/1d+1; BL 24 lbs.; HP 11 [0]; Will 13 [0]; Per 14 [5]; FP 11 [0]; Basic Speed 6.00 [-10]; Basic Move 7 [5].

Advantages: Flexibility [5]; High Manual Dexterity 1 [5]; *and* Perfect Balance [15]. • A further 30 points chosen from among DX +1 [20], IQ +1 [20], Per +1 to +6 [5/level], Basic Speed +1 [20], Basic Move +1 or +2 [5 or 10], Ambidexterity [5], Catfall [10], Combat Reflexes [15], Danger Sense [15], Enhanced Dodge 1 or 2 [15 or 30], Gizmos 1-3 [5/level], High Manual Dexterity 2-4 [5/level], Honest Face [1], Luck [15] *or* Extraordinary Luck [30], Night Vision 1-9 [1/level], Peripheral Vision [15], Serendipity [15/level], Signature Gear [Varies], Striking ST 1 or 2 (Only on surprise attack, -60%) [2 or 4], Wealth (Comfortable or Wealthy) [10 or 20], or improve Flexibility [5] to Double-Jointed [15] for 10 points.

Disadvantages: One of Greed (12) [-15], Kleptomaniac (12) [-15], or Trickster (12) [-15]. • One of Callous [-5], Code of Honor (Pirate's) [-5], or Curious (12) [-5]. • A further -20 points chosen from either of the two previous lists or Bad Temper [-10*], Bloodlust [-10*], Compulsive Carousing [-5*], Compulsive Gambling [-5*], Compulsive Lying [-15*], Compulsive Spending [-5*], Cowardice [-10*], Laziness [-10], Lecherousness [-15*], Loner [-5*], One Eye [-15], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], Skinny [-5], or Social Stigma (Criminal Record) [-5].

Primary Skills: Forced Entry (E) DX [1]-15; Climbing (A) DX+3 [1]-18†‡; Filch (A) DX [2]-15; Stealth (A) DX+3 [12]-18; Escape (H) DX+1 [1]-16†; Pickpocket (H) DX [2]-15§; *and* Lockpicking and Traps, both (A) IQ+1 [4]-14.

Secondary Skills: Acrobatics (H) DX-1 [1]-14‡; Sleight of Hand (H) DX-1 [1]-14§; Gesture (E) IQ [1]-13; Holdout, Shadowing, Smuggling, and Streetwise, all (A) IQ [2]-13; *and* Search and Urban Survival, both (A) Per [2]-14. • One of Rapier, Saber, Shortsword, or Smallsword, all (A) DX-1 [1]-14. • One of Shield (Buckler) (E) DX [1]-15; Cloak or Main-Gauche, both (A) DX-1 [1]-14; or raise main sword skill to DX [2]-15. • One of Crossbow or Thrown Weapon (Knife), both (E) DX [1]-15; Bow or Throwing, both (A) DX-1 [1]-14; or Sling (H) DX-2 [1]-13.

Background Skills: Brawling (E) DX [1]-15; Gambling (A) IQ-1 [1]-12; *and* Carousing (E) HT [1]-11. • Another 7 points spent on any previous skill, or on Fast-Draw (any) or Garrote, both (E) DX [1]-15; First Aid, Panhandling, or Seamanship (E) IQ [1]-13; Cartography, Connoisseur (any), Disguise, Fast-Talk, or Merchant, all (A) IQ-1 [1]-12; Counterfeiting, Forgery, or Poisons, all (H) IQ-2 [1]-11; Hiking (A) HT-1 [1]-10; Scrounging (E) Per [1]-14; or Lip Reading or Observation, both (A) Per-1 [1]-13.

* Multiplied for self-control number; see p. B120.

† Includes +3 for Flexibility.

‡ Includes +1 for Perfect Balance.

§ Includes +1 for High Manual Dexterity.

Customization Notes

Thieves aren't combatants built around toughness and combat skills, nor do they have access to powers, spells, and special skills. They're broad-based experts at *mundane* skills. Thus, they're best-suited to players who prefer a supporting role in pre-combat scouting and post-combat looting. A party won't live long without one thief, and may consist *entirely* of thieves.

The *burglar* specializes in getting in and stealing things. He might choose Catfall, Double-Jointed, and more High Manual



Dexterity. He often suffers from Kleptomania and is Curious, and frequently has traits like Overconfidence and Skinny. His background skill points go into improved Climbing, Forced Entry, and/or Lockpicking, leaving a point or two for something like Observation (for casing targets).

The *mastermind* is a plotter. He has more IQ – plus Wealth to bankroll his schemes. He’s classically a Trickster with a perverse Code of Honor about splitting up loot, and often Compulsive Lying. His background points go toward “urban” skills: higher Streetwise and Urban Survival, and things like Counterfeiting, Forgery, and Merchant.

The *assassin* uses his skills not to steal but to kill for hire. Combat Reflexes, Gizmos (for concealed weapons), and Striking ST (for backstabs) all help. Bloodlust, Callous, Greed, and Loner are common. Background skill points go toward raising combat skills and buying Fast-Draw, Garrote, and Poisons.

Many thieves put the 5 points from quirks into *more* skills. You can’t be “too good” at sneaking or finding traps!

WIZARD

250 points

You’re the only truly *learned* delver. Your knowledge of magic is deeper than that of the cleric (p. 6) or druid (p. 7), and your spells don’t merely borrow the power of mercurial supernatural beings (demons are *quite* controllable). The party needs your mighty wizardry, knowledge of all manner of strange creatures, and raw intellect. Not that you don’t need the party – the greatest magical secrets are buried in the darkest pits, and you’re smart enough to travel with bodyguards.

Attributes: ST 10 [0]; DX 12 [40]; IQ 15 [100]; HT 11 [10].

Secondary Characteristics: Damage 1d-2/1d; BL 20 lbs.; HP 10 [0]; Will 15 [0]; Per 12 [-15]; FP 14 [9]; Basic Speed 6.00 [5]; Basic Move 6 [0].

Advantages: Magery 3 [35]. • 30 points chosen from among DX +1 [20], IQ +1 [20], Will +1 to +5 [5/level], FP +1 to +10 [3/level], Eidetic Memory [5] or Photographic Memory [10], Gizmos 1-3 [5/level], Intuition [15], Language Talent [10], Languages (any) [2-6/language], Luck [15] or Extraordinary Luck [30], Magery 4, 5, or 6 [10, 20, or 30], Mind Shield [4/level], Signature Gear [Varies], Spirit Empathy [10], or Wild Talent 1 (Retention, +25%; Focused, Magical, -20%) [21].

Disadvantages: -15 points chosen from among Curious [-5*], Frightens Animals [-10], Obsession (Become the world’s most powerful wizard, a lich, etc.) [-10*], Pyromania [-5*], Skinny [-5], Social Stigma (Excommunicated)† [-10], Unfit [-5] or Very Unfit [-15], Unnatural Features 1-5 [-1/level], or Weirdness Magnet [-15]. • Another -20 points chosen from among the previous traits or Absent-Mindedness [-15], Bad Temper [-10*], Clueless [-10], Combat Paralysis [-15], Cowardice [-10*], Hard of Hearing [-10], Klutz [-5] or Total Klutz [-15], Loner [-5*], Low Pain Threshold [-10], Nervous Stomach [-1], Oblivious [-5], Overconfidence [-5*], Post-Combat Shakes [-5*], Sense of Duty (Adventuring companions) [-5], or Stubbornness [-5].

Primary Skills: Hidden Lore (Demons, Magic Items, Magical Writings, or Spirits) and Occultism, both (A) IQ [2]-15; Alchemy (VH) IQ [8]-15; and Thaumatology (VH) IQ [1]-15‡.

Secondary Skills: Hazardous Materials (Magical), Research, Speed-Reading, Teaching, and Writing, all (A) IQ-1 [1]-14; and Meditation (H) Will-1 [2]-14. • *Either* Shield (Buckler) (E) DX+2 [4]-14 and Smallsword (A) DX+1 [4]-13, or Staff (A) DX+2 [8]-14. • *One* of Innate Attack (any) or Thrown Weapon (Dart) (E) DX+2 [4]-14; Throwing (A) DX+1 [4]-13; or Sling (H) DX [4]-12.

Background Skills: *Nine* of Fast-Draw (Potion) (E) DX [1]-12; Climbing or Stealth, both (A) DX-1 [1]-11; Body Sense (H) DX-2 [1]-10; First Aid, Gesture, or Savoir-Faire (High Society), all (E) IQ [1]-15; Cartography or Hidden Lore (any other) (A) IQ-1 [1]-14; Diplomacy, Physiology (monster type), or Strategy, all (H) IQ-2 [1]-13; Hiking (A) HT-1 [1]-10; or Scrounging (E) Per [1]-12.

Spells: Choose 30 wizardly spells (p. 20), which will be either (H) IQ+1 [1]-16 or (VH) IQ [1]-15 with the +3 for Magery.

* Multiplied for self-control number; see p. B120.

† Means that helpful clerical spells (such as healing) work at -3 on you. Harmful ones *aren’t* affected!

‡ Includes +3 for Magery.

Customization Notes

Unlike other casters, wizards lack a power that’s distinct from their spells; their spell lists tend to define them. Essentially unrestricted access to magic makes generalization impossible, but here are three classics:

Artillery Mage: Specializes in direct-damage magic – especially area-effect spells. A representative spell list is Breathe Fire, Burning Touch, Concussion, Create Air, Create Fire, Deflect Energy, Explosive Fireball, Extinguish Fire, Fire Cloud, Fireball, Fireproof, Flame Jet, Flaming Armor, Flaming Missiles, Flaming Weapon, Heat, Ignite Fire, Lightning, Purify Air, Rain of Fire, Resist Fire, Shape Air, Shape Fire, Smoke, Sound, Spark Storm, Stench, Thunderclap, Wall of Lightning, and Windstorm. Extra Magery to enable higher damage dice is valuable, and the Innate Attack skill is indispensable.

Illusionist: Specializes in baffling (dumber) enemies. Typical starting spells would be Apportation, Blackout, Blur, Colors, Complex Illusion, Continual Light, Darkness, Daze, Fascinate, Flash, Foolishness, Haste, Hide, Hinder, Hush, Illusion Disguise, Illusion Shell, Independence, Invisibility, Light, Mage-Stealth, Mass Daze, Mirror, Perfect Illusion, Phantom, Silence, Simple Illusion, Sound, Voices, and Wall of Silence. A Photographic Memory for faces and voices greatly enhances *believable* illusions, and mundane Stealth and many of these spells are complementary.

Necromancer: Specializes in creating undead and throwing malisons. A necromancer might start with Agonize, Animation, Choke, Clumsiness, Control Zombie, Death Vision, Deathtouch, Debility, Decay, Frailty, Itch, Lend Energy, Lend Vitality, Minor Healing, Pain, Paralyze Limb, Pestilence, Rotting Death, Sensitize, Sickness, Skull-Spirit, Spasm, Steal Energy, Steal Vitality, Stun, Summon Spirit, Test Food, Wither Limb, Zombie, and Zombie Summoning. Spirit Empathy is handy, obviously – as are Hidden Lore specialties pertinent to darker beings.

Most wizards want as many FP as they can afford. It’s also useful to trade the 5 points granted by quirks to get money for a high-capacity power item (p. 28) and a belt stocked with paut (p. 29).

Swashbuckler-Knight

+50 points

This lens – yet another quick “level up” for fighters who want to stay fighters – adds military skills to the civilian swordsman.

Attributes: +1 ST [10].

Advantages: Born War Leader 2* [10]; High Pain Threshold [10]. • One of Enhanced Block 1 [5], Fit [5], Rapid Healing [5], or Striking ST 1 [5].

Skills: Armoury (Melee Weapons) (A) IQ+1 [4]; Connoisseur (Weapons) (A) IQ+1 [4]; Leadership (A) IQ-1 [1]; Strategy (H) IQ-2 [1]; Tactics (H) IQ-2 [1]. • Spend 4 points to learn one of Axe/Mace, Bow, Polearm, Spear, or Two-Handed Sword, all (A) DX+1 [4], or on primary swashbuckler Melee Weapon skill, raising it by +1.

* Gives +2 to Leadership, Strategy, and Tactics.

Swashbuckler-Martial Artist

+50 points

Weapon Master's damage bonus is per die. With 4d swing damage from Power Blow, that's +8! Swashbuckler-martial artists can learn variant chi skills for weapons, as noted for the martial artist-swashbuckler (p. 31).

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Replace Boxing (A) DX [2] or Brawling (E) DX+1 [2] with Karate (H) DX [4]. • Replace Wrestling (A) DX [2], with Judo (H) DX [4].

Special Abilities: 11 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent.

Swashbuckler-Scout

+50 points

This is the ultimate in DX-based melee *and* ranged dominance (although the scout-swashbuckler disagrees).

Secondary Characteristics: +2 Per [10].

Advantages: Heroic Archer [20].

Skills: Bow (A) DX+3 [12]; Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX+1 [1] (includes +1 for swashbuckler's Combat Reflexes); Navigation (Land) (A) IQ [2]; Observation (A) Per-1 [1]; Survival (any) (A) Per-1 [1]; Tracking (A) Per-1 [1]. • Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2].

Swashbuckler-Thief

+50 points

The swashbuckler-thief is proof that idle hands are the devil's workshop: when not fighting, he's applying his impressive DX to crime.

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; +1 Per [5].

Advantages: Flexibility* [5]; High Manual Dexterity 1† [5]. • One of +1 Per [5], +1 Basic Move [5], Ambidexterity [5], or High Manual Dexterity 2† [5].

Skills: Climbing (A) DX-1 [1], or 1 point in existing skill to get Climbing (A) DX [2]. • Filch (A) DX-1 [1]; Forced Entry (E)

DX [1]; Lockpicking (A) IQ+1 [4]; Pickpocket (H) DX-2 [1]; Traps (A) IQ+1 [4]. • Raise Stealth (A) DX-1 [1] to Stealth (A) DX+1 [4].

* Gives +3 to Climbing and Escape.

† Gives +1 to Knot-Tying, Pickpocket, and Sleight of Hand.

Bonus becomes +2 with High Manual Dexterity 2.

Swashbuckler-Wizard

+50 points

No doubt combat magic would aid a warrior better, but illusions somehow seem more fitting for *this* flamboyant dabbler!

Attributes: +1 IQ [20].

Secondary Characteristics: -1 Will [-5]; -1 Per [-5].

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-2 [2]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-2 [2].

Special Abilities: 10 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.



THIEF

Choice Lenses: Bard, Martial Artist, Scout, Swashbuckler, Wizard.

Marginal Lenses: Barbarian.

Thief-Barbarian

+50 points

Urban thieves and primitive tribesmen are near-opposites. Still, this lens *might* suit a thief back from the gulag.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10]; Outdoorsman 1* [10]. • One of Absolute Direction [5], Fit [5], Resistant to Poison (+3) [5], or Striking ST 1 [5].

Skills: Ten of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1];

Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Thief-Bard

+50 points

Many dungeon-raiding bards were once common rogues – a viable career path for gamers reluctant to play bards as starting PCs.

Advantages: Bardic Talent 2 [16]; Charisma 1* [5]; Musical Ability 1† [5].

Skills: Musical Instrument (any) (H) IQ-1 [2]; Public Speaking (A) IQ-1 [1]; Singing (E) HT+2 [4].

Special Abilities: 17 points total in Bard-Song abilities; bardic skills (p. 18); and/or spells from the Communication and Empathy and/or Mind Control colleges, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Bardic Talent.

* Gives +1 to Leadership, Panhandling, and Public Speaking.

† Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

Thief-Cleric

+50 points

A thief's IQ makes *any* caster lens viable, although this one has a moral incongruity that won't appeal to everyone.

Secondary Characteristics: +1 Will [5].

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: Sense of Duty (Coreligionists) [-10] or Vow (No edged weapons) [-10].

Skills: Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Meditation (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Theology (H) IQ-2 [1].

Special Abilities: 25 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Thief-Druid

+50 points

Magically training animals to steal is just *fun*. You can do other things, but that's the *cool* part.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Camouflage (E) IQ [1]; Esoteric Medicine (Druidic) (H) Per-2 [1]; Herb Lore (VH) IQ-3 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1].

Special Abilities: 25 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Thief-Holy Warrior

+50 points

Cunning holy warriors are a fun change from sword-swingers. Higher Purpose aids Stealth, Traps, etc., when trapping and backstabbing Evil.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Higher Purpose (Slay Demons or Slay Undead) [5]; Holiness 1 [5]; Shtick (Foes slain personally can't rise as undead) [1].

Disadvantages: Sense of Duty (Good entities) [-10] or Vow (Own no more than horse can carry) [-10].

Skills: Exorcism (H) Will-2 [1]; Hidden Lore (Demons or Undead) (A) IQ-1 [1]; Physiology (monster type) (H) IQ-2 [1]; Psychology (same monster type) (H) IQ-2 [1]. • *Either* spend 3 more points on each of *two* thief combat skills known at the 1-point level, or add all 6 points to *one* combat skill that's at the 2-point level, to raise the relevant skill(s) by +2.

Special Abilities: 24 points total in Holy abilities and/or the skills above.

Thief-Knight

+50 points

Any thief could benefit from more combat ability. This is the best warrior lens for *thuggish* thieves.

Attributes: +1 ST [10]; +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; High Pain Threshold [10].

Skills: *Four* of Armoury (Melee Weapons), Connoisseur (Weapons), or Leadership, all (A) IQ-1 [1]; or Strategy or Tactics, both (H) IQ-2 [1]. • *Either* spend 3 more points on each of *two* thief combat skills known at the 1-point level, or add all 6 points to *one* combat skill that's at the 2-point level, to raise the relevant skill(s) by +2.

* Gives +1 to Fast-Draw.

Thief-Martial Artist

+50 points

Many chi skills would aid a thief – *especially* Light Walk! Also, you're a ninja. How cool is that?

Advantages: Chi Talent 1 [15]; Trained by a Master [30].

Disadvantages: Disciplines of Faith (Chi Rituals) [-10].

Skills: Judo (H) DX-1 [2]; Jumping (E) DX [1]. • *Replace* Brawling (E) DX [1] with Karate (H) DX-1 [2].

Special Abilities: 11 points total in Chi abilities and/or chi skills (p. 18). Chi skills get +1 for Chi Talent. Immovable Stance gets +4 for the thief's Perfect Balance!

Thief-Scout

+50 points

Thieves who prefer to avoid melee (even from behind) often take up archery. The backstabbing rules *do* work with bowshots.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Heroic Archer [20]; Outdoorsman 1* [10].

Skills: *Either* Bow (A) DX+2 [8], or 7 points in existing skill to get Bow (A) DX+2 [8] and 1 point on other skills below.
• Camouflage (E) IQ [1]; Fast-Draw (Arrow) (E) DX [1]; Navigation (Land) (A) IQ-1 [1]; Survival (any) (A) Per-1 [1];

Tracking (A) Per-1 [1]. • Cartography (A) IQ-1 [1], or 1 point in existing skill to get Cartography (A) IQ [2]. • Observation (A) Per-1 [1], or 1 point in existing skill to get Observation (A) Per [2].

* Gives +1 to Camouflage, Fishing, Mimicry, Naturalist, Navigation, Survival, and Tracking.

Thief-Swashbuckler

+50 points

This archetype is *widespread* in dungeon fantasy – arguably more so than the straight-up thief. Weapon Master's damage bonuses certainly help.

Attributes: +1 HT [10].

Secondary Characteristics: -0.25 Basic Speed [-5].

Advantages: Combat Reflexes* [15]; Enhanced Parry 1 (Weapon of choice) [5]; Weapon Bond (Best weapon of choice in current possession) [1]; Weapon Master (Weapon of choice) [20].

Skills: Jumping (E) DX [1]. • *Either* 3 more points on a thief sword skill at the 1-point level, raising it by +2; *or* 2 points on sword skill at the 2-point level, raising it by +1, and *one* of Shield (Buckler) (E) DX [1], or Cloak or Main-Gauche, both (A) DX-1 [1].

* Gives +1 to Fast-Draw.

Thief-Wizard

+50 points

The thief's best caster lens! A few Movement spells alongside built-in magical loot detection give a massive boost.

Advantages: Magery 2* [25].

Skills: Alchemy (VH) IQ-3 [1]; Occultism (A) IQ-1 [1]; Thaumatology (VH) IQ-3 [1].

Special Abilities: 22 points total in wizardly spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Magery.

* Gives +2 to Thaumatology.

WIZARD

Choice Lenses: Bard, Cleric, Druid, Thief.

Marginal Lenses: Barbarian, Martial Artist.

Wizard-Barbarian

+50 points

This lens suits wilderness campaigns where *everybody* needs outdoor skills. In town or underground, other wizard-warrior combos are preferable.

Attributes: +2 ST [20]; +1 HT [10].

Secondary Characteristics: +1 Per [5]; -0.25 Basic Speed [-5].

Advantages: High Pain Threshold [10].

Skills: *Ten* of Camouflage (E) IQ [1]; Animal Handling (any), Disguise (Animals), Navigation (Land), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) or Naturalist, both (H) IQ-2 [1]; Swimming (E) HT [1]; Running (A) HT-1 [1]; Fishing (E) Per [1]; or Survival (any) or Tracking, both (A) Per-1 [1].

Wizard-Bard

+50 points

The wizard's gifts make him an excellent bard – and Bard-Song adds abilities that work when he's out of energy.

Advantages: Bard-Song Talent 2* [10]; Charisma 1† [5]; Musical Ability 1‡ [5]; Voice§ [10].

Skills: Musical Instrument (any) (H) IQ-2 [1]; Public Speaking (A) IQ-1 [1]; Singing (E) HT [1].

Special Abilities: 17 points total in Bard-Song abilities and/or bardic skills (p. 18).*

* Wizard-bards learn and cast spells as *wizards*. They add Magery to spells and need not play music to cast. They must still play to use Bard-Song abilities; add Bard-Song Talent (p. 20) to *those* rolls.

† Gives +1 to Leadership, Panhandling, and Public Speaking.

‡ Gives +1 to Musical Composition, Musical Influence, Musical Instrument, and Singing.

§ Gives +2 to Diplomacy, Fast-Talk, Mimicry, Performance, Public Speaking, Sex Appeal, and Singing.

Wizard-Cleric

+50 points

Dual spell lists and partial independence from mana are very tempting. Eventually, most wizards end up worshipping *something*.

Advantages: Clerical Investment [5]; Power Investiture 2 [20].

Disadvantages: *One* of Honesty (12) [-10], Sense of Duty (Coreligionists) [-10], or Vow (No edged weapons) [-10]. • Wizards with Social Stigma (Excommunicated) [-10] must *either* buy this off *or* keep it, become wizard-evil clerics, and pick a -10-point evil-cleric disadvantage instead of one of the previous three (see *Evil Clerics*, p. 23).

Skills: Diagnosis (H) IQ-2 [1]; Esoteric Medicine (Holy) (H) Per-2 [1]; Exorcism (H) Will-2 [1]; Religious Ritual (H) IQ-2 [1]; Surgery (VH) IQ-3 [1]; Theology (H) IQ-2 [1].

Special Abilities: 29 points total in Holy abilities and/or clerical spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture.

Wizard-Druid

+50 points

Huzzah for two spells lists! Being excommunicated is irrelevant provided that you respect Nature. Zombie pets *would* be pushing it.

Advantages: Power Investiture 2 (Druidic) [20].

Skills: Esoteric Medicine (Druidic) (H) Per-2 [1]; Hidden Lore (Elementals, Faeries, *or* Nature Spirits) (A) IQ-1 [1]; Naturalist (H) IQ-2 [1]; Pharmacy (Herbal) (H) IQ-2 [1]; Religious Ritual (Druidic) (H) IQ-2 [1]; Theology (Druidic) (H) IQ-2 [1]; Veterinary (H) IQ-2 [1]. • *Three* of Animal Handling (any), Disguise (Animals), or Weather Sense, all (A) IQ-1 [1]; Mimicry (Animal Sounds or Bird Calls) (H) IQ-2 [1]; or Survival (any) (A) Per-1 [1].

Special Abilities: 20 points total in Druidic abilities and/or druidic spells, which will be either (H) IQ [1] or (VH) IQ-1 [1] with the +2 for Power Investiture (Druidic).

Combat Haberdashery

You ignore penalties the GM assigns for floppy hats, billowing capes, etc. You may *willingly* wear garb so outlandish that you suffer -1 to hit; if so, foes have -1 to hit *you* through all that!

Sheer Speed†

You must specialize in Flying Leap or Power Blow; each requires its own perk. When you learn that skill as a power-up, base it on *DX*, not *IQ* or *Will* as usual.

THIEVES

Thieves have access to everything on their template, plus these options recommended in *The Next Level*:

- *DX* up to 25 *before* racial modifiers.
- Enhanced Dodge up to 3 [15/level].
- Ridiculous Luck [60].
- Sensitive Touch [10], the best benefit of which is +4 to Search and Traps rolls to feel out *tiny* items.
- Silence 1 or 2 [5 or 10].
- Striking ST 1-10 (Only on surprise attack, -60%) [2/level]. If the victim of the blow would receive an active defense, even at -4 for being stunned, this doesn't count!
- Vibration Sense (Air) [10].
- Weapon Master (Knife/Main-Gauche) [20].

Thieves who gain much experience with fine work can surpass one further limit as a power-up:

- High Manual Dexterity up to 6 [5/level], which not only aids Pickpocket and Sleight of Hand, but also *DX*-based Lockpicking and Traps rolls, which are very common.

Backstabber

10 points for level 1, plus 5 points
for each additional level

Prerequisites: Stealth at 18+ and Melee Weapon skill at 16+.

You're adept at disappearing when a fight starts, only to return to shank someone in the back. Backstabber 1 means the basic -5 to Stealth noted in *Backstabbing* (*Dungeons*, p. 11) doesn't affect you, and you get +1 to hit and to ST when you finally strike. You may have up to two additional levels, each erasing a *further* -2 to Stealth due to ambush, encumbrance, lack of cover, etc. (although this can never give a net bonus) and granting *another* +1 to hit and to ST when you attack.

Advantages: Striking ST 1 (Only on surprise attack, -60%) [2/level].

Perks: First Strike* [1/level]; Unique Technique (Disappear) [1].

Techniques: Disappear (H) Stealth-5 [6] at level 1, Stealth-3 [8] at level 2, or Stealth-1 [10] at level 3.

* Like Dirty Fighting (p. 11), but works on your first *backstab* each battle.

Craftiness

5 points/level

This new Talent gives +1 per level (maximum four levels) to Acting, Camouflage, Disguise, Holdout, Shadowing, and Stealth. It grants you no reaction bonus, however – the entire

point is *not* letting people you meet know you're a skeevey weasel. This power-up is a bargain at the price for *any* thief!

Nondetection

5 points/level

Prerequisite: Stealth at 20+.

Your stealth abilities go beyond hugging shadows and avoiding creaky floorboards. You know the blind spots of supernatural viewing, and take every measure to foil spells, magical alarms, and so on. Attempts to discern you, your actions, or your motives with Information-class or Knowledge-college spells, or similar innate superhuman senses, are at -1 per level of this power-up. This doesn't interfere with *your* abilities or items – and this effect isn't supernatural, so there's no active ability for others to sense. The penalty extends to being targeted; monsters that rely on life detection or its ilk to "see" have -1 per level to hit you in combat.

Nondetection is acquired gradually through careful practice – you pick up your fingernail clippings, eat herbs reputed to have shielding effects, walk in no-mana zones at every opportunity, etc. You "fade" after a week of this. The onset time applies when you first buy this power-up, too! There's no easy way to switch your advantage off when you're lost and *want* to be found; that takes a week as well, peeing in corners and yelling out the names of demon lords.

Advantages: Obscure (Divination; Defensive, +50%; Extended, Clairsentience, Detect, +40%; Onset, 1 week, -40%*; Stealthy, +100%) [5/level].

* Technically, Onset is for attacks. But at -40% for a week to switch the ability off or on, it's balanced with respect to Always On at -50%.

Street-Smart

5 points/level

This new Talent gives +1 per level (maximum four levels) to Merchant, Panhandling, Scrounging, Shadowing, Streetwise, and Urban Survival. You also get +1 per level to reaction rolls made by shady characters in town. This power-up is *incredibly* nice for a thief who operates frequently in town.

Sure Grasp

5 points/level

Prerequisite: Climbing at 18+.

You have near-supernatural climbing abilities. Sure Grasp 1 lets you ignore the -3 to Climbing skill for scaling walls, described under *Climbing* (*Dungeons*, p. 7), plus up to -2 in *extra* penalties for especially slippery surfaces. Sure Grasp 2 (the maximum) is of value even if you slip – it improves your grip to the point where you get +4 to ST-based Climbing rolls for pull-ups (*Dungeons*, p. 8).

Advantages: Lifting ST 4 (Only for climbing, -60%) [5] at level 2.

Perks: Sure-Handed (Slippery) [1].*

Techniques: Scaling (H) Climbing [4].

* This variant on the Sure-Footed perk benefits out-of-combat climbing, not fighting.

Trap Sense

5 points/level

Prerequisite: Traps at 16+.

You have an eye for traps. Each level of Trap Sense (maximum four levels) gives +3 on all rolls to spot hidden hazards visually. This aids more than Per-based Traps rolls; it also helps Vision rolls to notice traps in battle (*Dungeons*, p. 12). Trap Sense *can* cancel the -5 to spot traps when fleeing or rushed (*Dungeons*, p. 8), or even give a net bonus there.

Advantages: Acute Vision 3, 6, 9, or 12 (Only for hazards, -20%) [5, 10, 15, or 20].

UNHOLY WARRIORS

Unholy warriors, introduced on p. 27 of *The Next Level*, have access to everything on their template and in the Unholy Might power – or its replacement, when using **Clerics** – plus these options:

- Allies (Animal companion of equal points; 12 or less; Unholy, -10%; Summonable, +100%) [19] or (15 or less) [29]. This is a big, mean horse or dog *instead* of the classic demon; see *Allies*, p. 13.

- Alternate Forms (Demon; Unholy, -10%) [Varies]. See *Summoners*, pp. 32-35 for demon templates, and *Alternate Forms* (p. 23) for important notes.

- Blessed 1-6 (Dastardly Deeds; Unholy, -10%) [9/level], maximum +2d to *each* of ST, DX, and HT. This works just like Blessed (Heroic Feats), but has a cooler name.

- Extraordinary or Ridiculous Luck [30 or 60].

- Higher Purpose (Slay Servitors of Good) up to 3 [5/level].

- Striking ST 1-10 (Only on surprise attack, -60%) [2/level].

See *Thieves* (p. 35) for how the limitation works.

- Unholiness up to 6 [5/level].

- Wild Talent (Focused, Evil Clerical, -20%; Unholy, -10%) [14/level], with *no* upper limit. This allows one IQ + Unholiness roll per session per level to cast an *evil* clerical spell.

Close to Hell

5 points/level

See the power-up of this name under *Demonologists* (p. 24).

Doom

40 points

See the power-up of this name under *Evil Clerics* (p. 27).

New Realm

Variable

See the power-up of this name under *Holy Warriors* (p. 28).

Unholy Warrior Perks

1 point/perk

These count as Combat Perks (p. 11), but only unholy warriors may select them.

Blood Harming

You may voluntarily spend 1 HP for +2 to basic damage with a single melee attack. You can't spend more HP for a

larger bonus, but this perk *is* cumulative with all other means of raising damage: All-Out Attack, fine weapons, magic, Mighty Blows, etc.

Blood Healing

You recover 1 HP or 1 FP (your choice) when you first touch the corpse of a (formerly) *living, bleeding* creature with IQ 6+ that you, personally, have killed. You could slaughter 20 elves and move from one to the next, healing 20 HP. You'd get just 1 HP from even the biggest dragon, though – and nothing from angels, golems, zombies, etc.



Venomous Tongue

You can lick your blade(s) before combat, leaving a foul residue that acts as a dose of Monster Drool (*Adventurers*, p. 29). This takes a minute – you can't inject or spit venom effectively in combat. The venom loses its unholy power if put on anybody else's blade.

WIZARDS

While wizards tend to spend most of their earned points on spells, they may buy anything on their template, plus these options noted in *The Next Level*:

- Energy Reserve (Magical) 1-20 [3/level].

- IQ up to 25 *before* racial modifiers.

- Magic Resistance (Improved, +150%) [5/level], with *no* upper limit.

- Mana Enhancer 1 [50].

- Wild Talent (Focused, Magical, -20%; Retention, +25%) [21/level], with *no* upper limit.

Inextinguishable Power

5 points

Prerequisite: Magery 1+.

Holy casters are relatively safe from power loss – unless they offend their boss – but wizards lack this guarantee. Some dungeons are full of effects intended to disempower mages.