



New Professions

As part of our mission to provide a more complete gaming experience, we have provided five new playable professions compatible with the Ember Twilight Core Rules of Fantasy Role-Playing. These professions are supplemental to those found there and in any other book produced by Twilight Press. The narrator may allow or restrict any of these new professions as he/she sees fit. What follows bellow is a description of each profession and a table charting the experience points needed at each level.

Warriors

The Rogue

Sometimes it is necessary for an Essence Bender to have one or more of his apprentices trained not only in the arts of magic but also in the arts of combat. A rogue is trained to be a survivalist, a person who can handle any situation. Since many different types of Essence Benders train rogues, rogues can vary a great deal. There can be rogue elementalists, rogue mages, rogue illusionists, and so on. As a result, when a player makes a rogue, he must choose which base his character will learn from. A rogue can learn three lists up to level 30 and two additional lists up to level 10. Unlike true Essence benders, it is more difficult for rogues to learn spells. As a result, it costs them double to purchase spells, but they do gain one free spell per level. Since the rogue knows both how to fight and to cast spells he gains several advantages, they are:

- Rogues may learn spells as outlined in the description above.
- Rogues gain a +1% profession bonus in any two weapons (player's choice) and in two Magical Skills (of his choice).
- Rogues may use any weapon type, but may not be holding any Large size weapon while casting spells.
- Rogues gain a +5% bonus in the skills of **Tracking**, **Forage**, and **First Aid** when they develop that skill.
- Rogues may not wear any metal armor (including helmets) while casting spells
- Rogues may not use any large size weapon while casting spells.

- Rogues must pay double the AP's compared to what a normal Essence Bender pays for his spells each level.

The rogue is both a caster and a fighter. Because of his dual nature, his primary stats are **LOG** and **DEX**. A Rogue must have a minimum **LOG** score of 75 and a minimum **DEX** score of 65 in order to be accepted into his apprenticeship (see **Character Creation** in the **Core Rules**).

The Javelineer

A javelineer plays an important role in warfare. They are commonly a house guard, that stands watch on the walls and gates of a kingdom. A large rack containing spears, javelins, or some other throwing weapons sits by their side, at the ready in case it is needed. While on the hunt or in an adventure, the javelineer packs a multitude of daggers, throwing axes, or javelins to take with him. As his skill improves, so does the speed and accuracy at which he can deliver his deadly weapons. Often, a javelineer will have special gear made with extra loops, straps, and holsters to help facilitate his rate of fire.

- A javelineer gains a +1% per level Profession Bonus to all skills in the Combat category except skills involving melee weapons.
- A javelineer is unaccustomed to using melee weapons. He receives a -15% penalty for any melee weapon he uses until he uses the weapon for at least three levels as his main weapon or four levels as a secondary weapon.
- A javelineer may not learn spells either through a progression chart or through Disciplines (however he may be granted the power to cast spells by a deity or magic item)
- A Javelineer may not wear any type of bulky armor on his arms (such as light or heavy plate), as these items would interfere with throwing.

Starting at level 5 Javeleneers can throw 2 small sized objects (such as a knife or dagger) per round. At level 10 they can throw 2 medium or large size objects (such as a hand axe, spear, or javelin) per round. At level 15 they can throw 3 small size objects every round. At level 20 they can throw up to 5 medium or large objects every two rounds. At level

25 a javelineer can throw up to 7 small objects every two rounds. At level 30, they can throw up to seven medium or large size objects every two rounds.

Since a javelineer depends on being as accurate as possible, his highest stat is often put into Dexterity. An Archer must have a minimum **DEX** score of 60 in order to be accepted into his apprenticeship (see **Character Creation** in the **Core Rules**).

Spells Casters

The Avenger

The avenger is an Intercessor that is called by a deity to serve and a right a wrong or seek vengeance on the behalf of someone else. Avengers tend to be loners, sequestering themselves in a temple or monastery until they are called on. On occasion they are known to accompany a group on adventures because his deity wills it.

- For each level of experience the avenger gains, he may select an additional spell, that spell's level may not exceed the maximum level that he can cast and must be in the doctrine of **Vengeance**.
- Avengers can a +1% per level profession bonus in all magical skills.
- The Avenger gains a special +10% bonus in **Staking** and **Magical Intuition** when he develops that skill.
- The Avenger may develop the restricted skill of **Faith**.
- An avenger must tithe 10% of all money and property he gains to his deity.
- An avenger may not lie except in extreme circumstances.
- An avenger may only select spells from the following doctrines: Vengeance, Conjunction, Alteration, and Protection.
- An avenger must spend 4 AP's per level to gain access to his spell progression chart.

If an Avenger does not follow all the guidelines posted above, he is excommunicated from his religion, loses all granted advantages and the ability to cast spells (see **Special Rules** in the **Core Rules**).

An avenger must be able to complete his mission and do so under the guidelines of his faith. Therefore, an Avenger's primary stats are **INT** and **STR**. An avenger must have a minimum **INT** score of 75 and a minimum **STR** score of 70 in order to be accepted into his apprenticeship (see **Character Creation** in the **Core Rules**).

Artisans

The Tradesman

A tradesman takes on the role of skilled craftsman and negotiator. He endeavors to learn as many practical skills as he can so he can be of service to a lord or adventuring group. He pursues the skills of the blacksmith, the carpenter, the cooper, and the appraiser. Tradesmen can be invaluable to a party when they find their weapons and armor in need

of repair or in a large city lacking knowledge on the value of the supplies they need to continue on their way.

- A tradesman gains a +1% per level profession bonus in any skill that involves smithing,
- carpentry, masonry, pottery, tailoring, or brewing.
- A tradesman gains a special +5% bonus in **Weapon Repair, Armor Repair, Fletching, Appraisal,** and **Bargaining** when they are developed.
- A tradesman is unaccustomed to using large weapons. He receives a -15% penalty for any large weapon he uses until he uses the weapon for at least three levels as his main weapon or four levels as a secondary weapon.
- A tradesman may purchase and non-restricted skill during apprenticeship and receives an additional three bonus AP's during the apprenticeship phase to spend anywhere he likes.
- A tradesman gets one additional role on the wealth table during his creation.

A tradesman must be able to work with his hands and know what he is doing. Consequently, his primary stats are going to be **DEX, INT** and **LOG**. An avenger must have a minimum **INT** score of 70, a minimum **LOG** score of 70, and a minimum **DEX** score of 60 in order to be accepted into his apprenticeship (see **Character Creation** in the **Core Rules**).

The Spy

As the thief craves the money and assassins crave the kill, the Spy craves secrets. Spies will hire themselves out to steal maps, plans, secrets, and so on for anyone willing to pay a price. Spies are excellent in their abilities to sneak around guarded areas, get what they need, and leave without being noticed.

- Spies gain a special +10% bonus to the skills of **Speed Reading, Stalking, Hiding,** and **Memorize** when they develop them.
- Spies gain a +1% per level Profession Bonus in all Subterfuge skills.
- Spies may develop the restricted skill of **Pick Pocket**.
- Spies are not trained to use Large size weapons. A spy who wishes to use such a weapon has a -10% penalty until he uses it for 3 levels as a primary weapon (or as Narrator's discretion).
- The penalties to Physical Skills that metal armors give users is also applied to
- Subterfuge Skills involving DEX for Spies.

A spy does not focus as much on combat as other classes, but he must be ready to fight himself out of a tight jam if he has to. Even more important than that, however, is his ability to remember information he has gathered. As a result, his primary stats are **DEX** and **LOG**. A spy must have a minimum **DEX** score of 80 and a minimum **LOG** score of 70 in order to be accepted into his apprenticeship (see **Character Creation** in the **Core Rules**).

New Profession Experience Table

Class Level	Javelineer	Rogue	Avenger	Tradesman/Spy
1	1,000	1,000	1,000	1,000
2	2,000	2,500	2,500	1,500
3	4,000	5,000	5,000	3,000
4	8,000	10,000	10,000	6,000
5	16,000	20,000	20,000	12,000
6	26,000	30,000	30,000	20,000
7	36,000	40,000	40,000	28,000
8	46,000	50,000	50,000	38,000
9	56,000	65,000	65,000	48,000
10	75,000	80,000	80,000	65,000
11	95,000	100,000	100,000	82,000
12	110,000	120,000	120,000	99,000
13	135,000	145,000	145,000	110,000
14	160,000	170,000	170,000	135,000
15	185,000	195,000	195,000	160,000
16	210,000	225,000	225,000	185,000
17	260,000	275,000	275,000	220,000
18	310,000	325,000	325,000	250,000
19	375,000	375,000	375,000	290,000
20	450,000	450,000	450,000	330,000
21	525,000	525,000	525,000	375,000
22	600,000	610,000	610,000	425,000
23	675,000	700,000	700,000	500,000
24	775,000	800,000	800,000	575,000
25	875,000	900,000	900,000	675,000
26	900,000	1,000,000	1,000,000	775,000
27	1,025,000	1,125,000	1,125,000	900,000
28	1,150,000	1,250,000	1,250,000	1,050,000
29	1,300,000	1,450,000	1,450,000	1,200,000
30	1,500,000	1,750,000	1,750,000	1,350,000

