



Chapter 4

Character Professions





Classes and Professions

Regardless of what background a person comes from, he will have aspirations to become something greater than he is. Children dream of someday being great heroes or living extraordinary lives as policemen or firemen. A character's profession defines who he would like, someday, to be. A Paladin would someday like to be a holy crusader defending the honor of his god. A Thief would someday like to be known far and wide as the greatest master of legerdemain in all the land. Bards dream of composing a saga so moving, that it brings a tear to the eye each time it is recited.

A character's profession represents the training that he received before starting his life as an adventurer. It also reflects the types of skills and abilities that he will be most likely to learn and develop as he continues to adventure. This in turn helps determine the role he will play in his adventuring group. Every profession has primary stats, which are the most important to the profession. Most characters do not pursue professions in which their abilities do not lie. For example, a fighter with a Strength stat of 30 is not going to be able to handle the rigors of melee combat.

Characters are divided into three groups (or classes): Warriors, Spell Casters, and Artisans. First we will examine the Warrior Class.

Warriors

Warriors are the grunts, brawlers, and tough guys of the fantasy world. Warriors are subdivided into four groups (or professions): Fighters, Archers, Rangers, and Paladins.

Fighters

Fighters are the real workhorses of a fantasy campaign. They are often the first to jump into a fight and generally are the last standing. Even though fighters are more common in some races than in others, all races produce fighters to some extent. Fighters come from varied backgrounds from ex-soldiers to local wrestlers. They are concerned mostly with acquiring wealth and living long enough to use it. However, it is not uncommon to find a fighter who is very chivalrous and believes that honor is a prize greater than any amount of money.

Since a Fighter depends on inflicting as much lethal damage as he can with each swing he makes, his highest stat should usually be put into Strength. A fighter must have a minimum Strength stat score of 70 (see Character Stats p. 35) in order to be accepted into his apprenticeship (see Character Advancement p. 49).

- ❖ A Fighter may wear any type of armor from heavy plate to soft leather.
- ❖ A Fighter may make an attack twice in the same round with the same weapon at only half of the offensive and defensive penalties assigned to non-fighters (penalties for non-fighters are: 1st attack -20%, 2nd attack -40%, DB -10%. Penalties for fighters are: 1st attack -10%, 2nd attack -20%, DB -5%). At level 20 the penalties for Fighters become 1st attack -5%, 2nd attack -10%, DB -0%. At level 30, penalties for Fighters are eliminated altogether.
- ❖ A Fighter gains a +1% per level Profession Bonus to all his skills in the Combat Category except skills involving missile weapons (see Character Advancement, p. 50).

- ❖ Penalties for Fighters who choose to Fight Florentine are halved (see Combat, page 80). At level 20 the penalties are eliminated altogether.
- ❖ A Fighter 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 Fighter is very uncomfortable with any missile weapon. He receives a -15% penalty when using any such device until he has spent at least three levels using it as his main weapon or four levels as a secondary weapon (or Narrator's discretion).

Archers

Not all warriors lust for melee combat. Some prefer to conduct their attacks from a safe distance. Bows, crossbows and javelins allow warriors to slay their foes from a protected position. Those who specialize in such weapons are commonly called Archers. They may have a military background or may have picked up the hobby as a child.

Since an Archer depends on being as accurate as possible, his highest stat should usually be put into Dexterity. An Archer must have a minimum Dexterity score of 60 in order to be accepted into his apprenticeship.

- ❖ Unlike other professions, Archers may add their damage modifier from their Strength stat to the damage of an arrow since they are properly trained to handle a bow.
- ❖ At 10th level an Archer may fire a short bow, longbow, or composite bow once every round and any crossbow once every two rounds.
- ❖ At 20th level, an Archer may fire a bow three times every two rounds and a crossbow twice every three rounds.
- ❖ At 30th level, an Archer may fire a bow up to twice per round and a crossbow once per round.
- ❖ An Archer gains a +1% per level Profession Bonus to all skills in the Combat category except skills involving melee weapons.
- ❖ An Archer is unaccustomed to using melee weapons. He receives a -15% penalty for any melee weapon until he uses the weapon for at least three levels as his main weapon or four levels as a secondary weapon.
- ❖ An Archer 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).

- ❖ An Archer may not wear any type of bulky armor on his arms (such as light or heavy plate), as these items would interfere with firing a bow.



Rangers

Rangers are a special breed of Warriors. They perform many different tasks in their day-to-day routine. They can act as officers of the peace in the wilderness, defenders of nature, and are often hired as guides or trackers. Rangers are almost always good-natured and are usually quite trustworthy. Rangers may have been soldiers in their past, but are usually groomed for the position as a youngster or inherit their skills from a father or uncle. Rangers are often thought to be related to Druids, but in reality they are quite different.

Since a Ranger must be both a decent warrior and hardy enough to face the elements, his highest stats should usually be Fortitude and Dexterity. A Ranger must have a minimum Dexterity stat score of 60 and a minimum Fortitude stat score of 70 in order to be accepted into his apprenticeship.

- ❖ A Ranger can use any weapon (missile or melee) without any type of penalty.