

# COUSTILLAR

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	33 : 27	9	4	Single, Firearm s	1S		Discern Alchemy Discern Black Arts Utilise Any Armour Utilise Medium Weapons Utilise Shields
2	36 : 29	10	8	Ambide x	1S	1	Reflex I Track
3	39 : 31	12	12	Missile, Thrown	2S		Discern Disease Herblore
4	42 : 33	13	16		2S	1	Dead Eye Improved Reload Make Poison
5	45 : 35	15	20		3S		Cause Disease 1/4 Lvls Weapon Mastery I
6	48 : 37	16	24		4S	1	Reflex II Snare
7	51 : 39	18	28		4S		Make Blade Venom Speak with plants/animals a/w
8	54 : 41	19	32	Double-Handed	6S/7D	1	Control Plant/Animal Utilise Gymier @ Level - 5
9	57 : 43	21	36		6S/7D		Dead Eye Marksmanship
10	60 : 45	22	40		7S/8D	1	Reflex III Weapon Mastery II
11	65 : 48	25	45		8S/8D		Reflex IV Weapon Mastery III
12	70 : 51	27	50		9S/10D	2	Corrupt Animal

A Human Coustillar gains 33:3 life points

An Elven Coustillar gains 27:2 life points

## CLASS RESTRICTIONS AND LIMITATIONS:

1. Coustillars can only be Lawful Evil, Neutral Evil or Chaotic Neutral in alignment, this must be chosen at first level.
2. Coustillars can wear up to Plate (AC 12) but often tend to wear less restrictive armour when hunting or prowling in the forests.
3. They see nature as a tool to aid their survival, they will manipulate and destroy it as they see fit. They share a mutual hatred of Wood Elves, Druids and Rangers and will always attack them over any other.
4. Coustillar skill points are from the Warrior base class.

## CLASS ABILITIES

**Discern Alchemy** – this allows the Coustillar to discern the various potions in the world - Refer to Makes rules handbook.

**Discern Black Arts** – this allows the Coustillar to discern the various poisons, acids, etc in the world. - Refer to Makes rules handbook.

**Utilise Any Armour** – Coustillars are able to utilise any armour type, and any weapon type. The only restriction to this is that a Coustillar may not use both a spiritual and magical weapon/armour at the same time they must choose either/or.

**Utilise Medium Weapon** – This allows the Coustillar to be able to use any Medium Weapon.

**Utilise Shield** – This allows the Coustillar to use Shields of any size.

**Reflex 1** – this gives the Coustillar 1 point of dexterity armour.

**Track** - Allows the Coustillar to track known prints/markings. Coustillars may learn these through study and any known tracks should be recorded by a referee on a track card! Track may also allow a Coustillar to follow the trail of someone who has passed through – depending upon conditions (ref's discretion)

**Discern Disease** – This allows the priest to discern the presence and nature of any disease which is currently afflicting the target, including diseases with no current physical symptoms or where the target is merely a carrier.

**Herblore** – Allows the Coustillar to identify plants, and their characteristics as well as possible applications for which such plants may be used. Plants are natural, planar and non-human. Ref's discretion.

**Dead Eye** – allows the character to fire 1 shot per day and do their Point Blank damage at their Range distance.

**Improved Reload**– reduces the characters reload time on a specific type of firearm by the min. reload time for the weapon. Can be bought multiple times, but will never take the reload below the weapons minimum.

**Make Poison** - Allows a Coustillar to make Poison using the current makes rules – this is at black arts Alchemist skill level for purpose of points /difficulty

**Cause Disease** - A Coustillar can on touching someone with both hands inflict the subject with a disease similar to one caught from Orcs once per four levels per day.

**Weapon Mastery 1** – this gives the Coustillar +6LPs damage with a favoured melee weapon type e.g. a long sword.

**Reflex 2** – this gives the Coustillar 2 points of dexterity armour (gives a total of 3 dexterity with Reflex 1).

**Snare** - The Coustillar may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of lps damage equal to double the Coustillar's level at the time of setting the trap.

**Make Blade Venom** - - Allows a Coustillar to make Blade venoms using the current makes rules – this is at master black arts Alchemist skill level for purpose of points /difficulty

**Speak with plants/animals a/w** – This allows the Coustillar to speak with any plants or animals. Answers are limited to the intelligence of the animal or the size of the plant, and may not always be truthful.

**Control Plant/Animal** - A Coustillar can control any number of plants or animals as long as the total Hits are no greater than 4 / level as long as the plants or animals remain within 30' of the Coustillar. This also allows a Coustillar to control an entanglement or trip trap to release them. Obviously the animal or plant is limited in understanding requests of a complex nature (although speak with animals/plants can help here). Animals and plants are natural, planar and non-human. Ref's discretion.

**Utilise Gymier** – Allows a Coustillar to cast Gymeric miracles at a sphere up to his level minus 5 (eg a 7<sup>th</sup> lvl Coustillar can cast up to 2<sup>nd</sup> lvl Gymier spells) at normal power cost.

**Marksmanship** – allows the character to fire 1 shot per day at one and a half times their normal maximum range. Not stackable with Dead Eye ability.

**Reflex 3** – this gives the Coustillar an additional 3 Dex AC. Requires *Reflex 1 and Reflex 2* (giving a total of 6 dexterity).

**Weapon Mastery 2** - this skill gives the Coustillar +6LPs damage with a type of weapon i.e. Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Coustillar to have *Weapon Mastery 1* in the same weapon type.

**Reflex 4** – this gives the Scout 4 points of dexterity AC- must buy reflex 3 first (gives a total of 10 dexterity).

**Weapon Mastery 3** – this gives the Coustillar a further +6LPs damage with a particular weapon type. Requires *Weapon Mastery 1 and 2* in the same weapon type.

**Corrupt Animal** - Through the tormenting, controlling and torturing of one specific animal, the Coustillar can begin to twist and corrupt the animals instincts to their desire. The animal will only ever obey a command from the Coustillar who has corrupted them. The animal becomes a stronger, more ferocious, violent version of their former self (see ref). The animal is no longer restricted to remain within 30' of the Coustillar but will always return to the Coustillar after completing the most recent task. The animal is beyond the power of any druid or ranger to charm it or release it from this corruption. A Bard's song of Release may work. Refs discretion.