

DERVISH

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	30	9	6	Single Ambidex Thrown	1S		Discern Alchemy Discern Balm Discern Black Arts Fanaticism Stop Bleeding 1/2 Levels/Day Utilise Light Armour Utilise Medium Weapon Utilise Self Scimitars
2	33	11	12		1S	1	Make Cure Potion
3	36	13	18		2S		Reflex 1 Self Weapon Mastery 1
4	39	15	24	Missile	2S	1	Make Poison
5	42	17	30		3S		Reflex 2
6	45	19	36		4S	1	Cut To Bleed 1 / 3 Levels / Day Self Weapon Mastery 2
7	48	21	42		4S		+6 Strength Make Cure Balm Speed self
8	51	23	48		6S	1	Make Antidote Reflex 3
9	54	25	54		6S		Cast 1 st And 2 nd Level Healing Miracles
10	57	27	60		7S	1	Self Weapon Mastery 3
11	62	30	69		8S		Cast 3 rd Level Healing Miracles
12	67	33	78		9S	2	Self Weapon Mastery 4

A HUMAN DERVISH GAINS 30:3 LIFE POINTS

CLASS RESTRICCTIONS

- Dervish's natural heal is transferable
- Dervish's may only be Saracen.
- Dervish skill points are from the Warrior base class.

CLASS ABILITIES

Discern Alchemy - This allows the Dervish to discern various potions - Refer to Makes rules handbook.

Discern Balm - this allows the Dervish to determine the various type of balm

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

Fanaticism – This at will ability allows the Dervish to only take 2/3 physical damage while in a frenzy state. The Dervish retains weapon masteries and dexterity skills while in this state. Dervish must choose what they are fanatic against before adventuring and must have this checked with a referee. This allows the Dervish to keep going, no matter how much physical damage has been taken. All other damage cuts straight through. The frenzy lasts until all enemies have been killed, escaped, or a period of 15 minutes has passed. There is no wind down period. 1 Sanity is lost per use of this skill.

Stop Bleeding - This allows a Dervish to stop the blood flow from an injury caused by either a cut to bleed or similar effect. It can be used to stop a half throat-slit but not a full one. The Dervish must 'pinch' the wound for at least 10 seconds for it to stop the bleeding sufficiently.

Utilise Light Armour – This allows the Dervish to be able to use armour of up to a maximum of 4 AC.

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

Utilise Self Scimitars - Dervish's start with two self scimitars. Self weapon are immune to mystical effects (eg black blade, blade dull). Should a Self- weapon be lost then it will have to be replaced with an exact copy (ten times the cost of an equivalent weapon). Also the Dervish will need to retrain at a cost of 10XP per level they have attained.

Make Cure Potion – This allows a Dervish to make cure potions, using the current make potion rules.

Reflex 1 – This grant the Dervish one point of dexterity.

Self Weapon Mastery 1 – This allows the Dervish to do an extra 6lps dam with their self weapons.

Make Poison – This allows the Dervish to make poison using the current make poison rules

Reflex 2 – This grant the Dervish a further two points of dexterity and stacks with Reflex 1 (gives a total of 3 dexterity)

Cut to Bleed – This ability allows a Dervish to cut a target in such a way that mystical healing is required to stop the bleeding. Otherwise the cut will continue to bleed at the rate of 1lifepoint per minute. Due to the continuous damage, the target is also unable to spell cast until the bleeding has been stopped.

Make Cure Balm - At a cost of 40 gc per balm, a Dervish may manufacture their level per weekend in cure balms. These heal 6lps TB and 6lps to the location to which they are applied.

Speed Self - This skill allows the Dervish to focus their dexterity and speed to avoid damage from incoming attacks. A Dervish has their level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 8th level Dervish has 8 points, which could be spent on Speed Self 4 for two times a day, Speed Self 1 for eight times a day or any similar combination. Note that a Dervish is limited to using Speed Self of a level up to half their own level, so the 8th level Dervish could only use up to Speed Self-4.

Speed Self 1 halves the damage a Dervish takes against physical damage only, Speed Self 2 the Dervish takes one third damage, Speed Self 3 one quarter damage is taken and so on.

When activated the speed self chosen lasts for 5 minutes.

Self Weapon Mastery 2 – This allows the Dervish to do an extra 6lps dam with their self weapons stacking with Self Weapon Mastery 1.

Plus X Points Strength - this permanently grants the Dervish +X points of strength.

Make Antidote – This allows the Dervish to make antidote using the current make rules.

Reflex 3 - This grant the Dervish a further three points of dexterity and stacks with Reflex 1 and 2 (gives a total of 6 dexterity)

Cast 1st And 2nd Level Healing Miracles- this allows the Dervish to cast priestly *Heal Self* and *Cure Light Wounds* miracles for power as would a Priest. Dervish's are still able to use bladed weapons however when they gain this ability

Self Weapon Mastery 3 – This allows the Dervish to do an extra 6lps dam with their self weapons stacking with Self Weapon Mastery 1 and 2.

Cast 3rd Level Healing Miracles – this allows the Dervish to cast *Cure serious Wounds* miracle for power as would a Priest. Dervish's are still able to use bladed weapons however when they gain this ability.

Self Weapon Mastery 4 – this allows the Dervish to do an extra 6lps dam with their self weapons stacking with Self Weapon Mastery 1 and 2 and 3.

Reflex 4 - This grant the Dervish a further four points of dexterity and stacks with Reflex 1, 2 and 3 (gives a total of 10 dexterity).

Full Reflexive Defence – the Dervish by use of this skill achieves a state of supreme reflexive capability and by doing so burns dexterity AC to dodge blows one for one. Once initiated a Dervish should inform the ref by calling “FRD”. This ability must run its course and will end by midnight or when the Dervish has dodged X number of blows, X being the amount of Natural dexterity the Dervish has. (Gods charms, Elven cloaks, Blesses or potions do not add to NATURAL dexterity) Once finished the natural dexterity is gone for 24 hours. FRD will work against all but the most potent of melee blows (refs Discretion). It will work against the likes of Pole Axe, crushing blows, mighty blows etc.