

# GUIDE

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	24	8	6	Single	1S		Map Utilise Light Weapons
2	25	9	12		2S	1	
3	26	10	18	+1 Skill	2S	2	
4	27	11	24		3S	1	
5	28	12	30	+1 Skill	3S	2	
6	29	13	36	+1 Skill	3S	2	
7	30	14	42		3S	2	
8	31	15	48	Double- Handed	4S/5D	3	
9	33	16	54		4S/5D	1	
10	35	17	60		5S/6D	3	
11	39	19	69		6S/6D	3	
12	43	21	78		7S/7D	3	

A Human Guide Gains 24:1 LPs

## Class Ability

**Map** - This allows a Guide to know approximately where they are by use of landmarks, and to ask the referee for a rudimentary map of the area they have drawn from memory. If they have access to a detailed map of the area, they are able to know more precise details such as terrain, distances and expected population/habitats in the vicinity.

**Utilise Light Weapon** - This allows the Guide to be able to use any Light Weapon.

Table 1	
Apprentice Alchemist	Discern Smell
Apprentice Black Arts	Leap
Concealment	Learn Tongues
Discern Alchemy	Reflex 1
Discern Black Arts	Track
Dodge	

Table 2	
Alchemist	Reflex 2
Black Arts	Spiritual Enhancement
Detect Psionics	Sprint Burst
Disarm Parry	
Perceive Lie	

Table 3	
Arrow Cutting	Reflex 3
Enhanced Climb	Snare
Enhanced Natural Heal	Stamina I
Initialise Operancy	Weapon Mastery 1

**Apprentice Alchemist** - This allows the Guide to make potions - Refer to Makes rules handbook.

**Apprentice Black Arts** - This allows the Guide to make poisons, acids, etc - Refer to Makes rules handbook.

**Concealment** - allows a Guide to conceal themselves from view. This can be in shadows, bushes or similar - anywhere they can manage to squeeze in and hide!

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

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

**Discern Smell** - Allows the Guide to recognise known smells and out of place smells! The Guide may learn various smells by practice - any smells learnt should be recorded by a referee on a Smell Card! NB Elven Guides cannot gain this skill.

**Dodge** - this allows the Guide to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*)

**Leap** - this allows the Guide 1/4 levels/day to leap 10 foot horizontally or 10 foot vertically.

**Learn Tongues** - Allows a Guide to speak the basics of any language they might commonly encounter in their travels eg Orc, Troll, Darkendari

**Reflex 1** - this gives the Guide 1 point of dexterity armour.

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

**Alchemist** - this further enhances the Guide's potion making skills - Refer to Makes rules handbook.

**Black Arts** - this further enhances the Guide's poison / acid etc making skills - Refer to Makes rules handbook.

**Detect Psionics** - allows a Guide to detect those who are psionically operant within 30' in a similar way to a Farsense operant activity. However this ability does not involve the use of any psionic power.

**Disarm Parry** - this allows the Guide to disarm an opponents weapon by striking with their own weapon, this skill is usable 1 per 4 levels per day.

**Perceive Lie** - Allows a Guide to tell if someone is lying. This is a physical ability, and uses things such as body language and voice tone to detect lies, and will work on those immune to spiritual detect lie.

**Reflex 2** - this gives the Guide 2 points of dexterity armour - must buy reflex 1 first (gives a total of 3 dexterity).

**Spiritual Enhancement** - This permanently grants the Guide an additional 2 power. This skill may be purchased more than once.

**Sprint Burst** - This ability allows the Guide to sprint at a speed  $\frac{1}{2}$  again their top speed. This burst lasts for 20 seconds only. Physical representation is done by calling "sprint burst" and over twenty seconds counting the steps taken then in a time freeze after this allowing the sprinter to take half those paces again! This ability is usable twice plus once per level.

**Turn blow** - 1 per 4 levels - this allows the Guide to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types

**Arrow Cutting** - by use of this skill the Guide can half all damage from ranged attacks of a physical nature that hit him with the exception of gunshot.

**Enhanced Climb** - the Guide can climb sheer stone walls and can also traverse ceilings. They cannot possibly use a gun or other items that require good finger dexterity while climbing. Referees decision is final.

**Enhanced Natural Healing** - This doubles the amount of natural healing the Guide can use per day.

**Initialise Operancy** - the Guide becomes Psionically Operant (see Psionics). This may not be purchased until 8<sup>th</sup> rank, even if you have the skill points available before then!

**Reflex 3** - this gives the Guide 3 points of dexterity AC - must buy reflex 2 first (gives a total of 6 dexterity).

**Snare** - The Guide 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 Guide's level at the time of setting the trap.

**Stamina 1** - this skill permanently raises the Guide's total body by 3LPs.

**Weapon Mastery 1** - this skill gives the Guide +6LPs damage with a type of weapon e.g. Daggers, Long swords etc.