

GYPSY

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	25	9	4	Single	1S		Foresee 1/3 lvls/day Reflex 1 Utilise Light Armour Utilise Medium Weapons
2	27	10	8		2S	1	Cutpurse a/w
3	29	12	12	+ 1 Skill*	2S/1D		Weapons Mastery 1
4	31	13	16	+ 1 Skill*	3S/2D	1	Dagger Mastery 1 Evaluate Treasure a/w
5	33	15	20	+ 1 Skill*	3S/2D		Thrown Mastery 1
6	35	16	24		3S/3D	1	Discern/Make Heal Poultice Reflex 2
7	37	18	28	Double- Handed	3S/3D		Foretell 1/5 lvl/day Gypsy Curse
8	39	19	32		4S/5D	1	Confer Luck 1/2 lvl/day Weapons Mastery 2 Worded Curse
9	41	21	36		4S/5D		Beguile a/w Thrown Mastery 2
10	43	22	40		5S/6D	1	Dagger Mastery 2 Dance 1/day The Sight
11	46	25	46		6S/6D		Make Gypsy Charms & Treasure
12	49	27	52		7S/7D	2	

*CHOICE OF: DOUBLE-HANDED, MISSILE, AMBIDEXTROUS, THROWN, FIREARMS

- Gypsies are always human.
- Gypsy natural healing is transferable.
- All Gypsies are chaotic in nature. They may be good, evil or neutral
- Gypsy skill points are from the Scout base class

Class Abilities

Foresee – Gives a vague idea of future events (ref's discretion)

Reflex 1 – this gives the Gypsy 1 point of dexterity armour.

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

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

Cutpurse – this allows the Gypsy to take small items, coins etc from an unsuspecting target, this skill may be used at will.

Weapon Mastery 1 – this give the Gypsy plus 6 LPs damage with a favoured melee weapon type e.g. a long sword.

Dagger Mastery 1 – this give the Gypsy plus 6 LPs damage with a dagger

Evaluate treasure – allows a Gypsy to have a rough idea of the value of an item. This ability will not reveal any mystical properties an item may have.

Thrown Mastery 1 – this grants the Gypsy +6LPs damage with thrown weapons.

Discern/make heal poultice – Allows a Gypsy to discern whether a poultice has healing properties (ref's discretion). Also allows a Gypsy to manufacture healing poultices which heal 3lps to TB, and 3lps to the location the poultice is applied to. Gypsies can make one poultice/ level/weekend for no cost.

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

Foretell – Gives the Gypsy a specific idea of a future event (ref's discretion)

Gypsy Curse – This is a bad luck curse, which has the effect of lowering the target's AC by 2 dexterity (e.g. bad luck moving a little too far, and getting hit by a sword!) Cost of this will vary dependant upon whether the Gypsy wishes to inflict a temporary or permanent curse, and what the target has done to incur the curse being cast upon them! (ref's discretion). Gypsy curse can be cast no more than once /level/ day.

Confer Luck – This allows the Gypsy to pass luck on to someone (including themselves) for one deed, action etc (refs discretion / decision).

Weapon Mastery 2 – this skill gives the Gypsy +6LPs damage with a type of weapon e.g. Daggers, Long swords etc for a total of +12LPs with the chosen weapon type. Requires the Gypsy to have weapon mastery one in the same weapon type.

Worded Curse – This can be a very potent ability and depending on the curse will have some sort of cost attributed to it (refs discretion / decision). This should be used with care!!

Beguile a/w – Allows a Gypsy to beguile anyone. Only one person may be beguiled at a time, and any person so beguiled will remember the beguilement after the event. This is a physical effect and will affect those not usually affected by a mystical version (ref's discretion)

Thrown Mastery 2 – this grants the Gypsy a further + 6LPs damage with thrown weapons. Must have Thrown Mastery 1.

Dagger Mastery 2 – this skill gives the Gypsy +6LPs damage with a dagger for a total of +12LPs. Requires the Gypsy to have dagger mastery one.

Dance – This skill allows the Gypsy to take no damage from melee or single target spell damage or effects as long as they keep dancing, upto and including M4. Area effect spells and damage still however have full effect on them. This ability is useable once a day.

The Sight – This allows the gypsy to see the aura that surrounds people giving them the person's auric colour. Note that people who are immune to the Psionic Auric colour are still affected by this ability (refs discretion).

Make Gypsy Charms & treasure – See a referee for what can be made!!