

MAGSMEN

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON SKILL	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	27	8	2	Single Firearms	1S / 1D	1	Subdue Utilise Medium Armour Utilise Heavy Weapons
2	30	8	4	Thrown	2S / 1D	1	
3	33	9	6	Ambidex	2S / 1D	3	
4	36	9	8		3S / 2D		+3 Strength
5	39	10	10		3S / 2D	2	
6	42	10	12	Double-Handed	3S / 3D		Dark-sense
7	45	11	14		3S / 3D	1	
8	48	11	16		4S / 5D	1	Half Effect Mind Influencing Psionics +6 strength
9	51	12	18		4S / 5D	2	Half Effect Spiritual Mind Influencing
10	54	12	20		5S / 6D	2	Rear Attack Crushing Blow x2/Day Or Frenzied Attack x2/Day
11	59	13	23		6S / 6D	3	Crushing Blow x 2/Day
12	64	14	26		7S / 7D	2	Knockout Strike 1/Day

A HUMAN MAGSMAN GAINS
27:3 LIFE POINTS

Magsmen Abilities & Restrictions

Magsmen can never solve riddles or puzzles regardless of whether the player gains the answer.

- Magsmen will never willingly lead an attack, unless they are in large numbers and can easily overcome the opposition.
- In spite of their more war-like appearance, they are still thieves and will try to steal whatever they can, whenever they can.

- Magsmen are not very intelligent and therefore at later levels gain some limited resistance to spiritual and psionic mind influence.
- Despite their low intelligence Magsmen do not need to be played as totally without intelligence, although clever plots and plans are simply not their thing.
- All Magsmen have an innate fear of the 'Great Underground' and will seldom attack or interfere with someone claiming to represent such a body.
- Magsmen despise Rangers, although they will go a long way to conceal this, and very much look down on thieves (and will bully them). They are however terrified of assassins.
- Magsmen cannot be psionic

Class Abilities

Subdue – this allows the Magsman to deal non-lethal melee damage as skillfully as they may deal lethal melee damage. The call of Subdue should be added to the damage call to make this clear. For every Hit of subdue damage inflicted 1LP is lethal damage. E.g. a Magsman does triple subdue to a fellow party member to try and knock them out as they are in a rune of pain – 3LPs of the damage is real, the other 15 are Subdued. The target has taken 18LPs damage but only 3 of it has actually done any real hurt. When using Subdue it is not possible to accidentally kill the person being subdued. Without the Subdue skill, any untrained attempt to deal non-lethal melee damage is limited to a Subdue Single (6LPs). Any attempt to deal more than that without training will always deal full lethal damage.

Utilise Medium Armour – This allows the Magsman to be able to use armour of up to a maximum of 8 AC.

Utilise Heavy Weapon – This allows the Magsman to be able to use any Heavy Weapon.

Plus X Points Str – this permanently grants the Magsman +X points of strength.

Dark-Sense – This ability allows the Magsman to have marked exits or paths useful in escaping any situation. Should a darkness then be cast, the player may keep their eyes open and move directly to an escape point which they have marked out. It does not allow the player to respond to attacks or their path being blocked. They will follow their sense of direction and instincts to their marked exit but may not dodge or avoid attacks as they are technically blind like everyone else.

Half Effect Mind Influencing Psionics – This ability gives the Magsman reduced effect (duration) from mind influencing Psionics e.g. *Neuro Hold*, *Empathic Projection*,

Neuro Command. Generally this will halve the duration of the Psionic effect being targeted on the Magsman. Ref's discretion applies.

Half Effect Spiritual Mind Influencing – This ability gives the Magsman reduced effect (duration) from mind influencing Spiritual Miracles e.g. *Halt, Voice of Power* *Beguilement* and *Terrify* etc. Generally this will halve the duration of the Spiritual effect being targeted on the Magsman. Ref's discretion applies.

Rear Attack Crushing Blow – This allows the Magsman to use crushing blow only if the target is attacked from behind and the chest is struck.

Frenzied Attack – This allows the Magsman to go into frenzy against a specified target granting him increased strength and vigour. (i.e. +6pts strength taking 2/3 damage from physical)

Crushing Blow – This allows the Magsman to use crushing blow

Knockout Strike – This allows the Magsman to knock an opponent out with a single blow. The opponent is then unconscious until they are brought around (ref's discretion). The blow does not cause any damage to the recipient.

Magsman Ability Tables

Table 1	
Backstab	Dodge
Dexterity	Reflex 1
Discern Alchemy	Thrown Mastery 1
Discern Black Arts	Turn blow
Disarm Parry	

Table 2	
Conceal Lie	Snare
Cut to Bleed	Stamina 1
Discern Smell	Thrown Mastery 2
Hone Blade	Torture
Marksmanship	Utilise Heavy Armour
Perceive Lie	Utilise Shield
Reflex 2	Weapon Mastery 1

Table 3	
Alliance Initiation	Physical Deceive Perception
Apprentice Alchemist	Reflex 3
Apprentice Black Arts	Shield Mastery 1
Body Weaponry	Strength 1
Crushing Blow	Thrown Mastery 3
Discern Nature Of Wounds	Track
Disguise	

Table 4	
Alchemist	Master Alchemist
Black Arts	Master Black Arts
Conceal Small Item	Shin Parry
Discern Disease	Strength 2
Forearm Parry	Surehandedness
Frenzy	Weapon Mastery 2
Make Concealed Weapon	