

# March Warden

Officer of provincial law, the March Warden is effectively a town marshal/law enforcer. These characters are direct servants and agents of the King's Law and cannot be stopped from adventuring.

Their professional duties include night watches, various investigations at local level and patrolling backwater marches.

## The March Warden Coda

- March Wardens only wear non-metal armour (up to AC4), although they may use chain or even plate if on a special mission.
- March Wardens favour truncheons, even on adventures. These are specially made of hardened, unwarpageable Jinda wood. They may also use any sword, but never daggers. They actively prefer crossbows, but may also use shortbows.
- They are always either Lawful Neutral or Lawful Good in alignment.
- As Lawful characters, they will be hard pressed to fraternise with chaotic characters, and will never willingly adventure with an outlaw.
- March Wardens may **only** be human, half-elven or Halflings.
- March Wardens may wear 'the Black' but only if it is their proper dress (i.e. long coat with shoulder cape).
- March Wardens may make arrests in the name of the King.
- March Wardens are by nature religious, and will always be respected members of some lawful cult, often acting as lay clergy.
- March Wardens natural healing is transferable in nature.

## Contacts

At some point, the March Warden may interact with an outlawed or 'unlawful' person in order to gain information. This 'outlaw' is the March Warden's contact.

A Warden may have only one contact in their career. In return for information given, the Warden is expected to help his contact stay alive and out of jail, to the point where the Warden may, with special dispensation, veto one case (short of murder) brought against his contact. A contact will therefore often go out of his way to keep the Warden alive, and the two will often adventure together.

Naturally a warden must pay for any information their contact provides.

# MARCH WARDEN

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	33	8	2	Single Missile	1S	1	Subdue Recognise Outlaw Utilise any Weapon Utilise Light Armour
2	36	9	4		1S	1	Immunity To All Fear
3	39	10	6	+1 Skill*	2S/2D	1	Bind Track
4	42	11	8	+1 Skill*	2S/3D	1	Missile Mastery 1, Perceive Lie
5	45	12	10	Double Handed	3S/4D	1	Missile Deflection 1/2levels Stop Bleeding 1/2levels
6	48	13	12		4S/4D	1	+3 Lps Damage Vs Outlaws
7	51	14	14		4S/5D	1	Mind Blank 1/3 Levels Stun Shot 1/Day Touch Subdue 1/Day
8	54	15	16		6S/7D	1	Mighty Shot 1/Day Touch Subdue 1/Day Trip Shot 2/Day
9	57	16	18		6S/7D	1	Touch Subdue 1/Day Missile Mastery 2
10	60	17	20		7S/8D	1	Deadly Accuracy 2/Day Dodge Missile 1/Day Remove Fear In Lawful Alignment A/W Touch Subdue 1/Day Vocal Stun 1/Day
11	65	19	23		8S/8D	2	Might Shot 1/Day Dodge Missile 1/Day
12	70	21	26		9S/10D	1	Cold Rage Vs Outlaw 1/Day Touch Subdue 1/Day

\* Choice Of: Ambidextrous or Thrown

A HUMAN MARCH WARDEN GAINS 33:3 LIFE POINTS

March Warden skill points are from the Warrior base class

## Class Abilities

**Subdue** – this allows the March Warden to perform non-lethal melee damage. NB for every Hit of subdue damage inflicted 1LP is real damage. E.g. a March Warden does triple subdue to a fellow party member to try and knock them out as they are in a *Rune of Pain* – 3 LPs 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.

**Recognise Outlaw** - This ability allows the March Warden to Recognise outlaws on sight. They also gain the broad reason(s) why they are outlawed; Race, Profession, Alignment, Action.. N.B. Regarding range, a good rule of thumb is if you are close enough to be able to identify the player by then you can use this ability.

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

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

**Immunity to All Fear** - March Warden are immune to all fear effects, refs discretion.

**Bind** – A March Warden knows how to tie knots that cannot be slipped, undone or otherwise circumvented by the person they have bound. A prisoner may therefore not escape from a physical binding placed upon them by the March Warden. The March Warden player must provide an adequate representation of the binding (eg rope)

Note: characters that have had their hands tied may not cast spells which require a somatic component (eg all sorcery, runes, most miracles etc)

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

**Missile Mastery 1** – this allows the March Warden to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc.

**Perceive Lie** - Allows a March Warden 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.

**Missile Deflection** – This is the ability to deflect any physical missile shot, thrown or fired at the March Warden (including gunshot if the March Warden is looking at the person firing the gun). The attack therefore does no damage to the March Warden. The March Warden must make an actual attempt to deflect the missile in order for their skill to work.

Note: The missiles fired by classes such as Bowman, and Crossbowman (missile weaponsmasters) are not deflected by this skill and must actually be physically dodged or turned by the player.

**Stop Bleeding** – A March Warden is trained to apply pressure to wounded areas to stop bleeding; this skill will counter a Cut to Bleed.

**+X Lps Damage Vs Outlaws** – this allows the March warden to do X extra damage when fighting know outlaws

**Mind Blank** – By force of concentration, the March Warden renders himself immune to the effects of non-damaging mind influence and psionic effects for 5 minutes (eg *Coercive Neuro Hold*, *Empathic Projection*, *Beguilement* etc)

**Stun Shot** – The March Warden aims to stagger his opponent with an arrow or crossbow bolt, rather than causing any actual damage. The victim is unable to move, speak or cast spells for 30 seconds or until hit for damage.

**Touch Subdue** – Allows the March Warden to knock his opponent out with a single punch. The opponent is then unconscious until they are brought around (ref's discretion). The blow does not cause any damage to the recipient.

**Trip Shot** – Similar to stun shot above, but here the March Warden aims to trip his target. The victim must fall over as per a trip spell (chest must contact the floor) but he can get up immediately.

**Missile Mastery 2** – this allows the March Warden to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc. for a total of plus 12 lps with the missile weapon type.

**Mighty Shot** – Allows the March Warden to inflict triple his normal damage for one missile shot (arrow/bolt). This can exceed systems max damage.

**Deadly Accuracy** - If the missile physically strikes the target, the March Warden may call his damage against a specific location. If it misses and passes within arm's length of the target, he may still call the damage but it will hit a random location.

**Dodge Missile** – Allows the March Warden to dodge (take no damage from) an incoming physical missile, even one fired by a missile weaponsmaster.

**Remove Fear in Lawful Alignment** – Allows the March Warden to cancel a fear affect in someone of a lawful alignment by touch (as per the priestly miracle *Remove Fear*).

**Vocal Stun** – By shouting an appropriate challenge (eg stop in the name of the King!) the March Warden can cause all characters within earshot who do not serve the King to be stunned for 10 seconds or until hit for damage. Victims so stunned cannot move cast or speak for the duration or until damaged. (Note: each stunned opponent is affected individually, so if 5 people are stunned and one is hit for damage, it does not break the stun effect for anyone else). This ability has no affect on anyone who cannot physically hear the March Warden's challenge.

**Cold Rage Vs Outlaw** – this allows the March Warden to enter a state of rage against a Known Outlaw. A March Warden in this state will take only one quarter (1/4) of all normal physical damage after armour. The March Warden gains +6 points strength whilst in cold rage. The March Warden may still use all weapon masteries and skills whilst in cold rage. This skill should be declared against a specific opponent in an encounter (e.g. cold rage vs that Bandit Leader). This allows the March Warden to keep going, no matter how much damage has been taken (except Spirit damage which cuts straight through), until the target has been killed or escaped. There is no wind down to this skill – once the target has died or escaped, the Cold Rage ends immediately. This skill is usable once per day.