

MESSENGER

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	25 : 25	9	4	Single	1S		Ut Light Armour Ut Light Weapons Ut Shield
2	28 : 27	10	8	Thrown	2S		+1 Dex
3	31 : 29	12	12	Ambidex	2S	2	
4	34 : 31	13	16		3S	1	+1 Dex
5	37 : 33	15	20	Any 1 Skill*	3S/3D	1	
6	40 : 35	16	24	Any 1 Skill*	3S/4D	1	
7	43 : 37	18	28		3S/4D	1	+2 Dex
8	46 : 39	19	32		4S/5D	1	
9	49 : 41	21	36		4S/5D	2	
10	52 : 43	22	40		5S/5D	3	
11	57 : 46	25	46		5S/6D	3	
12	62 : 49	27	52		6S/7D	2	

* Choice Of: Double handed, Missile, Firearms

A Human Messenger gains 25:3 lifepoints
An Elven Messenger gains 25:2 lifepoints

Class Restrictions

Messengers will sometimes proffer their skills as Scouts.
Only Worldsmith Priests, Inner Flames or Bards can bless Messengers.
All Messengers have loose affiliation to Dusk Island.
Messengers natural healing is transferable.

Class Abilities

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

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

Utilise Shield - The allows the Messenger to use Shields of any size.

+X Dex- this gives the Messenger X point of dexterity armour per time this skill is listed.

Messenger Ability Tables

Table 1
Backstab
Disarm Parry
Discern Alchemy
Discern Black Arts
Discern Smell
Disguise
Enhance Perception
Overbear
Reflex 1
Reflex 2
Shield Mastery 1

Table 2
Apprentice Alchemy
Apprentice Black Arts
Backstab Mastery 1
Feign Death
Hidden Strike
Master Bonds
Nerve Pinch
Reflex 3
Sprint Burst
Weapons Mastery 1

Table 3
Bardic Armorata
Minor Bardic Song

Skill Descriptions

Table 1

Backstab – this skill allows the Messenger to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour. This attack must be made from behind and unnoticed.

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

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

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

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

Disguise – this skill allows the Messenger to change their appearance (and smell if they have discern smell). This can include base race changes of approximately the same size and stature as the Messenger, hair colour etc.

Enhance Perception – Allows the Messenger to sense when somebody is in disguise (they cannot tell what they really look like though, just that they are currently disguised). Also negates the Backstab ability if used on the Messenger.

Overbear – If the Messenger strikes an opponent with both hands in he chest simultaneously then the target is knocked over backwards on to his back (Obviously this doesn't work on larger than man-sized creatures such as trolls or supernatural beings such as Vampires etc.).

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

Reflex 2 – this gives the Messenger 2 point of dexterity armour. Requires *Reflex 1* first (gives total of 3 dex).

Shield Mastery 1 - this grants the Messenger plus 1 dex ac whilst using a shield. This also adds plus 1 hit breaking resistance to the shield. I.e. shield mastery 1 means a normal shield would take a 6 Hit blow to break as opposed to a 5 Hit blow.

.

Table 2

Apprentice Alchemy – This allows the Messenger to make potions - Refer to Makes rules handbook.

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

Backstab Mastery 1 – this gives the Messenger +6LPs damage when using Backstab

Feign Death – The Messenger by controlling his own metabolism slow down his heart and breathing rate to almost a stop. This lends the illusion that he is dead. All “Discern Wounds” divinations will indicate that death has occurred. Spirit Sight and other mystical detects will however reveal the truth. Damage inflicted upon the Messenger whilst in this state is reduced to a quarter of normal.

Hidden Strike – this allows the Messenger to do double their damage with a back stab. This skill is usable at will. Requires Backstab Mastery 1

Master Bonds - The messenger once per day may escape from any physical restraints around him via dislocating joints and other escapology techniques.

Nerve Pinch - If the Messenger grabs an opponent by the neck he may manipulate a nerve and render them unconscious (this lasts for 5 min or until woken). He may attempt this once per 4 Lvl's per day.

Reflex 3 – this gives the Messenger an additional 3 Dex Ac. Requires *Reflex 1 and Reflex 2* (giving a total of 6 Dex).

Sprint Burst - This ability allows the Messenger to sprint at a speed of half 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.

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

Table 3

These skill picks may not be purchased until 10th rank, even if you have the skill picks available before then!

Bardic Armorata – this allows the Messenger to go one point above normal AC limits and also provides one point of Bardic AC

Minor Bard Song – This allows the Messenger access to one minor Bard song (Table one Bard song), which is cast off the Messenger’s power in the form of Bardic power.

Messenger Songs & Glamours

Level	Song Type	Songs	Glamours
1			
2			
3			1
4	Song of Sleep	1	2
5	Song of Forgetfulness	2	2
6	Song of Command	2	3
7	Song of Bravery	3	3
8	Song of Rest	4	4
9	Song of Calm	5	4
10		6	5
11		7	6
12		9	9