

MUSKETEERS

RANK	LIFE POINTS	HUMAN POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL POINTS	CLASS ABILITIES
1	27	8	2	Single Firearms	1S		Immunity To All Fear Utilise Light Armour Utilise Medium Weapons Utilise Self Sword
2	30	9	4	Ambidex Thrown Missile	2S	1	+1 Dex AC Half-Cocked
3	33	10	6		2S		Self Weapon Mastery 1
4	36	11	8	Double-Handed	3S/3D	1	+1 Dex AC Improved Reload
5	39	12	10		4S/4D		+1 Dex AC Deadeye
6	42	13	12		4S/5D	1	Self Weapon Mastery 2
7	45	14	14		6S/6D		+1 Dex AC Marksmanship Speed Self
8	48	15	16		6S/7D	1	Manufacture Shot Self Weapon Mastery 3 Weapon Mastery 1
9	51	16	18		6S/7D		Marksmanship
10	54	17	20		8S/8D	1	Weapon Mastery 2 Or Self Weapon Mastery 4
11	59	19	23		9S/9D		+1 Dex AC
12	64	21	26		10S/10D	2	Shoot To Kill

A Human Musketeer On A **50xp** Base Gains 27:3 Life Points

Class restrictions

- Musketeers are always lawful or neutral, though they may good, evil or neutral as the secondary part of their alignment
- Musketeers may be any Human as well as Dwarven with Marnish, Bolvian, Kleetian and Gardanian being the most common
- Musketeers firearms ranges are double normal from first level. (E.g 4' per level point blank, 20' per level standard range with a musket)
- Musketeers gain their firearms rank with their class rank - they do not have to fire the required number of shots as other classes are required to do.
- Musketeers starting reload time is 2/3 normal. E.g 60 seconds as opposed to the normal 90 seconds with a musket
- Musketeers start with a self sword and a musket/single-barrelled pistol
- Musketeers start with a single Medium Grade Shot
- Musketeers will wear up to thick velvet, buff coats and bucket tops (AC 3). However they may wear back and breastplate, and a morion or lobster pot helm.
- Musketeer skill points are from the Warrior base class.

Class Abilities

Immune To All Fear – Musketeers are immune to all fear effects refs discretion.

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

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

Utilise Self Sword - Only one of these may be owned at any time. Self weapon are immune to mystical effects (e.g. black blade, blade dull). Should a Self- weapon be lost then it will have to be replaced with an exact copy (ten times the cost of an equivalent weapon). Also the Musketeer will need to retrain at a cost of 10XP per level they have attained.

+1 Dex AC – this gives the Musketeer 1 point of dexterity armour per time this skill is listed.

Half Cocked – allows the Musketeer to halve the reload time for the next shot loaded in a Musket or Rifle. That shot will then only do Range damage up to the characters Point Blank range. This will allow the reload to be faster than the firearms usual Minimum reload. Pistols cannot be ‘tap’ loaded as they are too short. This ability is usable 1 per 4 levels.

Self Weapon Mastery 1 – This gives the Musketeer +6LPs damage with their Selfsword

Improved Reload – this allows the musketeer to reduce the reload time of firearms by 10 seconds

Dead Eye – allows the Musketeer to fire a shot doing their Point Blank damage at their Range distance once per three level per day

Self Weapon Mastery 2 – This gives the Musketeer +6LPs damage with their Selfsword

Marksmanship – allows the Musketeer to fire 1 shot per day, per time listed, at one and a half times their normal maximum range. Not stackable with Dead Eye ability.

Manufacture Shot – this allows the Musketeer to make shot at half cost of the current Makes rules.

Self Weapon Mastery 3 – This gives the Musketeer +6LPs damage with their Selfsword

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

Speed Self - This skill allows the musketeer to focus his dexterity and speed to avoid damage from incoming attacks. When the musketeer activates the skill he gains his current level in Speed Self points, which can be spent on either the level of Speed Self or the duration. E.g. an 9th level musketeer has 9 points, which could be spent on Speed Self 4 for two times a day and speed self 1 once a day, Speed Self 1 for nine times a day or any similar combination. Note that a musketeer is limited to using Speed Self of a level up to half his own level rounded down, so the 9th level musketeer could use up to Speed Self-4.

Speed Self 1 halves the damage a musketeer takes against physical damage only, Speed Self 2 the musketeer takes one third damage, Speed Self 3 one quarter damage is taken and so on.

When activated the speed self chosen lasts for 5 minutes

Speed self does not work on area effects or if the musketeer is halted in any way

Weapon Mastery 2 - this skill gives the Musketeer plus 6 lps damage with a type of weapon i.e. Daggers, Long swords etc for a total of plus 12 lps with the chosen weapon type. Requires the Musketeer to have *Weapon Mastery 1* in the same weapon type.

Self Weapon Mastery 4 - This gives the Musketeer +6LPs damage with their Selfsword

Shoot To Kill - The Musketeer carefully aims for a vital location on his target. The ability must be announced before the shot is fired, at which point the target will be killed outright. This skill **cannot** be combined with Deadly Accuracy or firearms skills (i.e. Dead Eye, Marksmanship, Half Cocked). This skill is usable once per day.