

Sapper Bolt On

- An aspirant Sapper starts as another class must reach full third level in their class before being allowed to become a 1st level Sapper. They must pay 100xp (paid 50xp at 3rd level, and 50xp at 8th level). From third level onwards they receive all abilities of both their original class and those from the below table.

RANK	LIFE POINTS	POWER	NAT HEAL	WEAPON TYPE	STRESS RESIST	SKILL PTS	CLASS ABILITIES
1	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class
2	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class
3/1	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	Access Sapper Tables 1-3 3 Sapper skill points Sapper Speak
4/2	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	2 Sapper skill points
5/3	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	1 Sapper skill point
6/4	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	2 Sapper skill points
7/5	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	1 Sapper skill point
8/6	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	Access Sapper Tables 4 1 Sapper skill point
9/7	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	2 Sapper skill points
10/8	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	2 Sapper skill points
11/9	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	2 Sapper skill points
12/10	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	As Per Class	4 Sapper skill points

Sapper Abilities

Sapper Speak – the secret language of Sappers, used to pass on information without anyone else being aware of what is being said. The conversation sounds perfectly normal to anyone listening without this skill. Anyone with this skill will be able to understand what the characters are really saying. Note that no tongues spell or other

class's ability to learn languages can duplicate Sapper Speak.

Access Sapper Tables 1–3 – this allows the cultist to spend any skill points they gain from their class on skills from the Sapper Class's tables 1–3.

Sapper skill points – the cultist gains the listed number of skill points that can only be used on the Sapper Class's tables 1–4

Access Sapper Tables 4 – this allows the sapper to spend skill points on sapper class table 4

Sapper Skill Tables

Table One Skills	
Deadeye	Marksmanship
Discern Terrorism	Resist Fear
Enhanced Climb	Sapping (Tunneling)
Improved Reload	Subdue
Intimidate	Turn Blow
Locate Explosive	Utilise Firearms

Table Two Skills	
Apprentice Engineering	Pathfinder
Brew Up	Resourcing
Construction	Snare
Dark Sense	Track
Dodge	Weapons Mastery 1
Mind of Ice	

Table Three Skills	
Break Limb	Make Gunpowder
Engineering	Weapons Mastery 2
Make Firearms	

Table Four Skills	
Make Shot	Near Miss
Mass Snare	Requisition
Master Engineering	Weapon Mastery 3

Skill Description

Table 1

Deadeye – this skill allows the Sapper to fire one shot per day and do their Point Blank damage at their Range distance. (See Firearms rules)

Discern terrorism – this allows the character to discern traps, snares and other Sapper/Terrorist –related devices, and also disarm any device they can themselves make.

Enhanced Climb – the Sapper can climb sheer stone walls and can also traverse ceilings. They cannot possibly use a gun or other items that require good finger dexterity while climbing. Referees decision is final.

Improved Reload – this skill reduces the time it takes the Sapper to reload a firearm, reducing the reload time on a specific type of firearm by the minimum reload time for the weapon. (See Firearms rules). Can be bought multiple times, but will never drop the reload time below the weapon’s minimum.

Locate Explosive – This skill allows the sapper through careful training to locate any explosive device within 30ft.

Marksmanship – this skill allows the Sapper to fire 1 shot per day at one and a half times their normal maximum range. Not usable at the same time as Deadeye.

Resist Fear – once per day the Sapper can ignore any Fear effect. Referee’s discretion applies, but this does allow the Sapper to survive a Shadow Death Angel.

Sapping (Tunnelling) – this skill allows the sapper to create a minimum of 5ft of trench with appropriate role-play. This may be expanded based on the number of sappers with this skill involved and also refs discretion based on the type of ground.

Subdue – this allows the Sapper to perform non-lethal damage. NB for every Hit of subdue damage inflicted 1LP is real damage.

Turn Blow –this allows the Sapper to reduce the damage a melee blow does by half before armour. This will work on all but the most powerful mystic types. This skill is usable once per 4 levels per day.

Utilise Firearms – a Sapper who takes this skill may use any firearm.

Table 2

Apprentice Engineering – this allows the Sapper to make Sapper devices. The character has one and a half times his level in make points per weekend and knows two of Bomb 2, Timer, Firework and Poison 2.

Brew Up – This allows the Sapper to, with appropriate roleplay, to recover fatigue therefore restoring 1/3rd of their life points.

Construction – This allows the Sapper, with appropriate equipment, to hastily fortify an area for example barring a door, shuttering windows or a temporary barricade. They may also build a temporary bridge across a gap, depending on how many Sappers are aiding. With the correct amount of time, this allows the Sapper to build defensive structures such as watch towers, palisade walls etc. Other things may be allowed at refs discretion for both Hastily and longer term uses of construction.

Dark-Sense – This ability allows the Sapper 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.

Mind of Ice – this skill gives the Sapper greatly increased resistance to torture and mind probing. Extent and duration of this resistance is at the referee's discretion.

Pathfinder – As long as a safe path exists through an area of dangerous ground, the sapper may find their way across safely. If they are caused to move from where they wish to step and leave this safe route the effect ends, this skill is usable once per sapper level per day.

Resourcing – This allows the Sapper with this skill to purchase items from the Public armoury list at 1/3 of the listed price. This skill is usable at will.

Snare – the Sapper may set a trap in an appropriate location, where it will remain until set off. The trap inflicts a number of LPs damage equal to double the Sapper's level at the time of setting the trap.

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

Weapon Mastery I – this gives the Sapper +6lp damages with a chosen melee weapon. E.g. a single-handed mace.

Table 3

Break Limb – this skill allows the character to strike a limb with a suitable weapon (including a firearm) and break it. This skill is usable once per 4 levels per day.

Engineering – this further enhances the Sapper’s ability to make Sapper devices. The character has his three times level in make points per weekend.

Make Firearms – this allows the Sapper to make Firearms. Requires Firearms Use. The Sapper has a number of crafting points equal to their level per weekend. If required, these points may be carried over from weekend to weekend as the Sapper may spend many months completing a particularly tricky piece of craftsmanship.

Firearm Type	DC (and minimum level)	Make Cost
Pistol	3	83
Blunderbuss	5	167
Musket	6	200
Double-Barrelled Pistol	8	250
Rifle	9	300

Make Gunpowder – this allows the Sapper to make his level in units of Gunpowder per weekend, costing 30GC per unit. Gunpowder is needed for some Sapper makes. Using a unit of Gunpowder reduces the cost of a Gunpowder make by 30GC and reduces the DC of the make by 1 (to a minimum of 1).

Weapon Mastery 2– this gives the Sapper an additional +6lps damages with a chosen melee weapon. E.g. a single-handed mace. Requires the Sapper to have Weapon Mastery 1 in the same weapon type.

Table 4

Make Shot – this allows a Sapper to make a number of grades of shot equal to their level per weekend based on the following table:

Shot Type	DC (and minimum level)	Make Cost
Low	1	33
Medium	2	66
High	4	133

It is possible for a maker of shot to make silver and iron shot (at one third of the Armoury Sell price) if they have the base materials. To make steel shot, a character must have the ability to unlock the secrets of steel. Requires Make Gunpowder.

Mass Snare – the Sapper may quickly riddle an entire area with traps. The traps inflicts a number of LPs damage equal to double the Sapper’s level at the time of setting the trap. Everyone passing through the area takes a Snare effect each time they pass through. Certain discerns may allow people to pass safely. This skill can be used once per day. Requires Snare.

Master Engineering – this further enhances the Sapper’s ability to make Sapper devices. The character has six times his level in make points per weekend. Refer to the Makes section.

Near Miss – This allows the sapper to negate or avoid explosive damage including fireballs. This skill usable once per sapper level per day.

Requisition – Once every Six Months, a Sapper using this skill can requisition a single item (ref’s discretion) based on their current need. Requires Resourcing.

Weapon Mastery 3 – this gives the Sapper +6lps damages with a chosen melee weapon. E.g. a single-handed mace for a total of +18lps damage with the chosen weapon type. Requires the Sapper to have Weapon Mastery 2 in the same weapon type.

Sapper Engineering

Apprentice				
Device	Type	DC	Make/Buy Cost	Effect
Bomb	Gunpowder	3*Lvl	100/No	6lps per rank 30ft radius physical impale, large and bulky, placed bomb
Firework	Gunpowder	9	150/No	20ft radius –1 Dex (–1 hit to monsters) to all in area due to distraction
Timer	Gunpowder	6	100/No	Delayed detonation device for bomb

Sapper				
Device	Type	DC	Make/Buy Cost	Effect
Flash	Gunpowder	12	200/No	20ft radius blindness for 10 secs
Grenade	Gunpowder	6*Lvl	200/No	6lps per rank 30ft radius physical impale, potion-sized, thrown bomb
Tripwire	Gunpowder	8	133/No	Tripwire detonation device for bomb

Master Sapper				
Device	Type	DC	Make/Buy Cost	Effect
Fire Bomb	Gunpowder	18	300/No	30ft radius ignite and “Bleed” (1lp Fire per min for 5 minutes) or “Pain” (6lps Fire per min for 5 minutes) effect depending on distance
Mine	Gunpowder	10	167/No	Pressure detonation device for bomb
Mortar	Gunpowder	12*Lvl	400/No	6lps per rank 30ft radius physical impale, mace-sized, aimed bomb
Naphtha	Herbal	6	100/300	Double strength fireball